

K-STATE
Research and Extension



Kansas



4-H
Horse Show
Rulebook

Revised November 2024

www.kansas4-H.org

Kansas State University Agricultural Experiment Station
and Cooperative Extension Service

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Introduction

This rulebook establishes uniform regulations and procedures to participate in Kansas 4-H Horse Shows. The rules govern the local county fair, district, and state 4-H horse shows.

The classes herein represent the majority interests of Kansas 4-H members participating in horse shows across the state. Local and county shows and fairs may offer additional classes for educational and fun opportunities.

All Kansas 4-H horse shows should promote an educational atmosphere for youth participants.

Competitive events in Kansas are divided into three age divisions based on the 4-H member's age **before January 1** of the current 4-H year:

- Juniors: ages 7 to 8 (local level **ONLY**)
- Intermediates: ages 9 to 13
- Seniors: ages 14 to 18

This rulebook supersedes all previous editions. The rules herein are effective October 1, 2024, unless otherwise specified at the time of their enactment. These rules remain in effect except as superseded by rule changes enacted by Kansas 4-H as published at www.kansas4-h.org. Rule changes have been indicated by bold lettering/underlining. Please read the rules applicable to your activities in their entirety as changes/modifications may have occurred as compared to last published edition.

Educational Objectives

- Learn safety precautions to prevent injuries to themselves, others, and their mounts.
- Develop leadership, initiative, self-reliance, sportsmanship, and other desirable traits and characteristics.
- Experience the pride and responsibility of owning or managing a horse or pony.
- Appreciate horseback riding as a healthful and wholesome form of recreation.
- Acquire skills and fundamental knowledge in basic horsemanship.

- Gain knowledge of breeding, raising, feeding, and training horses.
- Realize a greater love for animals and a humane attitude toward them.
- Practice citizenship responsibilities by working together in groups and supporting community horse projects and activities.
- **Youth in every project area are encouraged to continue to grow in mastery of their project. Seeking professional education/coaching is encouraged where appropriate.**

Use of the Name and Emblem

The use of the name and emblem of 4-H is regulated by federal law.

- Activities or programs under the supervision of the Cooperative Extension Service are supervised by K-State Research and Extension and the Department of 4-H Youth Development.
- Kansas 4-H Policies must be followed, including, but not limited to, competitive age, Cloverbuds, educational requirements, awards, and co-branding.

Shows or events sponsored by other organizations or individuals that do not provide separate 4-H classes or follow Kansas 4-H policies are not permitted to use the name and emblem.

Ownership and Leasing

Each project horse must be managed according to the following guidelines:

Members must have managing control of their horse project. “Managing control” means overseeing proper feeding, grooming, exercising, training, and stall management, and the member must have free access to the use of the horse at all times.

- **Ownership** — Youth may own the horse themselves, or use a family-owned horse (immediate family: parent, stepparent, sibling, stepsibling, grandparent, or legal guardian). In any case, the

youth participant must manage the horse at least 75 percent of the time from June 1 through September 30. The 4-H project year starts in October and goes through September 30. Members should be expected to start their horse record on October 1. In cases where a horse is not purchased until after Oct. 1, members are expected to start their horse record as soon as the horse is purchased. 4-H Horse project horses must be identified through the county or district extension office on or before June 1 annually if the 4-H member wants to exhibit at 4-H shows.

- **Leasing** — The leasing option is intended for youth who do not have access to family-owned horses or who want to expand their participation in the 4-H Horse Project.
 - A horse that is leased must be identified through the county or district extension office on or before June 1.
 - **If a 4-H member identifies a family-owned horse, 1 additional horse may be leased and identified.**
 - Youth must manage the leased horse at least 75 percent of the time from June 1 through September 30.
 - Members are expected to start their records on October 1, or as soon as the horse is leased on or before June 1.
 - If a 4-H member leases his or her horse to another 4-H member, the lessor forfeits the right to exhibit the horse at 4-H shows during the year.
- **Sharing project horses** — Siblings and stepsiblings:
 - The names of all siblings who intend to show the horse must be listed on the 4-H Horse Identification submitted on or before June 1.
 - Youth may exhibit the same horse; however the horse cannot participate in the same class in the same age division more than once at a given show.

- Youth can be in same age division, but they will have to participate in different classes.
- Youth must share management of the horse.

Identification

Deadline June 1

Each 4-H member must properly identify his or her owned or leased project horse(s) with the 4-H horse identification certificate (K-State Research and Extension publication P1039).

The multi-year horse identification certificate must be submitted to the local K-State Research and Extension office annually on or before June 1 each year. **Local identification deadlines supersede state deadlines for local shows.**

Age

Horse — As is standard practice in the equine industry, a horse is considered to be a year older each January 1. For example, a foal born in 2024 is considered to be 1 year old on Jan. 1, 2025, regardless of which day in 2024 the foal was born.

4-H member — Age determined before January 1 of the current 4-H year. Member must be age 9 before January 1 to participate in state competitions. If age 19 before January 1, then youth is ineligible for 4-H competitions.

General Show Management Recommendations

Promotional/marketing materials should be produced and available at least three months prior to show. Information should include date, time, location, registration, fees, and co-branding.

Recommended facility requirements:

- Liability and accident insurance coverage.
- Show arena minimum of 100 feet by 175 feet (Regulation size is 125 by 225 feet).

- Necessary equipment for officials.
- Exercise arena/space for exhibitors.
- Parking and seating area for spectators.
- Restrooms, drinking water, and other considerations for comfort of exhibitors and spectators.

Show Management Team should include the following:

- Show Superintendent (Manager)
- Judge
- Ring Steward(s)
- Announcer
- Secretary
- Entry and ID Clerks
- Gate Persons
- Appeals/Grievance Committee — Suggested 3 to 5 members to include Show Superintendent(s), Extension Agent(s), volunteer(s)

Show Management should provide contestant numbers to each contestant to aid the judge in evaluation of the classes.

Show Management should provide cards for judge to place classes to turn in to show secretary.

Show Management Team and judge are encouraged to meet before the show to assure understanding of signals and show procedures.

Show Management reserves the right to split classes into preliminary heats or combine similar type classes.

- If entries are low in a pattern class, the judge may choose the preliminary or final pattern for the class to work, with no call-backs.
- If there are fewer than five class entries, Show Management may combine similar type classes within an age division.

Show Management Team shall provide class patterns in exhibitor packet or post at least 30 minutes prior to the beginning of the show.

Judges' discretion used for the following:

- To call for a final pattern or place class from the

preliminary pattern.

- Dismissal of an exhibitor not ready to enter the arena when the class is called, resulting in disqualification from the class.
- Disqualification and dismissal of any rider not having his or her mount under sufficient control.
- Signs of pain and/or lameness displayed by horse shall result in dismissal from the class or show.
- Disqualification of an exhibitor for broken equipment.

Show Management should call for each class at least two times prior to the last call. It shall be the exhibitor's responsibility to be aware of the status of his/her classes.

Individually worked classes will follow the randomly assigned working order listed in the show book unless announced differently.

Show Management should allow sufficient time between classes for exhibitors to change clothing, tack, and/or horses as needed.

Local Show Management may choose to hold additional classes. Class rules are available online at Kansas4-H.org for some optional classes.

General Show and Class Rules

Exhibitors are expected to comply with all rules for any Kansas 4-H Horse Show. Those failing to comply with the rules are subject to loss of premium(s), forfeiture of award(s), disqualification from current show, and/or prohibition from future participation in the Kansas 4-H Horse Shows.

Accessibility Information: K-State Research and Extension is committed to providing equal opportunity for participation in all programs, services and activities. Program information may be available in languages other than English. Reasonable accommodations for persons with disabilities, including alternative means of communication (e.g., Braille, large print, audio tape, and American Sign Lan-

guage) may be requested by contacting the event contact the State 4-H Office four weeks prior to the start of the event at 785-532-5800, kansas4h@ksu.edu. Requests received after this date will be honored when it is feasible to do so. Language access services, such as interpretation or translation of vital information, will be provided free of charge to limited English proficient individuals upon request.

Eligibility: Current Kansas 4-H members meeting the membership criteria below are eligible to exhibit.

- **4-H membership:** Enrolled and active through 4-H Online.
- **Age requirements:** Members must be 7 years of age before January 1 of the current 4-H year and must not have passed their 19th birthday before January 1 of the current 4-H program year.

Exhibits: Exhibits must be owned or leased and cared for by the exhibitor with Horse Identification Form completed and on file in the local Extension Office on or before June 1.

General 4-H Rules

At a 4-H horse show, each 4-H'er is expected to care for and groom his or her own horse and may use the assistance of an immediate household member or another current Kansas 4-H member only. Trainers and other adults are prohibited from providing training for or riding a horse for the duration of the show. **Violation will result in disqualification at the discretion of Show Management.**

All 4-H'ers and family members are expected to display positive conduct and courtesy at all times. Unsportsmanlike conduct by the 4-H exhibitor or those accompanying the 4-H'er will not be tolerated. Such actions will result in forfeiture of all placings and qualifications earned during the show, and those involved may be excused from the grounds at the discretion of Show Management.

If an exhibitor removes their horse from the show ring prior to completion of judging any class without

consent of the ring steward, the exhibitor may be disqualified and premiums forfeited.

Questions regarding conduct or rules of the show should be referred to the Show Management. Tack changes should be communicated to Show Management, preferably to the Show Secretary or Gate Person, if exhibitor will be delayed.

At no time should the 4-H exhibitor or parent(s) be allowed to confront the judge during the show.

Questions should be brought only to the show superintendent or the entry and ID clerks.

Exhibitors wanting to declare an unauthorized entry or rule violation, etc. must follow the *Protest Procedure* as outlined below:

- Any complaint/protest concerning exhibitors must be submitted with a \$25 fee for local and district shows to the show superintendent/management.
- Protests at the State Fair 4-H Horse Show must be submitted to the show superintendent or State 4-H personnel. State Fair Horse Show protest fees will be in accordance with the State Fair rules.
- Fee is refundable if the appeals/grievance committee rules in favor of the 4-H'er submitting the request.
- Protests must be submitted in writing, signed, and presented by an exhibiting 4-H'er only. Protests made by anyone other than an exhibiting 4-H'er will be considered invalid.
- The protest must clearly describe why an exhibitor and/or horse has failed to abide by the 4-H rules, giving specific examples corresponding with the rule broken.
- Protests will be made with the understanding that the protester's name will be shared with the appeals/grievance committee.
- Protests will not be accepted after completion of the show.
- All complaints/protests will be finalized by the appeals/grievance committee by the conclusion

of the show.

- No exhibitor will be prevented from competing in the event when a complaint/protest has been filed. He/she will only be denied competition privileges if the committee finds that the 4-H'er is in violation of the rules.
- In most cases, the judge's decisions and placings are final. A protest will generally not lead to re-placing a class. In rare circumstances where the appeals/grievance committee deems it appropriate, they may confer with the judge and the placings may be altered. In most cases, if this occurs, the exhibitor in question will be disqualified and all other contestants will be moved up in placings accordingly.

Risk management and safety measures are practiced throughout the 4-H Horse Shows to promote a safe environment for exhibitors, spectators, and horses.

- Only mares and geldings may be shown. There will be no stallions allowed.
- Equipment used should be humane.
- Equipment should not break during the performance, nor should it be changed after the class starts, except by permission from the ring steward or judge.
- The judge or designated Show Management have the authority to require the alteration, repositioning, or removal of any piece of equipment which, in their opinion, is unsafe, tends to give unfair advantage, or is deemed inhumane.
- Exhibitors may not be tied, rubber banded, buckled, or fastened to a horse or any portion of the saddle or tack. Exception: Any person with a handicap documented on 4-H Online that necessitates such assistance.
- Riders will not be asked to change horses with any other contestant at any time.
- Riders will not be asked to dismount except for certain circumstances such as a bit check or when a class requires it.
- Riders shall drop the bit out of the horse's mouth for inspection if requested to do so by

Show Management or the judge. Any blood on the horse's mouth, nose, or sides is an automatic disqualification.

- **No double riding or riding bareback unless it is for an official bareback class at the show.**
- Any horse that exhibits disruptive behavior and/or becomes detached from its handler and is no longer under control by the handler will be disqualified and excused. The exception would be a horse that misbehaves (rearing, backing, falling into others, etc.) because of the inappropriate behavior of another exhibitor's horse. In that case, only the initiating horse shall be disqualified and excused. The decision of the judge on these matters is final.
- The Kansas 4-H Horse Program strongly supports and encourages the use of ASTM certified/SEI approved safety helmets in all equine events. Protective headgear is encouraged in all classes without discrimination.
- It is the responsibility of the 4-H member, parent, or guardian to see that the protective headgear worn complies with approved standards and is in good condition.
- All exhibitors in hunter hack classes and during fence warm-up exercises are required to wear an approved helmet, which must have the ASTM/SEI sticker intact on the inside of the helmet and a date within the last five years.

Kansas 4-H Horse Program Statement of Position on Animal Welfare

Kansas 4-H horse programs support humane treatment of all horses and ponies and are committed to the following principles:

- Advocating and upholding the welfare of all horses and ponies as a primary concern in all activities of the 4-H Horse program.
- Requiring that all horses and ponies be treated humanely, with respect, and with recom-

mended equine science practices. They will not be mistreated by participants of the 4-H Horse program. Participants include 4-H members, exhibitors, parents or guardians, trainers, or other persons acting on behalf of 4-H members or exhibitors. The standard thresholds for cruel conduct or inhumane treatment are those that a veterinarian or any reasonable person experienced and informed in equine training, handling, management, and exhibiting procedures would use to determine the presence of abuse, neglect, or deprivation.

