

# Introduction to Horse Showing

Most regions have a Regional 4-H Horse Show and there are many horse shows throughout the province that 4-H members may want to participate in.

This document will provide you with some basic information about what is generally expected at horse shows and for some of the more common classes. Please be aware that each region has their own rules regarding the specifics of their shows and it is important that you become familiar with them before you attend the show.

If you are planning to enter an open horse show or a breed show, you should check with that show for the rules that they use.

Not all regions offer all of the classes described here and some regions may offer classes that are not described in this document.

## **1. General Rules**

- Check your regional rules for specifics regarding expectations for each class, as rules are likely to differ from region to region. It is YOUR responsibility to be familiar with the rules in your region.
- Check the rules for Level 1 – 3 riders. Regions may not require Level 1 – 3 riders to do all the gaits described in the classes.
- It is the responsibility of the exhibitor to ensure that they are ready for any class they are entered in when it is called.
- Animals must be treated humanely and with respect at all times.
- You must treat show officials and other exhibitors with respect at all times.
- The judge and/or show committee's decision is final.

## **2. Arena Etiquette**

- Enter the ring and travel counter-clockwise unless otherwise directed.
- Always reverse direction by turning to the inside of the arena, not the rail.
- Keep as close to the rail as possible, except to pass.
- Always pass to the inside of the arena.
- Don't try to squeeze between the rail and another rider. When passing allow enough room in front and back of the horse you are passing. Do NOT cut sharply in front of another horse or travel too close behind. Proper passing reduces the chance of anyone being kicked.
- A red ribbon in a horse's tail means that the horse kicks. *A red ribbon in the horse's tail must be displayed at all times for all horses that are known to kick.*
- Always be aware of other riders in the arena and try to maintain proper spacing.
- All gates should be kept closed for safety reasons.
- Only judges, ringmasters, and tack stewards are allowed to call someone from the show ring unless an extreme safety concern arises.
- Any rider that does not have complete control of their horse may be excused from the ring by the judge.
- Please advise the hitching ring of any possible scratches or the need for a gate hold. This is the member's responsibility. Gate holds will be permitted, when advised, due to a conflict of classes. Priority is given to group riding classes over individual pattern classes.

### **3. English Tack and Equipment**

#### **3.1 Rider attire**

- Clothing must fit properly and be neat and clean.

<b>Jacket</b>	Tweed, pinstripe, conservative dark color (navy, dark green or brown, etc), or a solid color crew or V neck sweater.
<b>Shirt</b>	White or light colored. Tie, stock or choker must be worn with a tiepin.
<b>Jodhpurs or Breeches</b>	Neutral colors such as beige, buff, light grey, tan or rust. White is generally for formal or higher levels of competition.
<b>Boots</b>	<ul style="list-style-type: none"><li>▪ With breeches and black or dark jacket, black English boots are worn (either leather or rubber).</li><li>▪ With breeches and a tweed jacket, black or brown boots are worn.</li><li>▪ With jodhpurs and a tweed or black jacket, jodhpur boots (which come to just above the ankle) are to be worn.</li><li>▪ Half chaps may be worn provided they match the boot color.</li></ul>
<b>Cap</b>	Black velvet cap or helmet with harness and chinstrap meeting ASTM or SEI standards must be worn. The tack steward should ensure that members are riding with approved helmets. Helmet with properly adjusted harness is required for all classes over fences. In a jumping class, if the harness comes undone or cap falls off, the rider must correct it before continuing on the course or taking the next jump.
<b>Gloves</b>	Optional. Dark gloves are recommended.
<b>Spurs</b>	Optional, but if worn must not have rowels.
<b>Crop or Whip</b>	Optional in all classes over fences. If carried, must not be longer than 75 cm. (30"). Crops/whips are not allowed in flat classes.
<b>Number</b>	Must be worn on competitor's back and clearly visible.
<b>Hair</b>	Should be neat and tidy, contained in a hair net, braid or bun (off the collar).

### 3.2 English Tack:

- Must be neat, clean and in good working order.

<b>Saddle</b>	All purpose English or modified jumping may be used in all classes. A dressage saddle may be used in flat classes but would not be comfortable for jumping.
<b>Saddle Pad</b>	Should be white and made of fleece or cotton. A numnah shaped contoured pad is recommended.
<b>Bridle</b>	Must be leather, English in style, with a leather browband, which is not solid white, colored or sequined. White edging, not exceeding 0.63 cm (1/4") on the browband is permissible. Bridles must have a leather cavesson noseband. Dropped nosebands are prohibited except in Jumper classes.
<b>Bit</b>	All bits must be of a humane type. May be Snaffle, Pelhams with two reins and no converters, Double or Kimberwick. Half cheek snaffles are acceptable. Snaffles must be smooth, egg shaped, D ring, round or oval in shape. They must have a minimum 5/16 inch diameter, measured one inch in from the cheek piece. The snaffle may not be twisted wire and may not have a curb strap. Gag bits are prohibited. Bits must be made of silver, copper or iron. English bits are not made of sweet iron. (Those bits are Western). Pelhams and Kimberwicks are not allowed in Dressage classes.
<b>Girth</b>	Leather, string or nylon.
<b>Breastplate</b>	Optional.