- Promoting responsible care in the handling, treatment, and transportation of all horses and ponies.
- Providing for the continuous well-being of all horses and ponies by recommending routine inspections and consultations with health-care specialists, competition officials, and other equine professionals to assure the highest standards of safety, comfort, sanitation, health, and nutrition are provided. Horses exhibited at 4-H Horse Shows should be sound, free of illness, and in an appropriate body condition.
- Promoting continuing education in care, management, handling, training, and horsemanship activities, including new technology and developments within the equine industry.
- Requiring that all Kansas 4-H horse program members follow the rules stated in the current Kansas 4-H Horse Show Rulebook and Kansas 4-H Youth Development policies in all 4-H equine-related activities.
- Developing, reviewing, and revising rules for equine activities within the 4-H horse program to ensure equine health, welfare, and safety.

4-H exhibitors are expected to follow the health requirements of a given show as established by Show Management. For Kansas State Fair Horse Show health requirements, refer to the State Fair rules.

Award Systems

It is recommended that local shows use the Danish system of ribbon grouping. The judge will place contestants in one of five ribbon groups, based on the quality of their performance compared to that of an ideal performance. **Judges are encouraged to address how they are applying the Danish system with 4-H'ers during the show.** The ribbon groups and their significance are:

Purple – An outstanding performance that met all of the class requirements. Contained few, if any, flaws; at the judge's discretion, Top Purples may be awarded for truly exceptional performances.

Blue – A very good performance that met all of the class requirements. The performance contained few flaws and was well above minimum standards.

Red – A good performance that met all of the class requirements. The performance was slightly above or at minimum standards. Although displaying good effort, the performance contained several flaws.

White – An average performance that met the requirements of the class but was below minimum standards. The performance contained several flaws and considerable room for improvement exists.

Green – Below average performance; requirements were not met for the class.

The **Kansas State Fair 4-H Horse Show** uses the American system where only first through tenth place receive ribbon placings based on their comparative performance. **No premium money is awarded to horse exhibitors.**

Entering the State Fair Horse Show

4-H Horse Project members are eligible to compete at the Kansas State Fair 4-H Horse Show if:

1. The horse is properly identified for the Kansas 4-H Horse Project. A properly identified horse is identified with a Kansas 4-H Horse ID Form signed by the local Extension Agent by June 1 of the current 4-H program year. The 4-H member must have a copy of the 4-H Horse ID form signed by the local agent on file with their local

Extension Office by June 1 of the current 4-H program year. Please see “Horse Ownership” for more clarification.

2. Exhibit a properly identified horse at a horse show during the current 4-H year in a class group, as defined below. Doing so will qualify the 4-H'er to exhibit at the State Fair in any class included in that group. For example, if a 4-H'er competes successfully in barrels at a local show, then that 4-H'er could enter all Group 5 classes at the State Fair, including barrels, poles, and flags. The 4-H'er does not need to earn a specific placing in order to qualify for the State Fair; they must simply complete the class successfully without being disqualified. The horse show need not be a “4-H” show. Shows may include open shows, circuits, local associations (SCSHA, etc), breed/discipline associations (AQHA, APHA, NRHA etc.). Qualification for each group is based on one horse/rider combination. Exception: If a 4-H'er qualifies more than one mare/gelding in the same halter class. In this case, another 4-H'er can show the second horse in the appropriate halter class at the State Fair. 4-H'ers should obtain proof of successful horse show participation for submission with their State Fair entries utilizing the **Horse Show Qualifying Affidavit**. While placings are not necessary, it is necessary to verify that the 4-H'er was not disqualified.
 - **Group 1.** Halter, Showmanship
 - **Group 2.** Hunter Under Saddle, Hunt Seat Equitation, Hunter Hack, Saddleseat Pleasure, Saddleseat Equitation
 - **Group 3.** Western Pleasure, Western Horsemanship, Trail,
 - **Group 4.** Ranch Rail, Ranch Pattern, Ranch Trail, Reining
 - **Group 5.** Barrels, Poles, Flags
3. Complete the Kansas 4-H Equine Webinar Safety Episode with quiz annually before completing the State Fair Entry.
4. Complete online entry information for the

Kansas State 4-H Horse Show via ShoWorks by August 1 of the current program year. 4-H'ers should be prepared to upload documentation that verifies their successful horse show participation, as outlined in #2 above.

Exhibitors are encouraged to refer to “Are You Ready for the State 4-H Horse Show” document located on the Horse page of the Kansas 4-H website as a checklist of skills prior to entering the State 4-H Horse Show.

Exhibitors will be limited to entering only those classes in which they qualified for a particular horse. For Pleasure Pairs, both exhibitors must have shown in a Group 3 class at a horse show during the 4-H year on the same horse they will ride at the State Fair in the Pleasure Pairs class.

Exhibitors should be prepared to show proof of exhibition via **Horse Show Qualifying Affidavit** signed by show management.

Walk-trot classes do not count as qualifying classes for the State Fair.

The qualification period will be from October 1 – August 1 of the current 4-H program year.

4-H Horse Project Members are not limited in the total number of horses they may exhibit. Exhibitors may show more than one horse in individually worked classes that do not have the option for rail work. These classes include Halter, Trail, Reining, Ranch Horse Pattern, Ranch Horse Trail, Barrel Racing, Flag Race, and Pole Bending. If a 4-H member has multiple horses in a halter class, the horse must be exhibited by another currently enrolled Kansas 4-H member **who is exhibiting at the show.**

Entry information will be available at the local Extension Office and Kansas4-H.org website.

Entries must be completed through the online system on or before August 1.

The 4-H'er must show in the same Class Group(s) with the same horse in which they qualified at the indicated show. There will be no substitutions and no exceptions.

For all horses to be exhibited in any class, exhibi-

tors will present their horse(s) and the appropriate ID certificate to the state show entry and ID clerks for examination before receiving show contestant numbers.

Classes with English or Western Option

Clothing and Equipment

Refer to Western and English divisions.

Showmanship

This class is judged on the exhibitor's ability to exhibit his or her animal at halter. Only the exhibitor is to be judged. The horse is merely a prop to demonstrate the exhibitor's abilities.

The judge should consider:

- Ability of the 4-H member to move the animal freely at the walk and trot, to set up and pose the animal, and to show it to the best advantage;
- Condition and cleanliness of hair coat, mane, tail, and feet, which should show evidence of regular grooming;
- Body condition, which reflects ability to manage nutrition and health;
- Neatness of any clipping, trimming, or braiding; and
- Clean, well-fitted tack.

Scoring

Judges are encouraged to use the following system when scoring Showmanship.

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with ½-point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance

of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors' overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent.

Penalties. Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:

Three-Point Penalties

- Break of gait at the walk or trot up to 2 strides
- Over or under turning up to 1/8 of a turn
- Ticking or hitting cone
- Sliding a pivot foot
- Lifting a pivot foot during a pivot and replacing it in the same place
- Lifting a foot in a set-up and replacing it in the same place after presentation

Five-Point Penalties

- Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location
- Break of gait at walk or trot for more than 2 strides
- Splitting the cone (cone between the horse and exhibitor)
- Horse stepping out of or moving the hind end significantly during a pivot or turn
- Horse stepping out of set-up after presentation
- Horse resting a foot or hipshot in a set-up
- Over or under turning 1/8 to 1/4 turn

Ten-Point Penalties

- Exhibitor is not in the required position during inspection
- Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during the set-up
- Standing directly in front of the horse

- Loss of lead shank, holding chain or two hands on shank
- Blatant disobedience including biting, kicking, rearing or pawing; horse continually circling exhibitor

Disqualifications (should not be placed) including:

- Loss of control of horse that endangers exhibitor, other horses, or judge
- Horse becomes separated from exhibitor
- Failure to display correct number
- Willful abuse
- Excessive schooling or training; use of artificial aids
- Illegal equipment
- Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait; over or under turning more than $\frac{1}{4}$ turn

Exhibitors may show in English or Western attire.

Class procedure: Exhibitors will be asked to perform individual patterns. At the judge's discretion, exhibitors may also be asked to line up side-by-side or head-to-tail prior to and/or after completion of individual patterns.

All individuals, or finalists from preliminary patterns, may be asked to complete a second pattern at the judge's discretion.

The judge may use any combination of maneuvers such as:

- Walk.
- Trot.
- Back.
- Pivots of varying degrees.

Conformation of the horse is not scored; however, the horse must be serviceably sound. No consideration is given to the horse other than fitting and showing, and response to the handler.

The equipment used by the exhibitor must be appropriate for the style and breed of horse being shown. Horses shown in the Western option are to be

shown with a halter and lead shank. The lead shank may consist of rope or leather, and it may or may not have a chain attached. If a chain is used, it must be placed under the horse's jaw. In the English option, English-type halter or bridle may be used.

Whips are permitted in the English option. If whips are used, they should be used as an aid and should never touch the horse. Avoid excessive movement of the whip.

Two handlers are not permitted, regardless of the style or breed of horse being shown.

Lip chains will not be allowed on any horse in a 4-H Horse Show.

Showmanship Criteria

Appearance of Animal

- Coat clean and free of stains. The horse's coat should show evidence of regular grooming. Hair dressing and powder should be used sparingly.
- Mane and tail clean and free of tangles.
- Hooves trimmed and shaped to enable the animal to walk and stand naturally. If shod, shoes must fit and not show undue wear. Cinches should be smooth; hoof dressing permitted.
- Tack and equipment should be clean, neat, and should fit properly.
- Excess hair should be clipped or trimmed from around fetlocks and head. Horse may be totally clipped or not, as exhibitor wishes, but clipping should not be used as a substitute for proper grooming.
- Braiding, if used, should be neat and suitable for the type of horse. Western manes may be banded (sectioned off using rubber bands).

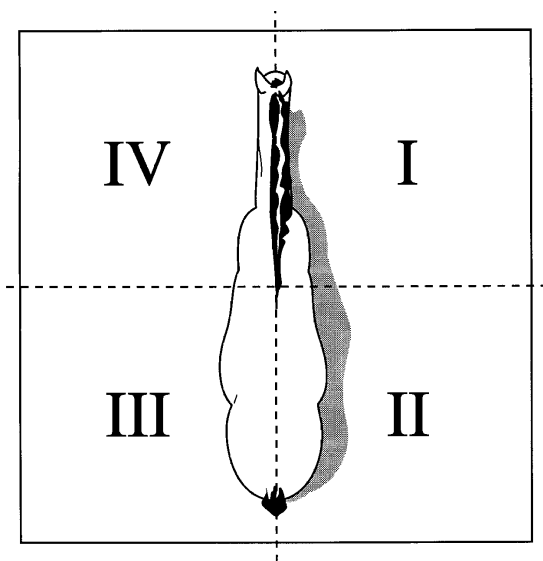
Showmanship

- Exhibitor should be neat and clean.
- Walk on the animal's left (near) side holding the lead strap in the right hand, near the halter. If a chain is used, the exhibitor's hand should not be on the chain portion of the lead strap. The remaining portion of the lead strap is held neatly and safely in the left hand, either in one or two

large loops. A tightly coiled or rolled lead shank will be considered a fault in showmanship.

- Turns of 90° or more should be executed to the right. In executing a pivot, the horse should hold its right hind foot stationary and the front left foot will cross over the right front foot as the horse pivots its front end around its back end.
- When leading the horse, the exhibitor should walk so that his/her body is even with the horse's throatlatch. Exhibitor should move in a brisk manner with eyes looking ahead (rather than looking at the ground).
- When lining up, pose the animal with its feet placed according to its type and use. Stock type horses should be set with their legs squarely placed under them.
- At the judge's direction, each exhibitor will be called upon to move his or her horse individually. When moving the horse toward the judge, be sure that the judge gets a clear, unobstructed view of the horse's action by allowing the horse to move forward freely and in a straight line.
- When posing the horse, stand facing the horse, but in a safe location not directly in front of the horse, and always in a position that keeps the judge in view.
- When backing, exhibitor should not place themselves directly in front of the horse. Instead, exhibitor should face the horse, The exhibitor's left shoulder should be aligned with the horse's left shoulder. Exhibitors should continue to use the right hand on the lead shank when backing.
- Stand the horse according to its type, breed, or use. Do most of the cueing with the lead strap. Never kick or physically move a horse's leg into position.
- Do not crowd the exhibitor next to you when leading or in the line-up. Leave plenty of space between horses.
- When the judge is observing other animals, let yours stand if posed reasonably well.
- Be natural. Over showing, undue fussing, and maneuvering are objectionable.

Faults that will result in deductions up to and including disqualification include, but are not limited to: going off pattern, grabbing the lead with two hands, switching hands on the lead, and touching the horse to make the horse pivot or set up.



The Quarter Method of Showing

The following suggested guidelines are meant to serve as an illustration of proper movement around the horse while showing in Halter and Showmanship and are for exhibitor information.

Imaginary lines divide the horse into four equal parts as seen in the figure on this page. (Note: The horse has been sectioned into four parts numbered I, II, III, and IV for ease of identification.) One line runs across the horse just behind the withers. The other imaginary line runs from head to tail.

The exhibitor should always be in a quadrant adjacent to the judge. When the judge is in I, the exhibitor should be in IV. As the judge moves to II, the exhibitor should move to I. When the judge moves to III, the exhibitor moves to IV. As the judges move up to IV, the exhibitor returns once more to I.

- When the judge crosses the front of the horse, the exhibitor should not move to a new quadrant until the judge has crossed the exhibitor's shoulder.
- The exhibitor should not move to another quadrant if the judge stops directly in front of the horse. To move at this time blocks the judge's view of the horse's front legs.
- If the judge stops directly in front of the horse at the end of an exhibitor's pattern, the exhibitor should remain in place until the judge nods at the exhibitor or otherwise indicates he/she is done observing the horse and the exhibitor is excused. After dismissal by the judge, the exhibitor should move to the horse's left side and exit the pattern.

This Quarter Method is based on safety, as the exhibitor can keep the horse's hindquarters from swinging toward the judge should the horse become uncontrollable. It also allows the exhibitor to maintain eye contact and hear directions from the judge, and it allows the judge an unobstructed view of the horse.

Halter (Conformation) Classes

Halter is defined as a class where the horse is judged based upon its conformation, that is, its physical appearance.

Halter class rankings are to be based upon objective evaluation of an adequately controlled horse exhibiting the most positive combination of balance, structural correctness, and degree and quality of muscling. Correctness of movement along with appropriate breed and sex characteristics are also taken into account.

Class Procedure: Exhibitors will work their horse at the walk and trot for the judge individually, following the judge's preferred pattern. Exhibitors will then line up either head to tail or side by side for individual inspection.

At the discretion of the judge, the following pattern may be used: Exhibitors will walk their horse straight to the judge one at a time. As the horse approaches the judge, the judge will move to the side so the exhibitor can trot past the judge to a cone. At the cone, the exhibitor will turn their horse to the left at the trot, making an “L” shape, and trot to the next cone. Exhibitors will not stop before transitioning from the walk to the trot. After this pattern is completed, the exhibitors will line up head to tail for individual inspection.

All horses showing in a conformation class shall be individually inspected from both sides, front, and rear for conformational standards as well as evaluated for quality of movement. Lameness and unsoundness should be cause for disqualification. The judge may request to see a horse’s teeth.

The equipment used by the exhibitor must be appropriate for the style and breed of horse being shown. Horses shown in the Western option are to be shown with a halter and lead shank. The lead shank may consist of rope or leather, and it may or may not have a chain attached. If a chain is used, it must be placed under the horse’s jaw. In the English option, English-type halter or bridle may be used.

Whips are permitted in the English option. If whips are used, they should be used as an aid and should never touch the horse. Avoid excessive movement of the whip.

Two handlers are not permitted, regardless of the style or breed of horse being shown.

Lip chains will not be allowed on any horse in a 4-H Horse Show.

Trail Class

This class will be judged on the performance of the horse over obstacles, with emphasis on demeanor, response to the rider, and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles, the capability

of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.

Class Procedure: Exhibitors will work individual patterns with obstacles. Horses will not be required to work on the rail.

Horses shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalized.

The course must require each horse to show the three gaits (walk, jog, and lope) somewhere between obstacles as a part of its work, and quality of movement and cadence should be considered as part of the maneuver score. While on the line of travel between obstacles, the horse shall be balanced, carrying its head and neck in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

Gait between obstacles shall be designated in the pattern. Any horse not beginning an obstacle within 30 seconds or completing it in a reasonable time frame may be motioned on to the next obstacle by the judge and will be penalized accordingly. The judge's decision to motion the rider to move to the next obstacle is final and not subject to protest.

Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be applied separately. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

0 – Score

- Use of more than one finger between reins. This applies to Western horses being ridden with

split reins and a curb bit. No fingers are allowed between the reins when a romal is used.

- While horses ridden in a bosal or snaffle bit may be ridden 2-handed, use of 2 hands with a curb bit will result in a 0 score. Note: it is permissible to change hands to work an obstacle or to straighten reins when stopped.
- Performing the obstacles incorrectly or other than in specified order.
- No attempt to perform an obstacle.
- Equipment failure that delays completion of pattern.
- Excessively or repeatedly touching the horse on the neck to lower the head.
- Fall to the ground by horse or rider.
- Failure to enter, exit, or work obstacle from correct side or direction, including overturns of more than $\frac{1}{4}$ turn.
- Failure to work an obstacle in any manner other than described in the pattern.
- Failure to follow correct line of travel between obstacles.
- Riding outside designated boundary marker of the arena or course area.
- Third refusal.
- Incorrect use of the romal.
- Failure to demonstrate correct lead or gait when specified.
- Excessive schooling, pulling, turning, stopping, or backing anywhere in the course.

1/2-Point Penalties

- Each tick of log, pole, cone, or obstacle.

1-Point Penalties

- Each bite, hit of, or stepping on a log, pole, cone, or obstacle.
- Incorrect gait at walk or jog for two strides or less.
- Both front or hind feet in a single-strided slot or space at the walk or jog.
- Skipping over or failing to step into required space.

- Split pole in lope-over; when loping over a pole, failure to have both front legs on one side of the pole and both hind legs on the other. A “split pole penalty” occurs when the horse straddles a pole with its front legs, landing with one front leg in front of the pole while the other front leg is behind the pole during a single stride at the lope. The same penalty can occur if a horse straddles the pole with its hind legs.
- Incorrect number of strides on walk-over, trot-over and lope-over obstacles.

3-Point PENALTIES

- Incorrect gait or break of gait at walk or jog for more than two strides.
- Out of lead or break of gait at lope (except when correcting an incorrect lead).
- Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle.
- Missing or evading a pole that is part of a series of an obstacle with only one foot.
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot.

5-Point Penalties

- Dropping slicker or object required to be carried on course.
- First or second cumulative refusal, balk, or attempting to evade an obstacle by shying or backing more than two strides away.
- Letting go of gate or dropping rope gate.
- Use of either hand to instill fear or praise.
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot.
- Blatant disobedience (kicking out, bucking, rearing, striking).
- Failure to complete obstacle.
- Missing or evading a pole that is part of a series of an obstacle with more than one foot.
- Holding saddle with either hand.

Management, when setting courses, should keep in mind that the idea is not to trap a horse, or eliminate

it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. When the distances and spaces are measured between obstacles, the inside base to inside base measurement of each obstacle, considering the normal path of the horse, should be the measuring point. Enough space must be provided for a horse to jog at least 30 feet and lope at least 50 feet for the judge to evaluate these gaits.

If disrupted, the course shall be reset before the next horse works the course. In the case that an obstacle is used in a combination of obstacles, the obstacle cannot be reset until the contestant finishes all components of an obstacle.

At least six obstacles must be used, three of which must be from the mandatory list of obstacles and at least three others selected from the list of optional obstacles.

A. Mandatory obstacles:

- Opening, passing through, and closing gate. (Losing control of gate is to be penalized.) Use a gate that will not endanger horse or rider. If the gate has a metal, plastic, or wooden support bar under the opening, contestants must work the gate moving forward through it. **A rope gate is recommended.**
- Ride over at least four logs or poles. These can be in a straight line, curved, zigzag, or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. Trot-overs and lope-overs cannot be elevated. Spacing for walk-overs, jog-overs, and lope-overs should be as follows or increments thereof.
 - The spacing for walk-overs shall be 20 inches to 24 inches.
 - The spacing for elevated walk-overs shall be at least 27 inches.
 - The spacing for jog-overs shall be 3 feet to 3 feet 6 inches.
 - The spacing for lope-overs shall be 6 feet to 6 feet, 6 inches.

- Backing obstacle. Backing obstacles to be spaced a minimum of 28 inches. Riders cannot be asked to back over a stationary object such as a wooden pole or metal bar.
 - Back through and around at least three markers.
 - Back through L, V, U, straight, or similar-shaped course.

B. Optional obstacles, but not limited to:

- Water hazard (ditch or small pond). No metal or slick bottom-boxes will be used.
- Serpentine obstacles at walk or jog. Spacing to be minimum of 6 feet for jog.
- Carry object from one part of arena to another. (Only objects that reasonably might be carried on a trail ride may be used.)
- Ride over wooden bridge. (Suggested minimum shall be 36 inches wide and at least 6 feet long). Bridge should be sturdy, safe, and negotiated at a walk only.
- Remove and replace materials from mailbox.
- Side pass (may be elevated to 12-inch maximum).
- An obstacle consisting of four logs or rails, each 6 feet to 7 feet long, laid in a square. Each contestant will enter the square by riding over log or rail as designated. When all four feet are inside the square, rider should execute a turn, as indicated, and depart.
- Any other safe and negotiable obstacle that could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.
- A combination of two or more of any obstacle is acceptable.

C. Unacceptable obstacles:

- Tires
- Animals
- Hides
- PVC pipe
- Dismounting

- Jumps
- Rocking or moving bridges
- Water box with floating or moving parts
- Flames, dry ice, fire extinguisher, etc.
- Logs or poles elevated in a manner that permits such to roll
- Ground ties
- Slicker

The judge must walk the course and has the right and duty to alter the course in any way if needed. The judge may remove or change any obstacle he or she deems unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be omitted from all previous works for that class.

Pleasure Pairs

Teams consist of two mounted riders. The judging will be based on the ability of the team to perform together.

The riders may show in either English or Western tack/attire.

Class Procedure: The riders will show side by side at a walk, trot/jog, and canter/lope, both ways of the ring. The judge may ask for any other reasonable maneuver.

Rules for appropriate pleasure class division will apply in this class. Refer to sections on Western Pleasure, English Pleasure, and Saddle Seat Pleasure for more information.

Basis for Judging

- 50 percent performance and uniformity
- 20 percent manners
- 20 percent conformation and similarity of type (color not to be considered)
- 10 percent on appointments

Western Division

Clothing and Equipment

Required

- Western hat or protective headgear. ASTM-approved safety helmets are recommended (but not required) for Western classes.
- Long sleeved Western shirt with a collar. County t-shirts may be required by counties/fair boards for local shows.
- Western type boots with distinguishable heel.
- Western riding trousers or jeans.
- Western saddle and bridle.
- Horses will be ridden with a snaffle, curb, spade, half-breed bit or with a rawhide, leather, or rope hackamore (bosal). Refer to Legal Bits section.
 - Horses will be ridden with split reins, romal, or mecate reins. Reins must be appropriate to the bit being used.
- Silver or fancy equipment will not count over good, clean, working equipment.
- Exhibitors are encouraged to dress in appropriate clothing. Outerwear, such as sweatshirts or coats, is prohibited in the show ring for competition, unless the judge approves outerwear due to inclement weather. Announcements will be made by Show Management if outerwear is permitted.

Optional

- Western style tie or scarf.
- Vest — to be worn with long sleeved shirt only.
- Jacket — a short sleeved shirt may be worn underneath.
- Belt.
- Chaps.
- Gloves.
- Blunt, dull-ended, or free rowel moving spurs.
- Breast collar.
- Back cinch.

- Protective boots or leg wraps — permitted in reining and horsemanship only.

Prohibited

- Scoop-neck shirts.
- T-shirts, sweatshirts, or crew-type necklines.
- Tapaderos.
- Any metal under the horse's jaw (i.e. quick stop).
- Bosals or nosebands are not permitted with a bit.
- Mechanical hackamores, draw reins, training forks (except in practice ring), and gag bits.
- Roping reins.
- Tie-downs, nosebands/cavessons, bats, and over/unders.

Judges, at their discretion, may authorize adjustments to attire due to weather-related conditions.

Bits, Reins, and Hand Position

Horses 5 years old and younger may be shown with a curb bit, bosal, or a snaffle bit. If a curb bit is used, the horse must be ridden with one hand and only the index finger is permitted between the reins. If a snaffle bit or bosal is used, the horse must be ridden with two hands on the reins.

When using both hands on the reins of a snaffle bit or bosal, the reins may or may not be crossed. The rider's hand should be carried near the pommel, and no further than 4 inches out on either side of the saddle horn. Rider's hands should be steady, with limited movement. Split reins or mecate reins may be used with a snaffle bit or bosal.

Horses 6 years old and older must be shown with a shanked (curb) bit, and riders must use only one hand on the reins to guide the horse, regardless of type of bit used. Hands shall not be changed, except to work an obstacle in trail classes. Hand is to be around the reins. When split reins are used, only the index finger is permitted between reins.

When using a romal, no fingers are allowed between reins. Rider can hold the tail of the romal with the hand not used for reining, provided it is held ap-

proximately 16 inches from the reining hand and not used to cue the horse. Romal reins are to be used with a curb bit only and are not appropriate for use with a snaffle bit or bosal.

Using two hands with a curb bit, a finger between romal reins, or more than one finger between split reins will result in a penalty up to and including disqualification.

Tail of reins should fall on same side of horse as the rein hand when riding one-handed with split reins.

If a curb strap or chain is used, it must lie flat, be at least ½ inch wide and permit the entry of two fingers between curb strap or chain and the horse's chin. See Appendix A — Legal Bits, beginning on page 87.

Western Horsemanship

Horsemanship classes are designed to test the rider's ability to ride a horse correctly and to use various aids required for a horse to perform basic maneuvers. Riders will be judged on basic position in saddle; position and use of hands, legs, and feet; ability to control and show the horse; and suitability of horse to rider. The rider's ability to execute maneuvers correctly shall be considered more important than the horse's performance.

Class Procedure: Riders will be asked to perform individual patterns. The patterns will consist of a combination of maneuvers that will test the horsemanship skills of the rider. All individuals, or finalists from the individual workouts, may be asked to complete a second pattern or return to the arena for rail work at the judge's discretion.

Scoring

Judges are encouraged to use the following system when scoring Western Horsemanship.

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and

should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

Penalties. Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:

3-Point Penalties

- Break of gait at the walk or jog up to 2 strides
- Over or under turn from 1/8 to 1/4 turn
- Tick or hit of cone

5-Point Penalties

- Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location
- Incorrect lead or break of gait at the lope (except when correcting an incorrect lead)
- Break of gait at walk or jog for more than 2 strides
- Loss of stirrup
- Bottom of boot not touching pad of stirrup at all gaits including backup
- Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- Obviously looking down to check leads

10-Point Penalties

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or during rail work
- Holding saddle with either hand
- Cueing with the end of the romal

- Blatant disobedience including kicking, pawing, bucking, and rearing
- Spurring in front of the cinch

Disqualifications (should not be placed) including:

- Failure to display correct number
- Abuse of horse or schooling
- Fall by horse or exhibitor
- Illegal equipment or illegal use of hands on reins
- Use of prohibited equipment
- Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait or lead; over or under turning more than 1/4 turn

The judge may use any combination of maneuvers in the pattern such as:

- Walking, jogging, and/or loping a straight line.
- Circles of varying size and speed.
- Figure 8s at a jog, and figure 8s at a lope with either a simple change of lead or a flying lead change. (Recommend intermediates do a simple lead change.)
- Stops from any gait.
- Backing either in a straight line, an L, or a circle.
- 360°-turn or spin.
- Turns of 90°, 180°, or 270°.
 - Horses should pivot around their inside hind foot, and the outside front foot should cross over the inside front foot to execute a pivot.
- Rollbacks and pivots.
- Picking up leads from a standstill, walk, or trot.
- Simple lead changes (breaking gait to trot, then switching leads) on a straightaway.
- Side pass.
- Counter canter.

When designing patterns for junior exhibitors, the judge should keep in mind the age and developmental

stage of the exhibitors. Patterns should not contain so many maneuvers that they are difficult for young exhibitors to remember.

The rider should sit in a comfortable, balanced, and relaxed manner while maintaining an erect upper body with eyes up and looking forward.

The rider's legs should have a slight bend in the knee and hang beneath the rider such that when viewed from a profile, a straight line (approximately) can be drawn through the rider's ear, shoulder, hip, and heel.

Depending on the stirrup type, feet may be placed in the stirrups with weight on the ball of the foot, or may be placed in the stirrup with boot heel touching stirrup. The rider's heel should always be lower than the toe.

Toes should be turned only slightly out, with ankles flexed in toward the horse in a comfortable position.

The lower legs and feet should be kept close to the horse's body, but not in contact except when applying aids.

Arms and hands should be held in a comfortable, relaxed manner with the upper arms held in a straight line with the body. The elbow is bent such that the lower arm and hand is in a straight line to the bit.

Riders will maintain contact with the saddle at all gaits. Exaggerated shifting of the rider's weight or looking down at horse when cueing the horse is not desirable and will be discriminated against in the judging.

Western Pleasure

In all pleasure classes, the judge should place the emphasis on manners, performance, conformation, and soundness; as well as on neatness and cleanliness of horse, tack, and rider.

Western pleasure classes may be divided into stock-type and non-stock type classes. Stock-type includes, but is not limited to, Appaloosa, Buckskin, Palomino, Paint, and Quarter Horse. Non-stock-type includes, but is not limited to, American Saddlebred, American Show Horse, Arabian, and Morgan. These divisions

should take into account breed differences in head carriage and animation. Although the breed distinctions are not mandatory, it is in the exhibitor's best interest to enter the appropriate division.

Class Procedure: Horses will be judged on the rail both directions at the walk, jog, and lope as well as on the back, and all transitions between gaits.

Horses will be judged on quality of movement, attitude, and mannerisms as reflected in the horse's ears, mouth, tail, and way of going.

The walk should be a comfortable, ground-covering four-beat gait.

The jog should be a soft, balanced two-beat diagonal gait showing proper cadence. "Walking behind" in the jog should be penalized.

Extension of the walk or jog should be an extension of the stride and an appropriate increase in the speed.

The lope should be a comfortable three-beat gait. A four-beat gait is not desirable and shall be penalized. Horses should take the correct leads readily, being on the left lead when traveling in a counterclockwise direction and the right lead when traveling clockwise.

The back should be performed easily on command and performed quietly in a straight line without resistance.

Movement and head carriage should be appropriate for the horse's size, conformation, and breed. Extreme deviations in the head set should be penalized. All horses should be soft and responsive to the bit.

Rein Lengths

Horses shall be shown on a reasonably loose rein. Extremes (too tight or too loose) shall be penalized.

Too tight



Too loose



Proper



Horses are to be reversed to the inside (away from the rail) and may be reversed at the walk or jog, but not at the lope.

The judge may ask that horses stop from any gait or may ask that horses extend the walk or jog.

The judge may ask any or all of the class or heat to be placed on the rail for extra work.

Riders shall not be asked to dismount unless necessary for the purpose of dropping the bit for judge's inspection.

Faults to be considered by the judge:

- Breaking gait.
- Wrong lead.
- Excessively fast or slow speed.
- Walking behind at the trot.
- A four-beat gait at the lope.
- Two hands on the reins when riding with curb bit.
- More than index finger between the reins, when riding one-handed.
- Failure or excessive delay to take the called-for gait.
- Head carriage too low or high.
- Extreme nosing out.
- Overflexion behind the vertical.
- Opening mouth excessively.
- Extreme roughness at any gait.
- Inconsistency of gait.
- Lack of cadence or collection at any gait.
- Opening mouth excessively when wearing a bit.
- Excessive jawing, opening mouth, or head raising.
- Anticipating signals.
- Stumbling.
- Losing stirrup.
- Any unnecessary aid given by the rider such as talking, petting, spurring, or jerking reins.
- Ill-behaved or poor manners including biting, bucking, rearing, striking, and kicking.
- Touching the horse or saddle horn with free hand.

Reining

To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of/or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. After deducting all faults, set here within, against execution of the pattern and the horse's overall performance, credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch to an audience. (NRHA Rules for Judging, 2024)

Class Procedure: Each contestant will individually perform the required pattern. Exhibitors will not be asked to work on the rail.

The arena should be at least 50 feet by 150 feet.

Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. Each maneuver will receive a maneuver score that should be added or subtracted from 70 and is subject to a penalty that should be applied separately. Each maneuver will be scored on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, +1 very good, +1½ excellent. Maneuver scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

Penalties that will result in a score of 0:

- Use of two hands with a curb bit or changing hands.
- Use of tail of romal to adjust rein length.
- Performing maneuvers out of order.
- Excessive delay of pattern due to refusal.
- Fall to the ground by horse or rider.
- Inclusion of maneuvers not specified, includ-

ing but not limited to: backing more than two strides, and turning more than 90 degrees.

- Equipment failure that delays the completion of the pattern including dropping a rein that makes contact with the ground while the horse is in motion.
- Jogging in excess of one-half the length of the arena or one-half of a circle.
- Over-spins more than a $\frac{1}{4}$ turn.

Penalties that will result in a 2-point reduction:

- Freezing up in spins or rollbacks.
- Failure to go beyond markers prior to initiating stop position.
- Breaking gait **except in simple lead changes of two strides or less.**
- On walk-in patterns, failure to stop or walk before executing a lope departure.
- On run-in patterns, failure to be in the lope before the first marker.

Penalties that will result in a 5-point reduction:

- Spurring in front of the cinch.
- Use of free hand to instill fear or praise.
- Touching saddle with free hand.
- Blatant disobediences including kicking, biting, bucking, rearing, or striking.

Each time a horse is out of lead, a judge is required to deduct 1 point. The penalty for being out of lead is accumulative and the judge will deduct 1 penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse $\frac{1}{2}$ point for a delayed change of lead by one stride where the lead change is required by the pattern description.

In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: for $\frac{1}{2}$ turn or less, 1 point; for more than $\frac{1}{2}$ turn, 2 points.

Deduct $\frac{1}{2}$ point for starting circle at jog or exiting rollbacks at a jog up to two strides. For jogging

beyond two strides but less than $\frac{1}{2}$ circle or $\frac{1}{2}$ the length of the arena, deduct 2 points.

Deduct $\frac{1}{2}$ point for over- or under-spinning up to $\frac{1}{8}$ of a turn; deduct 1 point for over-spinning up to $\frac{1}{4}$ of a turn.

Deduct $\frac{1}{2}$ point for failure to remain a minimum of 20 feet from wall or fence when approaching a stop and/or rollback.

Faults to be scored accordingly but not to cause disqualification:

- Excessive jawing, opening mouth, or raising head.
- Lack of smooth, straight stop on haunches or a bouncing or sideways stop.
- Refusing to change leads.
- Anticipating signals.
- Stumbling.
- Backing sideways.
- Knocking over markers.
- Losing stirrup.
- Failure to run circles or figure 8s within the markers is not considered a fault, depending on arena conditions and size; however failure to go beyond markers on stops or rollbacks is considered a fault.

Credit will be given and applied to maneuver scores for smoothness, finesse, attitude, quickness, and authority of performing various maneuvers.

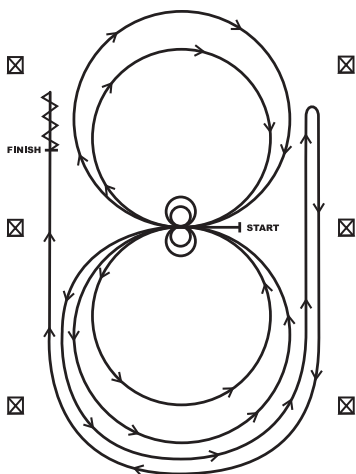
A judge shall have the authority to require the removal or alteration of any piece of equipment which, in his or her opinion, would tend to give a horse an unfair advantage.

Riders shall drop the bit out of the horse's mouth for inspection if requested to do so by Show Management or the judge.

Judges may select reining patterns 1, 2, 3, 4, or 5.

Markers should be placed on the wall or rail of the arena indicating the center of the arena and each end of the arena. The end markers should be at least 40 feet from the end of the arena.

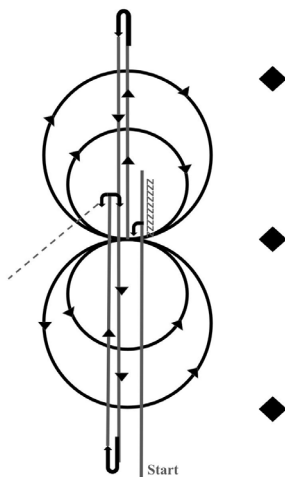
Reining Pattern I



Mandatory Marker Along Fence or Wall

1. Walk or jog to the center of the arena. Horse must stop prior to starting the pattern.
2. Complete two spins to the left. Hesitate.
3. Complete two circles to the left on the left lead; first circle should be large and fast, the second circle small and slow. Change leads.
4. Complete two circles to the right on the right lead; first circle should be large and fast, the second circle small and slow. Stop at the center of the arena and hesitate.
5. Complete two spins to the right. Hesitate.
6. On the left lead, go around the end of the arena, run down the side past the center mark. Stop and roll back right.
7. Continue around the end of the arena to run down the side past the center marker. Stop and back.

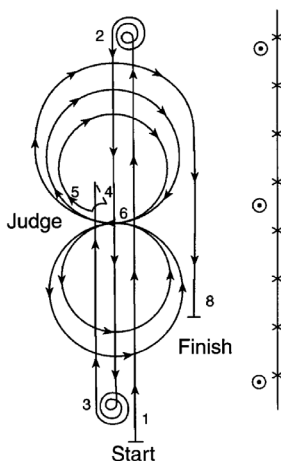
Reining Pattern 2



Mandatory Marker Along Fence or Wall

1. to 2. Run with speed, past center marker.
2. Stop and back up to center of pattern. Turn 90° to the left.
3. Settle horse for approximately 10 seconds. Start lope. Circles should be made inside the end markers.
4. Ride two circles to the right, first circle small – should be slow – and second circle larger and faster. Change leads.
5. Ride two circles to the left, first circle small slow, second circle larger and faster. Change leads and run to far end of arena.
6. Left roll back over hocks (should be made past far end marker). Run to opposite end of arena.
7. Right roll back over hocks (should be made past near end marker).
8. Run past center marker and stop. Let horse settle, then in approximate area of stop, do the pivots.
9. Pivot right or left no more than 90°.
10. Pivot opposite direction, no more than 180°.

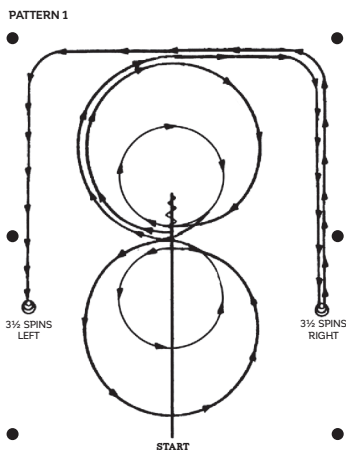
Reining Pattern 3



Mandatory Marker Along Fence or Wall

1. Run to the far end of arena, stop and do $2\frac{1}{2}$ spins to the left.
2. Run to the opposite end of the arena, stop and do $2\frac{1}{2}$ spins to the right.
3. Run past center of arena, do sliding stop, back over slide tracks to center, hesitate.
4. Make a pivot to the left to face left wall. Hesitate.
5. Begin on right lead and make two circles to the right, the first small and slow – the second large and fast. Change leads at center of arena.
6. Make two circles to the left, first small and slow – the second large and fast. Change leads at the center of the arena.
7. Begin a large fast circle to the right. Do not close this circle, but run straight down the side past the center, do a sliding stop. (Stop to be at least 20 feet from wall or fence).

Reining Pattern 4

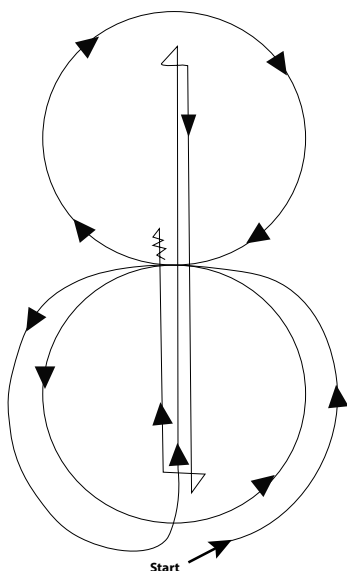


Courtesy NRCHA 2024 Rulebook

Mandatory Marker Along Fence or Wall

1. Start at the end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center. $\frac{1}{4}$ turn left.
2. Beginning on the right lead, complete 2 circles to the right. The first one large and fast, the second small and slow. Change leads at the center of arena.
3. Complete 2 circles to the left. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
4. Continue around end of arena without breaking gait or changing leads, run down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete $3\frac{1}{2}$ spins to the right.
6. Continue back down Sid and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
7. Complete $3\frac{1}{2}$ spins to the left. Hesitate to complete the pattern.

Reining Pattern 5



Courtesy NRCHA 2024 Rulebook

Mandatory Marker Along Fence or Wall

1. Enter the gate on the left lead, loping in. Lope $1\frac{1}{2}$ circle to the left.
2. Change leads (simple or flying).
3. Lope one circle to the right.
4. Change leads (simple or flying).
5. Continue on the left lead around the end, continue up the middle of the arena past the end marker. Stop.
6. Rollback left.
7. Continue down the middle of the arena, past the end marker. Stop.
8. Rollback right.
9. Continue down the middle of the arena past the enter marker. Stop. Back at least 10 feet.

Working Ranch Horse Classes

The purpose of the Working Ranch Horse classes is to allow a horse to reflect the versatility, attitude, and movement of a working ranch horse.

The horse's performance should simulate a horse riding outside the confines of an arena and of a working ranch horse. The classes should show the horse's ability to work at a forward, working speed while under control by the rider.

- Light contact should be rewarded. Horse should not be shown on a full drape of reins or with excessively tight reins.
- The overall manners and responsiveness of the horse while performing maneuvers and the horse's quality of movement are the primary considerations.
- Holding saddle horn with either hand at the extended trot will not be penalized.
- Standing or posting at the extended trot is acceptable.

Working Ranch Horse classes include Ranch Pattern, Working Ranch Pattern (Ranch Horse Pattern), and Ranch Trail.

Clothing and Equipment

Required

- Western hat or protective headgear.
- Long sleeved Western shirt with a collar.
- Western type boots with distinguishable heel.
- Western riding trousers or jeans.
- Western saddle and bridle.
- Horses will be ridden with a snaffle, curb, spade, half-breed bit or with a rawhide, leather, or rope hackamore (bosal). Refer to Legal Bits section.
 - Horses will be ridden with split reins, normal, or mecate. Reins must be appropriate to the bit being used.
 - Junior horses (5 years old or less) may be ridden in a curb, snaffle, or bosal while

senior horses must be ridden in a curb bit.

- Two hands may be used on the reins with a snaffle bit or bosal, but only one hand is allowed on the reins with a curb bit. Use of two hands or changing hands on the reins with a curb bit will be penalized, up to and including disqualification.
- Exhibitors are encouraged to dress in appropriate clothing. Outerwear, such as sweatshirts or coats, is prohibited in the show ring for competition, unless the judge approves outerwear for the show. Announcements will be made by Show Management if outerwear is permitted.

Optional

- Western style tie or scarf.
- Vest — to be worn with long sleeved shirt only.
- Jacket — a short sleeved shirt may be worn underneath.
- Belt.
- Chaps or chinks.
- Gloves.
- Blunt, dull-ended, or free rowel moving spurs.
- Rope attached to saddle.
- Protective boots or leg wraps.
- Breast collar.
- Back cinch.
- Trimming inside ears and bridle path is allowed; also trimming of fetlocks or excessive (long) facial hair is allowed.

Discouraged

- Hoof polish.
- Braided or banded manes or tail extensions.
- Equipment with silver will not increase a score over a good working outfit.

Prohibited

- T-shirts, sweatshirts, crew-type necklines, or scoop-necks.
- Tapaderos.
- Training forks or draw reins (except in practice area).

- Roping reins.
- Tie-downs, nosebands/cavessons, bats and over/unders.

Judges, at their discretion, may authorize adjustments to attire due to weather-related conditions.

Ranch Horse Rail

Ranch Horse Rail is judged on quality of movement, attitude, and mannerisms as reflected in the horse's ears, mouth, tail, and way of going. **Ranch rail is not judged on speed; safety and courtesy to other exhibitors in the arena should be shown at all times. The judge may choose at his/her discretion to penalize/remove those not showing control.**

Class Procedure: Horses will be judged both directions at the walk, trot, and lope; and the extended trot and extended lope in at least one direction; as well as stops, turns to change directions, and backs.

Horse should take correct leads easily and be soft in the face.

Transitions should be performed with smoothness and responsiveness.

The walk should be a natural, ground-covering, four-beat gait.

The trot should be a natural two-beat gait showing more forward motion than the western jog.

The extended trot should show an obvious extension of the stride and an appropriate increase in speed.

The lope should be a relaxed and smooth three-beat gait.

The extended lope should show an obvious extension of the lope, demonstrating a forward, working speed. However, the extended lope is not a run or race.

The back should be performed easily on command and performed quietly in a straight line without resistance.

Working Ranch Horse Pattern

Working Ranch Horse Pattern is designed to evaluate a horse and rider's ability to execute maneuvers that simulate ranch work. **Horses in this class exhibit brokenness, willingness, and are completely guided by the rider.**

Class Procedure: Riders will be asked to perform individual patterns. The patterns will consist of a combination of maneuvers that will test the skills of the rider. All individuals, or finalists from the individual workouts, may be asked to complete a second pattern at the judge's discretion.

Judges may select ranch horse patterns 1, 2, 3, 4, 5 or 6 for any age division.

Failure to perform a required maneuver will result in a horse placing below all other horses that perform all maneuvers.

Horses will be scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70. Each maneuver will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 ½ excellent. Maneuver scores are to be determined and assessed independently of penalty points.

There are no specific penalties incurred for over/under spins or nicks/hits on logs but deductions may be made in maneuver score.

Penalties should be assessed per occurrence as follows:

0 Score

- Illegal equipment.
- Willful abuse.
- Major disobedience or schooling.
- Leaving arena before pattern is complete.

1-Point Penalties

- Too slow per gait.
- Over-bridled per maneuver.
- Out of frame per maneuver.
- Break of gait at walk or trot for 2 strides or less.

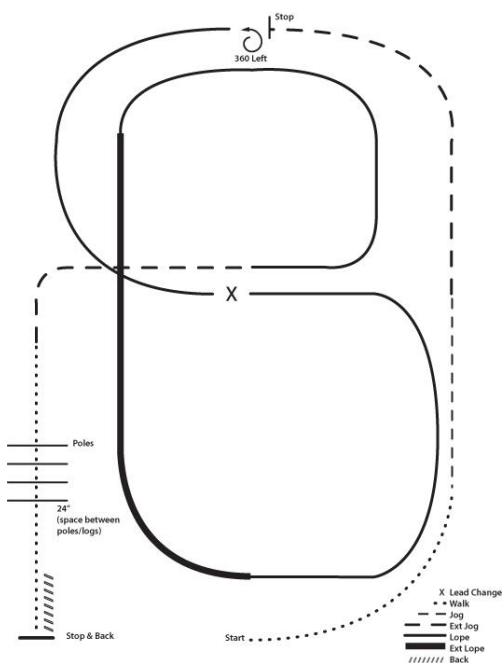
3-Point Penalties

- Break of gait at walk or trot for more than 2 strides.
- Break of gait at lope.
- Wrong lead or out of lead.
- Draped reins per maneuver.
- Out of lead or cross-cantering more than 2 strides when changing leads.
- Trotting more than 3 strides when making a simple lead change.
- Severe disturbance of any obstacle.

5-Point Penalties

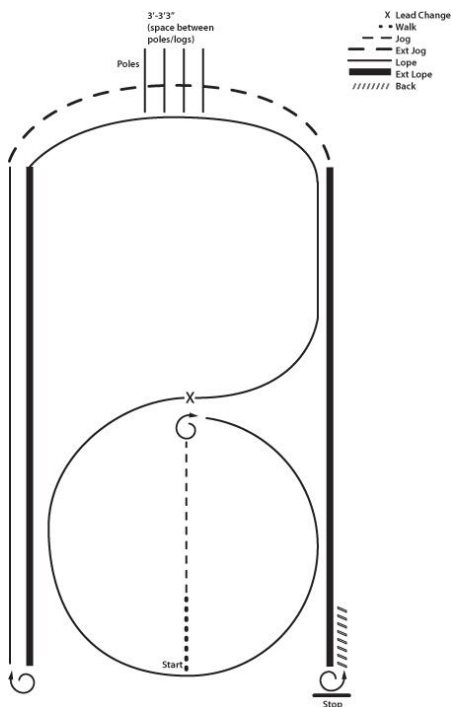
- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal.
- Incomplete or eliminating a maneuver (rider will be placed below all others performing all maneuvers).

Working Ranch Pattern 1



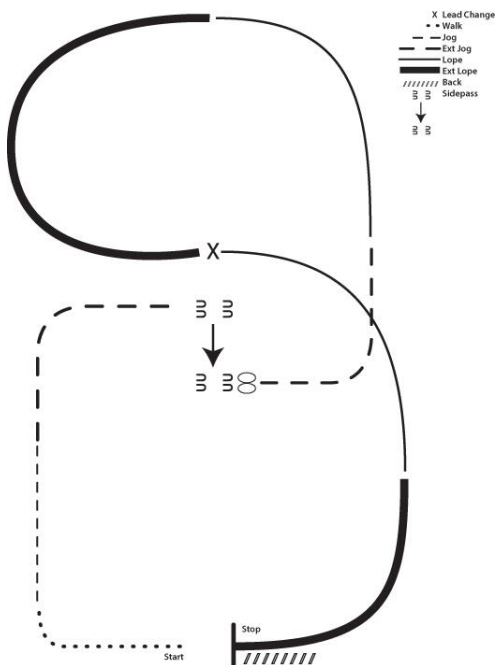
1. Walk
2. Jog
3. Extend the jog; at the top of the arena, stop
4. 360° turn to the left
5. Left lead ½ circle, lope to center
6. Change leads (simple or flying)
7. Right lead ½ circle
8. Extend lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to a jog
11. Walk over poles
12. Stop and back

Working Ranch Pattern 2



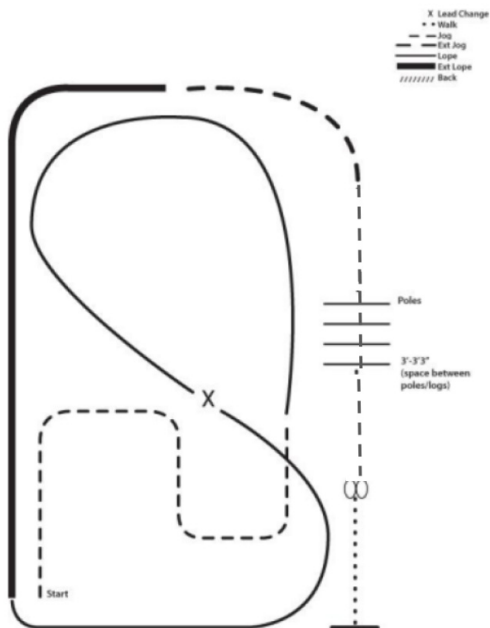
1. Walk
2. Jog
3. Stop, do $1\frac{1}{4}$ turn to the right
4. Lope small circle on the right lead
5. Change leads (simple or flying), lope left lead around end of the arena
6. Extend the lope on the left lead
7. Stop, do $2\frac{1}{2}$ turns right
8. Lope straight on the right lead
9. Extend the jog around the end of the arena across poles/logs
10. Extend lope on right lead
11. Stop, do 2 turns left
12. Back

Working Ranch Pattern 3



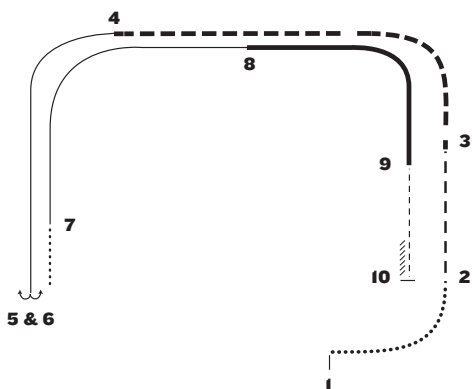
1. Walk to the left around corner of the arena
2. Jog
3. Extend along the side of the arena and around the corner to the center
4. Stop, side pass right
5. 360° turn each direction (either way first)
6. Extend the jog
7. Lope left lead
8. Extend the lope
9. Change leads (simple or flying)
10. Collect to the lope
11. Extend the lope
12. Stop and back

Working Ranch Pattern 4



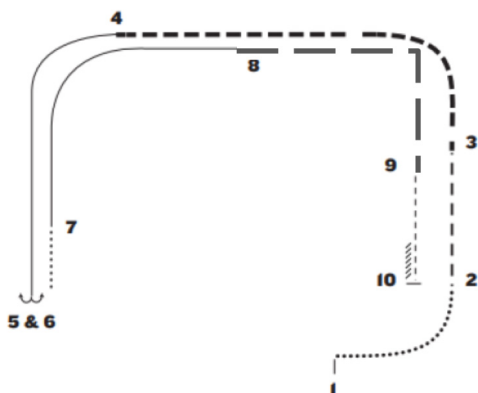
1. Jog serpentine
2. Lope left lead around the end of the arena and then diagonally across the arena
3. Change leads (simple or flying) and lope on the right lead around end of the arena
4. Extend lope straight away and around corner to the center of the arena
5. Extend jog around corner of the arena
6. Collect to a jog, jog over poles
7. Stop, do 360° turn each direction (either direction first)
8. Walk

Working Ranch Pattern 5



1. Extended walk from 1 to 2
2. Trot to 3
3. Extended trot to 4
4. Lope to 5 and stop
5. Reverse in either direction
6. Walk to 7
7. Lope to 8
8. Extended trot to 9
9. Trot to 10
10. Stop and back

Working Ranch Pattern 6



1. Walk from 1 to 2
2. Lope to 3
3. Extended lope to 4
4. Trot to 5 and stop
5. Reverse in either direction
6. Extended walk to 7
7. Trot to 8
8. Extended trot to 9
9. Lope to 10
10. Stop and back

Ranch Horse Trail

This class should test the horse's ability to cope with situations encountered while being ridden through a course of obstacles generally found during the course of everyday ranch work. The horse/rider combination is judged on the correctness, efficiency, and pattern accuracy with which the obstacles are negotiated, and the attitude and manners exhibited by the horse. Judging emphasis is on identifying the well-broke, responsive, and well-mannered horse which can correctly navigate and negotiate the course. The ideal ranch horse should have a natural ranch horse appearance from head to tail in each maneuver.

Class procedure: Exhibitors will work individual patterns with obstacles. Horses will not be required to work on the rail. Horses will be required walk, trot, and lope as they negotiate the pattern.

Show Management, when setting courses, should keep in mind the idea is not to trap a horse, or eliminate it by making an obstacle too difficult. All courses and obstacle are to be constructed with safety in mind so as to eliminate any accidents. When the distances are measured between obstacles, the inside base to inside base measurement of each obstacle, considering the normal path of the horse, should be the measuring point. Enough space must be provided for a horse to trot at least 30 feet and lope at least 50 feet for the judges to evaluate gaits.

If disrupted, the obstacle shall be reset after each horse has worked. In the case that a combination of obstacles is used, the obstacle cannot be reset until the exhibitor finishes the entire combination of obstacles, regardless of where any disruption occurs.

The judge may ask a horse to pass on an obstacle after three refusals or at any time for safety concerns, resulting in a 0 score. It is at the judge's discretion to excuse the horse from the class or allow them to finish the pattern.

Horses will be scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted

from 70. Each maneuver will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 ½ excellent. Maneuver scores are to be determined and assessed independently of penalty points.

Penalties should be assessed per occurrence as follows:

0 Score

- Illegal equipment.
- Willful abuse.
- Major disobedience or schooling.
- Use of two hands or changing hands on reins; except for horses shown with bosal or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle.
- Breaking pattern, third obstacle refusal.

1-Point Penalties

- Hit, nick, or stepping on a log or any component of the obstacle.
- Incorrect gait or break of gait at walk or trot for 2 strides or less.
- Skipping over or failing to step into required space.
- Horse takes one step on dismount or during ground tie, except shifting to balance.

3-Point Penalties

- Wrong lead or out of lead.
- Draped reins per maneuver.
- Break of gait at lope.
- Break of gait at walk or trot for more than 2 strides.
- Horse takes 2 to 3 steps on dismount or during ground tie.

5-Point Penalties

- Spurring in front of cinch.
- Blatant disobedience.
- Use of either hand to instill fear/praise.

- Knocking over, stepping out of, or falling off an obstacle.
- Dropping an object required to be carried.
- First or second cumulative refusal.
- Letting go of gate.
- Horse takes 4 or more steps on dismount or during ground tie.

At least six obstacles must be used, three of which must be from the mandatory list of obstacles and at least three others selected from the list of optional obstacles; with the walk, trot, and lope used during the course. **Obstacles should mimic obstacles commonly found in a working ranch environment and thus natural wood logs and tree branches are encouraged rather than brightly painted ground poles.** If tree branches are to be used, they should not have large, irregular appendages sticking up or out that will compromise the safety of the exhibitors.

A. Mandatory obstacles:

- **Opening, passing through, and closing a hinged swinging gate (not a rope gate). (Losing control of gate is to be penalized.)**
- Ride over no more than 5 logs in a single obstacle. **Natural logs are required.** Trot-overs and lope-overs may not be elevated. These can be in a straight line, curved, or zig zag. Spacing for ride-overs should be as follows or increments thereof:
 - The spacing for walk-overs shall be 26 to 30 inches and may be up to 10 inches high.
 - The spacing for trot-overs shall be 3 feet to 3 feet 6 inches.
 - The spacing for lope-overs shall be 6 feet to 7 feet.
- Backing obstacle. Backing obstacles to be spaced a minimum of 28 inches.
 - Back through and around at least 3 markers.
 - Back through L, V, U, straight, or similar-shaped course.

B. Optional obstacles, but not limited to:

- Ride over wooden bridge. Bridge should be sturdy, safe, and negotiated at a walk only. **Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches wide and at least 6 feet long.**
- Side pass (if side passing over a pole, it may be elevated to 12-inch maximum).
- Carry an object from one part of arena to another.
- Remove and replace materials from mailbox.
- Put on slicker.
- Drag log of minimal weight (Senior Division only). Riders may only hold rope with hand and must not be allowed to wrap the rope around the saddle horn or hand.
- Rope dummy. (Do not have to catch dummy.)
- Drop bridle and re-bridle (Senior Division only).
- Dismount horse and open gate on foot.
- Ground tie (hobbles are allowed; if using split reins, one or both reins may be dropped; if using a romal, reins may be loosely draped over the horse). May walk circle around horse.
- Lead at the walk or trot.
- Pick up feet.
- NOTE: It is recommended if a chosen obstacle requires the rider to dismount, that juniors and intermediates not be asked to remount the horse. These obstacles may be placed at the end of the pattern for convenience in allowing riders to lead their horse out of the arena.

C. Unacceptable obstacles:

- Tarps.
- Water obstacles with slick bottoms.
- PVC pipe.
- Tires.
- Rocking or moving bridges.
- Logs or poles elevated in a manner that permits such to roll.

The judge must walk the course and has the right and duty to alter the course in any way needed to ensure the safety and workability of the course is maximized. The judge may remove or change any obstacle he or she deems unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle will be omitted.

English Division

Hunt seat classes and saddle seat classes may be combined.

English Pleasure

Saddle seat pleasure and hunter under saddle may be shown together. If combined, contestants will still be evaluated on the criteria for their specific class.

English Equitation

English equitation will be a combined class consisting of both hunt seat equitation and saddle seat equitation. Contestants will be evaluated on the criteria for their respective class.

Hunt Seat Division

Clothing and Equipment

Required

- Riding breeches or jodhpurs.
- Hunt boots (dress or field) or jodhpur boots, all with distinguishable heel.
- Shirt or ratcatcher shirt.
- Riding coat of traditional color such as **navy, dark green, gray, black, or brown. Red or maroon are improper colors.**
- Hunt cap or protective headgear for in-hand halter or showmanship classes, English Pleasure, and English Equitation. Must have an ASTM approved protective helmet for hunter hack that is within five years of manufacturing date.

- Bling, adornments, or decorations are discouraged in hunt seat classes.
- Tie, stock, or choker.
- Appropriate hunt or forward seat saddle.
- Open-toed steel stirrups.
- Snaffles, Pelham, kimberwick, or slow twist bits.
- Snaffle-type single-bit bridles, full or double bridles — all with cavesson noseband.
- Double buckle girth.
- Saddle pad.

Optional

- Gloves.
- Unrowelled spurs — must have strap.
- Crops.
- Hunting breastplates.
- Stirrup treads.

Prohibited

- Chaps.
- Rowelled spurs and slip-on spurs.
- Standing martingales or running martingales (allowed in practice ring only).
- Dropped or figure 8 nosebands/cavessons.

Judges, at their discretion, may authorize adjustments to attire due to weather-related conditions.

Hunter Under Saddle

This class will be judged on the horse's functional correctness, way of going, manners, and condition. Horses should be suitable to purpose. They should move in a long, low frame and be able to lengthen their stride and cover ground. They should be obedient, alert, soft in the bit, and responsive to their rider's cues.

Class Procedure: Horses will be judged both directions at the walk, trot, and canter as well as on the back and transitions between gaits. Horses should be shown with light contact on the horse's mouth.

The walk should be a four-beat gait showing proper cadence and length of stride. Horses moving true and flatfooted are desirable and will be scored accordingly.

The trot should be a two-beat gait showing proper cadence. It should be done at medium speed with moderate collection. A strong trot may be asked for and should be stronger and faster than the normal trot, showing lengthening of stride. Horses that lack collection at the trot, and horses that do not exhibit a true two-beat gait should be penalized. Riders should post when trotting, being on the left diagonal when traveling clockwise and right diagonal when traveling counterclockwise.

The canter is a three-beat gait performed with moderate collection. The canter should be balanced and smooth, giving the impression of a pleasurable ride. Incorrect leads will be penalized. Horses should travel on the left lead when moving counterclockwise and on the right lead when moving clockwise.

Hand gallops may be asked for, and horses should exhibit a four-beat, ground-covering gait with appropriate lengths of stride (will vary with conformation). Horses must remain under control and excess speed should be penalized. If asked for, this will be completed in groups of 8 or fewer riders.

Faults to be scored accordingly, but not necessarily cause disqualification include:

- Being on the wrong lead at the canter and/or wrong diagonal at the trot.
- Excessive speed, any gait.
- Excessive slowness, any gait.
- Breaking gait.
- Failure to take the gait when called.
- Head carried too low or too high.
- Nosing out or flexing behind the vertical.
- Opening the mouth excessively.
- Stumbling.
- Reins too loose or too tight.

Hunt Seat Equitation

Only the rider is being judged, with execution of maneuvers as evidence of prior training and rider effectiveness. Rider should have workmanlike appearance. Seat and hands should be light and supple

conveying the impression of complete control should an emergency arise.

Class Procedure: Riders will be asked to perform individual patterns. The patterns will consist of a combination of maneuvers that will test the rider's equitation skills.

All individuals, or finalists from the individual workouts, may be asked to complete a second pattern or work on the rail, at the judge's discretion. Rail work may include walking, trotting (sitting and/or posting), and cantering both directions in the ring.

The judge may select any combination of skills listed as follows:

- Walking, trotting and/or cantering a straight line.
- Circles of varying size and speed.
- Back.
- Hand gallop and halt. Hand gallop should be done in groups of eight or fewer.
- Figure 8 at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting in the saddle when front left leg is on the ground. At right diagonal, rider should be sitting in the saddle when right front leg is on the ground.
 - When trotting a counterclockwise circle, riders should be on the right diagonal. When trotting clockwise, riders should be on the left diagonal.
- Figure 8 at canter on correct lead demonstrating simple change of lead. (This is a change whereby the horse is brought back into a walk or trot and restarted into a canter on the opposite lead.) Lead changes are to be performed in the center of two circles, so only one change of leads is shown.
- Figure 8 with flying lead change. (This is a change of lead whereby the horse changes leads without breaking the canter.)
- Ride without stirrups or drop and pick up stirrups.
- Change leads down center of ring, demonstrating simple change of lead.

- Canter in counter lead.
- Execute serpentine at a trot and/or canter on correct lead or diagonal. Half circles should be symmetrical off center of an imaginary line where changes of diagonal or lead (simple or flying as designated by judge) must be executed.
- Turns on the forehand or hindquarter.
 - In either case, a left turn means the horse's head goes left, and a right turn means the horse's head goes right.
 - For example, if performing a left turn on the forehand, the horse's head goes left, the forehand remains relatively stationary, and the hindquarters move to the horse's right. If performing a left turn on the hindquarters, the horse's head moves left, the right front foreleg crosses over the left front foreleg as the forehand moves left, and the horse's hindquarters remain relatively stationary.

The rider should sit in a comfortable, balanced, and relaxed manner while maintaining an erect upper body with eyes up and looking forward.

The rider's legs should have a slight bend and hang beneath the rider such that when viewed from a profile, a straight line (approximately) can be drawn through the rider's ear, shoulder, hip, and heel. Legs should not swing forward and back as horse's impulsion increases.

The irons should be placed under the balls of the feet and not under the toe or against the heel.

The rider's toes should be turned only slightly out, with ankles flexed in toward the horse in a comfortable position and heels should be lower than the toes.

The lower leg should be held such that light contact is maintained with the horse.

At the walk and sitting slow trot, body should be vertical with slight motion in the saddle.

At a posting trot, the body should be inclined forward with slight elevation in the saddle as the rider rises and falls.

At the canter, the body should be halfway between the posting trot and the walk.

At the hand gallop and while jumping, the body should be at a similar inclination as when at a posting trot.

Arms and hands should be held in a comfortable, relaxed manner with upper arms held in a straight line with the body. The elbow is bent such that the lower arm, hands, and reins are in a straight line to the bit. Riders should maintain light contact with the bit.

Hands should be slightly over and in front of the withers with knuckles approximately 30° inside the vertical.

Scoring

Judges are encouraged to use the following system when scoring English Equitation.

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

Penalties. Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:

3-Point Penalties

- Break of gait at the walk or trot up to 2 strides
- Over or under turn from 1/8 to 1/4 turn

- Tick or hit of cone
- Missing a diagonal up to 2 strides in the pattern or on the rail

5-Point Penalties

- Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location
- Incorrect lead or break of gait at the canter (except when correcting an incorrect lead)
- Complete loss of contact between rider's hand and the horse's mouth
- Break of gait at walk or trot for more than 2 strides
- Loss of iron Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- Obviously looking down to check leads or diagonals
- Missing a diagonal for more than 2 strides in the pattern or on the rail

10-Point Penalties

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or during rail work
- Holding saddle with either hand
- Spurring or use of the of crop in front of girth
- Blatant disobedience including kicking, pawing, bucking, and rearing

Disqualifications (should not be placed)

- Failure by exhibitor to wear correct number in visible manner
- Willful abuse of horse or schooling
- Fall by horse or exhibitor
- Illegal use of hands on reins
- Use of prohibited equipment
- Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait, lead, or diagonal; over or under turning more than ¼ turn

Hunter Hack

Attire and acceptable equipment are the same as hunter under saddle. However, during hunter hack classes and warm-up exercises, all exhibitors are required to wear an SEI-ASTM approved helmet, which must have the SEI sticker intact on the inside of the helmet, and a date within the last five years.

Before competing in the class, riders must first pass the safety check, which includes a helmet check and practice jumps. Riders who cannot safely jump the fences during the safety check will not be allowed to compete in hunter hack on that day.

The hunter hack horse should move in the same style as a working hunter. The class will be judged on style over fences, even hunting pace, flat work, manners, and way of going.

Class Procedure: Horses are first required to jump two fences, up to 2 feet in height. If the jumps are set on a line, they are recommended to be in increments of 12 feet and no less than 36 feet apart. A stride is equal to 12 feet. Allow 6 feet for each take-off and landing, so that 60 feet between fences requires four strides. A ground line is recommended for each jump.

At the discretion of the judge, contestants may be asked to hand gallop, pull up or back, and stand quietly following the last fence.

Horses to be considered for an award are required to be shown at a walk, trot, and canter, both ways of the ring with light contact.

Placing for the class shall be determined by a minimum of 70 percent for individual fence work and a maximum of 30 percent for work on the flat.

Horses eliminated in the over-fence portion of the class shall be disqualified.

Faults to be scored accordingly, but may not necessarily cause disqualification during the rail work, include:

- Being on the wrong lead at the canter and/or wrong diagonal at the trot.
- Excessive speed, any gait.
- Excessive slowness, any gait.

- Breaking gait.
- Failure to take the gait when called.
- Head carried too low or too high.
- Nosing out or flexing behind the vertical.
- Opening the mouth excessively.
- Stumbling.
- Reins too loose or too tight.

Taking a courtesy circle upon entering the ring is permissible.

Judges will evaluate soundness during both the jumping and rail work components of the class.

Horses shall not be requested to re-jump the course.

Manners shall be emphasized.

When an obstacle is composed of several elements, any disturbance of these elements will be penalized; however, only a reduction in height of the top element shall be considered a knock-down.

In cases of broken equipment, the rider may either continue without penalty, or stop and correct the difficulty and be penalized the same as any loss of forward impulsion.

When the 2 fences are set in a line, faults committed at each obstacle are considered separately. In case of a refusal or run out at one element, entry may re-jump the previous element.

It is mandatory that a schooling area with at least one practice jump or practice time in the arena be provided.

Schooling over obstacles in the ring or over any part of an outside course is permitted only at the time designated by Show Management.

Scoring of the jumping portion

Hunter hack is to be judged on manners, way of going, and style of jumping. Horses shall be credited for maintaining an even hunting pace that covers the course with free-flowing strides. Preference will be given to the horse with correct jumping form that meets fences squarely and jumps at the center of fence.

Judges shall deduct points for the following faults:

- Unsafe jumping and poor form over fence, touched or untouched, including twisting.
- Any loss of forward impulsion, including simple lead changes.
- Incorrect leads around the ends of the course or cross-cantering.
- Excessive use of crop.
- Any error that endangers the horse and/or its rider, particularly refusals or knockdowns.

Scoring shall be on a basis of 0 to 100, with an approximate breakdown as follows:

- 90 to 100: an excellent performer and good mover that jumps the entire course with cadence, balance, and style.
- 80 to 89: a good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.
- 70 to 79: the average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the more scopey horses; the good performer that commits one or two minor faults.
- 60 to 69: poor movers that make minor mistakes; fair or average movers that have one or two poor fences, but no major faults or disobediences.
- 50 to 59: a horse that commits one major fault, such as a hind knockdown, refusal, break of gait, cross canter, or drops a leg.
- 30 to 49: a horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
- 10 to 29: a horse that avoids elimination but has several faults, but jumps in such an unsafe and dangerous manner as to preclude a higher score.

Disqualification

- A total of three disobediences that include any of the following: refusal, stop, run out, or extra circle.

- Jumping an obstacle before the course is reset.
- Bolting from the arena.
- Off course.
- Deliberately addressing an obstacle.

Saddle Seat Division

Clothing and Equipment

Required

- Saddle derby, soft hat, top hat, or protective head gear.
- In pleasure classes, a day coat or coat of contrasting color to the jodhpurs may be worn. Informal matching saddle suits are also acceptable in pleasure classes.
- In equitation, saddle suit of conservative colors should be worn, including black, blue, gray, dark green, beige, or brown, in herringbone, pinstripe, or solid colors. Coat and jodhpur pants should be of same color. Day coats are not recommended in equitation classes.
- Shirt and tie.
- Jodhpur boots with distinguishable heel.
- Flat English type saddle.
- Full bridle or Pelham, including cavesson, browband, throatlatch, and appropriate curb chain.
- Double buckle girth.
- Saddle pad.

Optional

- Gloves.
- Blunt, unrowelled spurs (must have a strap).
- Whip.

Prohibited

- Chaps.
- Rowelled spurs.
- Slip-on spurs.
- Dropped noseband.
- Breastplate.
- Kimberwick bit.
- Martingale and training forks.

Saddle Seat Pleasure

This class will be judged on the horse's functional correctness, way of going, manners, and condition. Saddle seat horses should be suitable to purpose of breed. Horses should have a high neck carriage and a more up-and-down motion; and be able to lengthen their stride and cover ground. They should be obedient, alert, and responsive to their riders.

Class Procedure: Horses will work both directions on the rail, being asked to perform a walk, trot, and canter. Horses will also be asked to stop and back.

The walk is a true four-beat gait and should be straight, true, and flat-footed.

The trot is a two-beat diagonal gait. Horses should move with balance and fluidity. High action will not be penalized.

The extended trot is a two-beat diagonal gait with lengthened stride and appropriate increase in speed.

The canter is a smooth and controlled three-beat gait.

The hand gallop is a four-beat gait with a lengthened stride. It should be a faster gait, but extreme speed will be penalized. If asked for by the judge, this will be completed in groups of 8 or fewer riders.

Saddle Seat Equitation

Equitation classes are judged on the rider's ability to ride a horse correctly and to use various aids required for a horse to perform basic maneuvers. Riders will be judged on basic position in saddle; position and use of hands, legs, and feet; ability to control and show the horse; and suitability of horse to rider. The rider's ability to execute maneuvers correctly shall be considered more important than the horse's performance.

Class Procedure: Riders will be asked to perform individual patterns. The patterns will consist of a combination of maneuvers that will test the rider's equitation skills.

All individuals, or just finalists from the individual workouts, may be asked to enter the ring and work on

the rail.

The judge may use any combination of maneuvers such as:

- Back for no more than eight steps.
- Pick up reins.
- Figure 8 at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting in saddle when front left leg is on the ground. At right diagonal, rider should be sitting in the saddle when right front leg is on the ground.
 - When trotting a counterclockwise circle, riders should be on the right diagonal. When trotting clockwise, riders should be on the left diagonal.
- Figure 8 at canter on correct lead demonstrating simple change of lead. (This is a change whereby the horse is brought back into a walk or trot and restarted into a canter on the opposite lead.) Lead changes are to be performed in the center of two circles, so only one change of leads is shown.
- Execute serpentine (a series of left and right half circles off center of an imaginary line) at a trot and/or canter on correct lead or diagonal, demonstrating a simple change of lead.
- Change leads down center of ring demonstrating simple change of lead or change diagonal down center of ring.
- Ride without stirrups. Engage stirrup at halt or walk.
- Perform on rail.
- Perform circles at trot or canter.

The rider should sit in a comfortable, balanced, and relaxed manner while maintaining an erect upper body with eyes up and looking forward.

The rider's legs should have a slight bend and hang beneath the rider. When viewed from a profile, a straight line (approximately) can be drawn through the rider's ear, shoulder, hip, and heel.

The irons should be placed under the ball of the foot and not under the toe or against the heel.

Foot should be held in a natural position, neither too far away nor too close to the horse's sides.

Arms and hands should be held in a comfortable, relaxed manner with upper arms in a straight line with body. The elbow is bent such that the lower arm, hands, and reins are in a straight line to the bit. The height the hands are held above the withers is determined by how and where the horse carries its head.

The method of holding reins is optional; however, both hands must be used, and all reins must be picked up at one time. Bight of rein must be on the off side.

At the walk there is slight motion in the saddle with body remaining vertical. At the trot, there is slight elevation in the saddle. When posting, hips remain under body, not moved in a mechanical up and down or swinging forward backward motion. At the canter, rider should have a close seat, moving with the horse.

At a slow gait, rider should sit in saddle with legs underneath body. Intermittent calf pressure is permissible. At a rack, rider should sit on horse quietly with legs down and slightly back.

Timed Events Division

Clothing and Equipment

Required

- Long sleeved Western shirt with a collar.
- Western type boots with distinguishable heel.
- Western riding trousers or jeans.
- Western saddle and bridle are required.
- Horses will be ridden with a snaffle, curb, spade, half-breed bit, Pelham, kimberwick, slow-twist bit, or with a rawhide, leather, or rope hackamore (bosal). Mechanical hackamores and gag bits are allowed. Refer to Legal Bits section.
- Exhibitors are encouraged to dress in appropriate clothing. Outerwear, such as sweatshirts or coats, is prohibited in the show ring for competition, unless the judge approves outerwear for the show. Announcements will be made by Show Management if outerwear is permitted.

Optional

- Western hat or protective headgear.
 - **The use of protective headgear is strongly encouraged.**
 - If hat is lost, a 2-second penalty will be assessed to the final time.
- Western style tie or scarf.
- Belt.
- Chaps.
- Gloves.
- Blunt, dull-ended or free rowel moving spurs.
- Breast collar
- Back cinch.
- Protective boots or leg wraps.
- Roping reins.
- Tie downs, nosebands, martingales, or training forks.
- Bats and over/unders must be leather, leather-covered, or well-covered with other material and must be flexible. Any bat or over/under may only be used behind the cinch.

Prohibited

- Scoop-neck shirts.
- T-shirts, sweatshirts, or crew-type necklines.
- Tapaderos.
- Any metal under the horse's jaw (i.e. quick stop).

Time and safety should be considered when entering the arena. **At the judge's discretion, a contestant can be dismissed from a class if unable to enter the arena in a timely and safe manner.**

The horse must enter the arena; the gate must be closed **before starting the run.** The gate must remain closed until the runner stops. For safety reasons, horses must enter under the control of a mounted rider. The horse cannot be led into the arena by an unmounted or mounted person. The rider must also have the horse under control before exiting the arena.

Riders will be disqualified for misuse or excessive use of:

- Hands
- Bats, whips, spurs, or reins in front of the cinch.

Note: Bats, whips, and over/unders can be used in timed events only. Aids must be leather or leather covered and flexible.

If a mechanical hackamore is used, it must have enough play to permit three fingers to pass between the horse's chin and the hackamore. Nosebands, if used, must be leather or leather covered. No wire or chain nosebands are permitted.

Curb chains or straps must be at least ½ inch wide and must be flat against the horse's chin. No wire curbs are permitted regardless of how padded or taped.

The judge may prohibit the use of bits or equipment he/she may consider severe. The judge may also dismiss and disqualify horses exhibiting signs of pain or lameness.

All contestants will gather at the arena at the proper time. Upon call, the contestants will enter the arena and perform individually. The arena should be sufficient to permit regulation patterns and ample room for clearance of all obstacles and safety at the start and finish line.

The start and finish line shall be the same and should be visible on the ground or by side markers.

Time is started as soon as the horse's nose crosses the start/finish line. Time is stopped when the course is run and the horse's nose crosses the start/finish line. At least two stopwatches shall be used with the average time of the watches to be official. If an electric timer is used, two stopwatches may be used to back up the electric timer. If the timer fails, the average of the two watches will be the official time. Time will be announced after each run.

In the event of a tie, horses tied will rerun the pattern. Fastest runoff time will determine who wins the tie.

If the first contestant in the runoff knocks over a barrel or pole, the second contestant must complete the pattern within 2 seconds of the original time, or both contestants shall rerun the pattern.

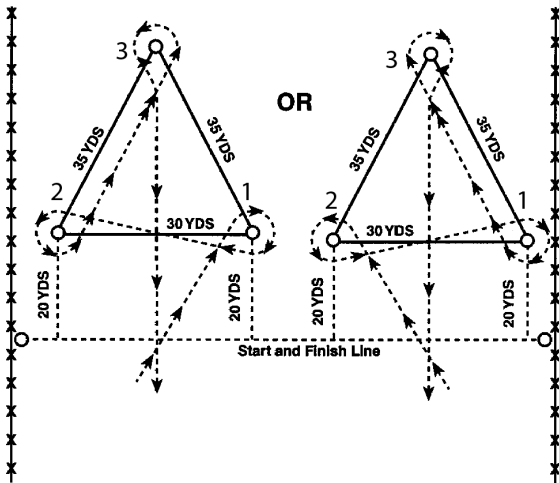
Ribbon Groups for Timed Events

Exhibitors will be ranked by fastest to slowest times.

Ribbon groups:

- Purple: based upon the fastest times in each age group; generally a natural break in times in the tenths and not hundredths of a second, determines the slowest purple ribbon time.
- Blue: **utilize the natural break in times in the tenths and hundredths of a second to determine the blue ribbon group.**
- Red: close times can be adjusted a few hundredths of a second to find a natural break.
- White: awarded to exhibitors who receive a No Time.
- Green: awarded to disqualified exhibitors.

The judge has the authority to make the final call.



Barrel Racing

This is a timed event. (See course, above.)

Class Procedure: Exhibitors will run individual patterns.

After the gate has been closed, the contestant will run to barrel No. 1, pass to the left of it, and complete an approximately 360° turn around it; they will then run to barrel No. 2, pass to the right of it, complete a 360° turn and continue to barrel No. 3; the rider should pass to the right of the third barrel, complete a 360° turn and sprint to the finish line, passing between barrels 1 and 2.

This barrel course may also be run to the left. For example, the contestants will start with barrel No. 2 (see diagram), pass to the right of the barrel and complete a 360° turn; they will then continue to barrel No. 1, pass to the left of it and complete a 360° turn; the rider will continue to barrel No. 3, pass to the left of the barrel and turn 360° ; finally, the rider will sprint to the finish line, passing between barrels 1 and 2.

It is recommended that barrels sit a minimum of 5 yards off each side wall and 12 yards off the back wall with a minimum of 20 yards from the time line to the first barrel.

If the course is too large for the available space, the pattern should be reduced 5 yards at a time until the

pattern fits the arena. Remember to leave adequate space between barrels and any obstacle. The distance from barrel No. 3 to the finish line need not be reduced 5 yards at a time if there is sufficient room for the horse to stop.

Barrels should be the size of a 55-gallon drum with no sharp edges. Brightly colored barrels that are distinguishable from the background should be used. If possible the barrels should match in size and type.

5-Second Penalties:

- First barrel tipped over.

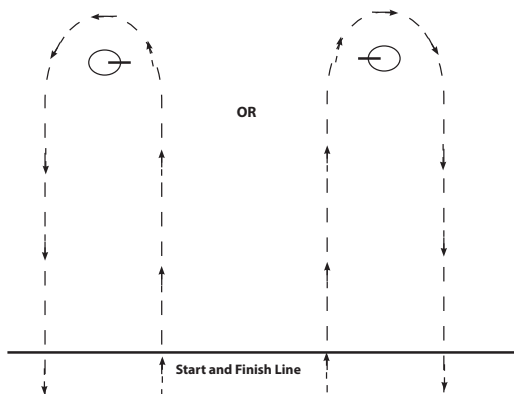
No Time:

- Two barrels tipped over.

Disqualifications:

- Failure to follow the exact pattern at the judge's discretion.
- Touching a barrel with a hand.
- Re-crossing the time line before the pattern is completed.

Flag Race



This is a timed event.

Class Procedure: Exhibitors will run individual patterns. The contestant will ride down and around a barrel (located in the same spot as the third barrel in barrel racing). The contestant will pick up a flag (6-inch-by-8-inch flag on an 18-inch stick) out of a can filled with dirt, sand, or other appropriate material. The can will be placed at the far side of the barrel. The contestant will ride back on the opposite side of the barrel from which he or she started. The rider must carry the flag across the start/finish line.

The contestant will not be disqualified if he/she has to circle the barrel to pick up the flag.

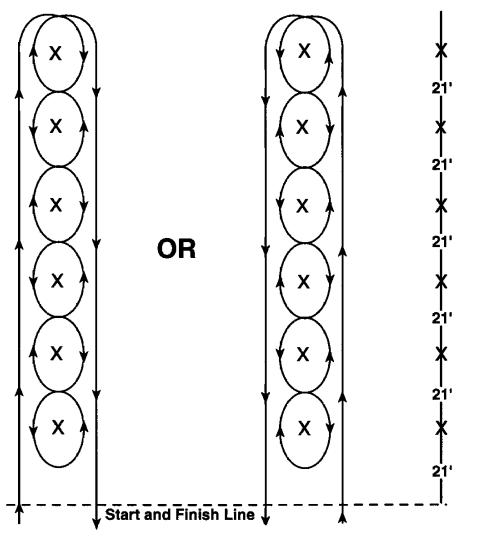
No Time:

- Not retrieving the flag.
- Dropping the flag before the time line.

Disqualifications:

- Knocking the barrel over.
- Using the flag as a whip.
- Failure to follow the exact pattern at the judge's discretion.
- Re-crossing the time line before the pattern is completed.

Pole Bending



This is a timed event. (See course, above.)

Class Procedure: Exhibitors will run individual patterns. The pole-bending pattern is to be run around six poles (following the diagram), each 21 feet apart, and the first pole 21 feet from the start/finish line.

Poles shall be set on top of the ground, 6 feet in height and with a base no more than 14 inches in diameter. The poles should not be over 2 inches in diameter.

Run down to the sixth pole, turn the horse back, and weave in and out of poles until the first pole. Then, turn the horse back to weave in and out to the sixth pole and run back to finish line.

A horse may start either to the right or to the left of the first pole and then run the rest of the pattern accordingly.

5-Second Penalties:

- First pole tipped over.

No Time:

- Two poles tipped over.

Disqualifications:

- Intentionally touching a pole with a hand.
- Failure to follow the exact pattern, at the judge's discretion.
- Re-crossing the time line before the pattern is completed.

3-Year-Old Project

The purpose of the 3-year-old snaffle bit project is to show the versatility of the horse and the training by the 4-H member. It is designed for older, more experienced 4-H members who have acquired the skills needed to manage, train, and show a young horse. The horse will be judged on degree of training, manners, responsiveness to the rider, and functional correctness.

- **Attire:** Same as other judged classes.
- **Equipment:** Horses must be shown two-handed in either a smooth snaffle or a bosal. Snaffles may be of the O-ring, D-ring, or egg butt style. Any bit having shanks, and therefore curb action, of any type is prohibited.
- **Eligibility Requirements:**
 - 4-H'er must be at least 14 years old before January 1 of the current 4-H year. Members must be certified in Level I of the 4-H Horse Achievement program.
 - Horses must be 3-year-old fillies or geldings managed by the 4-H'er as outlined under the ownership and leasing section.

The nomination/I.D. Certificate is to be post-marked on or before June 1 along with a \$10 fee. Nominations are made through the county or district extension office and sent to the State 4-H office. Members may nominate more than one horse as outlined in the ownership/leasing section. However, only one horse may be entered and shown in this class at the state show.

After the horse becomes a project horse on June 1, it can only be shown and ridden by the 4-H member.

A 3-year-old snaffle bit project horse, whether owned or leased, cannot show in any other Western

or English pleasure class at the state show. However, a 3-year-old snaffle bit horse may be shown at state show in other non-pleasure classes if the horse qualifies in those classes at the district level.

It is not recommended that 3-year-olds be over-worked during any given show. If the horse is to be shown in other events, all rules pertaining to that event shall apply.

Nominated 3-year-old horses may be shown before the state show. 4-H members are encouraged to seek advice and counsel on training techniques from outside sources as this should be a learning experience.

State Fair entry for the 3-year-old snaffle bit is to be completed online on or before August 1 at the time other state 4-H horse entries are due.

Class Procedure: The 3-year-old snaffle bit project will be judged in three separate phases at the Kansas State Fair.

- Pleasure
- Horsemanship/Equitation
- Interview

Each phase will account for $\frac{1}{3}$ of the contestant's total score. The interview will be conducted to help 4-H'ers explain how they trained and managed this project.

The Pleasure phase will be judged in accordance with the guidelines for Western/English Pleasure and the Horsemanship phase will be judged using the same criteria described for Western Horsemanship/English Equitation. The attire required and judging criteria followed will depend on the discipline (Western or English) in which the exhibitor chooses to compete.

The horsemanship/equitation pattern will be provided by the judge at the Kansas State Fair.

APPENDIX A – Bits

It is admissible and encouraged to ask the judge or show management prior to the class whether equipment is legal or not.

Curb Bits

- Maximum shank length is 8½ inches. Shanks can be fixed or loose.
- Mouth pieces must have smooth, round bars of unwrapped metal, and measure between ⅜ to ¾ inches in diameter when measured 1 inch from cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bars), such as extensions or prongs on solid mouthpiece. Mouthpiece may be two or three pieces. If three-piece, a connecting ring of 1¼ inch or less in diameter, or a connection flat bar of ⅜ to ¾ inch (measured top to bottom with maximum length of 2 inches), must lie flat in horse's mouth.
- Ports may not exceed a maximum of 3½ inches in height. Rollers (⅜ to ¾ inch diameter) and covers are acceptable. Grazing, broken mouthpieces, halfbreeds, and spades are standard.
- Curb straps or chains are required with use of curb bits and should be properly attached so as to make contact with the horse's chin. It must lie flat, be at least ½ inch wide and permit the entry of two fingers between the curb strap or chain and the horse's chin.

Snaffle Bits and Bosals

- Horses are to be shown in a true snaffle (conventional O-ring, egg butt, or D-ring) or bosal. The bit must have a smooth broken mouthpiece. The mouthpiece must be at least ⅕ inch in diameter, measured 1 inch from the corner of the mouthpiece.
- Ring size should be no larger than 4 inches in diameter. The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage.
- **Curb straps are required when using a snaffle bit. The curb strap must be loosely attached,**

flat or woven natural material, and be attached in front of the reins

- Bosals must be flexible and made of braided rawhide, leather, or rope.

English Bits

- On English horses, an English snaffle (no shanks), kimberwick, Pelham and/or full bridle (with 2 reins), all with cavesson nosebands, and plain leather brow bands, must be used.
- In regard to mouthpieces, nothing may protrude below the mouthpiece. On broken mouthpieces only, connecting rings of 1¼ inch or less in diameter, or connecting flat bar of ⅜ to ¾ inch (maximum length of 2 inches) and that lie flat in the horse's mouth are acceptable. Smooth round, twisted, double twisted, slow twist, straight bars, or solid mouthpieces with a maximum of a 1-inch-high port are acceptable.
- All mouthpieces must be a minimum of ⅝ inch in diameter, snaffles to be measured 1 inch from cheek.
- A full cheek snaffle bit without keepers is acceptable. English bits of any style featuring cathedral or donut mouthpieces or rough sharp material are not acceptable.

Speed Event Bits

- In speed events, any bit that is legal for Western or English events will be considered legal. A slip or gag bit is also permitted in speed events. However, any sign of abuse such as blood or raw skin will result in immediate disqualification.
- Mechanical hackamores are also allowed.

Acceptable Curb Chains/Straps

Legal — Flat leather — over ½-inch wide

Legal — Flat nylon — over ½-inch wide

Legal — Double link flat chain — over ½-inch wide nylon end straps

Legal — Double link flat chain — over ½-inch wide leather end straps

Legal — Double welded chain links — over ½-inch wide

Legal — Very wide flattened chain links — Hunt and Polo

Unacceptable Curb Chains/Straps

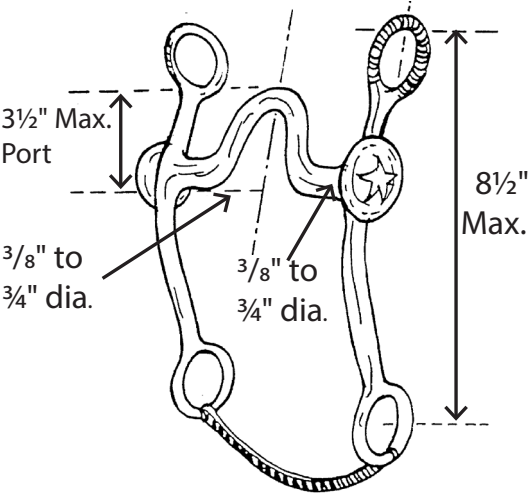
Not Legal — Braided leather (rawhide) — Too narrow and too rough

Not Legal — round braided leather — wide enough, but rough and not flat

Not Legal — round leather — too narrow all across, not flat

Not Legal — round leather — too narrow at chin, not flat

Example of a Legal Bit



Example of Legal and Illegal Bits

Legal for all Events



Legal D-ring snaffle



Legal O-ring snaffle



Legal snaffle – flat piece must meet standards

Legal for English Events



Double twisted wire



Single twisted wire – must meet mouthpiece standards



Slow twist



Pelham with mulden mouth

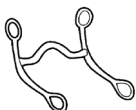


Legal kimberwick

Legal for Western Events



Curb with mullen mouth (shanks 8½" or less)



Curb with low port and 8½" shanks



Curb

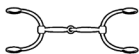


Curb with broken mouthpiece

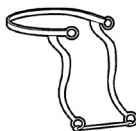


Curb with roller and 8½" shanks

Legal for Speed Events

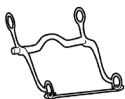


Gag Snaffle – must meet mouthpiece standards



Hackmores – any wire or chain must be flat and leather or latex covered

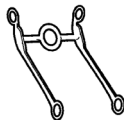
Illegal for all Events



Illegal curbs – shanks 9" long.



Illegal curb – port higher than 3½".



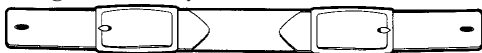
Illegal donut bit.

Acceptable Curb Chains/Straps

- Legal — Flat leather — over ½-inch wide



- Legal — Flat nylon — over ½-inch wide



- Legal — Double link flat chain — over ½-inch wide nylon end straps



- Legal — Double link flat chain — over ½-inch wide leather end straps



- Legal — Double welded chain links — over ½-inch wide



- Legal — Very wide flattened chain links — Hunt and Polo



Unacceptable Curb Chains/Straps

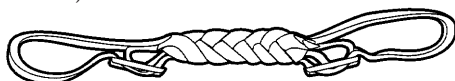
- Not Legal — Braided leather (rawhide) — Too narrow and too rough



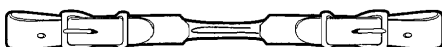
- Not Legal — round braided leather — wide enough, but rough and not flat



- Not Legal — round leather — too narrow all across, not flat



- Not Legal — round leather — too narrow at chin, not flat



Reining patterns 4 and 5 on pages 47 and 48 are courtesy
NRCHA 2024 Rulebook.

Working Ranch Horse Patterns
from the AQHA Handbook. <https://www.aqha.com/documents/82601/parentFolderId/2019%20AQHA%20Handbook/cdf84283-4bcc-e460-591d-8849dabace6b>

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Kansas 4-H Horse Show Rulebook,
Kansas State University, November 2024.

**Kansas State University Agricultural Experiment Station
and Cooperative Extension Service**

S133 Rev.

November 2024

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