- Boots, or bandages may not be used in flat classes. Running martingales may not be used in flat classes but may be used in Hunter over Fences. Running martingales and boots are allowed in Jumper classes.
- Tie downs, side reins and draw reins are prohibited.
- Braiding of the mane and tail is optional but recommended. Elastic bands or yarn are acceptable.

## **4. Western Tack and Equipment**

### **4.1 Western Attire**

- Clothing must fit properly and be neat and clean.

<b>Shirt</b>	Long sleeved with collar and cuff or slinky shirt. Must remain tucked in with sleeves down. At the neck, a tie, kerchief, bolo or pin should be worn.
<b>Jacket or vest</b>	Optional. Western style.
<b>Pants</b>	Western pants or bootcut jeans with a belt. Jeans should not be frayed, tattered or rolled up.
<b>Boots</b>	Western style with a heel.
<b>Hat or helmet</b>	Western hat or helmet meeting ASTM or SEI standards must be worn.
<b>Gloves</b>	Optional. Dark gloves are recommended.
<b>Spurs</b>	Optional. Must be Western type.
<b>Chaps</b>	Optional.
<b>Number</b>	Must be worn on competitor's back and clearly visible.
<b>Hair</b>	Should be contained or neatly done.

### **4.2 Western Tack**

- Must be neat, clean and in good working order.

<b>Saddle</b>	Suitable Western saddle with standard rigging.
<b>Saddle Pad</b>	Western style
<b>Bridle and reins</b>	<p>Western style bridle. Split or Romal reins must be used in all performance classes.</p> <ul style="list-style-type: none"> <li>▪ Split reins - must fall on the same side of the horse as the hand holding the reins. The reins are to be brought through the top of the rein hand and out the bottom. One finger is permitted to be held between the reins.</li> <li>▪ Romal reins - must be brought up through the bottom of the hand and out the top. The tail of the romal is held in the free hand no closer than 40 cm (16") from the rein hand. A finger is not permitted between the romal reins, and the romal is not to be coiled in any manner in the free hand. The romal cannot be used forward of the cinch or act as a whip. When using a romal, hobbles should be carried on the saddle.</li> </ul> <p>Generally it is more correct for a rider to hold the reins in their left hand, but either hand is acceptable. Riders must not change their rein hand during a class – the exception is Trail when riders can change hand to work on an obstacle. The free hand (whether using a romal or split rein) must never touch the horse or saddle or grab the reins to use two hands.</p>
<b>Bit</b>	<p>All bits must be of a humane type.</p> <p>A curb bit is defined as a bit with either a broken or solid mouthpiece, which has shanks and acts with leverage. A curb bit requires the use of a curb or chin strap. Suitable curb bits include: Maximum overall length permitted is 8 ½ inches (measured from the inside of the top ring to the pull point of the bottom ring); Mouthpieces must be a minimum of 5/16 inch in diameter, measured 1 inch in from the cheek piece; Mouthpiece maybe one, two or three pieces and should be smooth, egg shaped, round or oval; The port must not exceed 3 ½ inches. Bits must not be: twisted wire; wire wrapped or chain mouthpieces; gag bits; donuts or prong bits.</p>

	<p>In any performance class where a horse is over five years of age, a curb bit is mandatory. Horses in curb bits must be ridden with one hand on the reins. (Some regions have relaxed this rule for members in Levels 1 – 3)</p> <p>A curb strap must be used on a snaffle bit but only a leather or a nylon strap is allowed. A curb strap cannot be narrower than 1.25 cm or ½” and must lie flat against the jaw. It must be loose enough to insert two fingers between the strap and the jaw. Reins are attached above the curb strap.</p> <p>A Snaffle bit is defined as a non-leverage bit. The three most commonly acceptable types are O-ring, Egg Butt, and D-ring. The ring is to be no larger than 4". Half cheek snaffles are also acceptable.</p> <p>A junior horse, 5 years of age and younger, can be ridden in snaffle or shank bit, or bosal (may not have metal in the noseband). Side pulls are not acceptable. Snaffle bits and bosals must be ridden with two hands on the reins.</p>
<b>Breastcollar and back cinch</b>	Optional.

- Mechanical hackamores, nosebands and tiedowns, running martingales, draw reins or any other training aids are prohibited. Mechanical hackamores, running martingales and tiedowns may be used in speed events only.
- Whips, crops and bats are prohibited in all performance classes, but are allowed in speed events.
- Protective boots, splint boots, bell boots, skid boots, leg wraps are prohibited in all performance classes. Protective boots are allowed in speed events and reining. No leg wraps allowed in speed events or reining.

## 5. English Classes

In a flat class if a horse or rider should fall, it does not necessarily mean elimination, but may result in penalization at the judge's discretion. However, a fall of either a horse or a rider in all classes over fences does mean elimination.

### 5.1 English Pleasure

- Emphasis is placed on the horse's performance (the way the horse performs the gaits, how it reacts to aids and the style with which it executes the gaits), manners and way of going. The horse must give the distinct appearance of being a pleasure to ride and display a pleasant attitude. Disobedience is faulted. The horse should respond quickly to commands in a controlled manner.
- Members will work the rail in both directions at a walk, trot (sitting and/or rising), canter and hand gallop (if the class is suitable to allow a hand gallop) at the judge's discretion.
- The order of gaits is not specified and may vary. The judge may ask for any transition from gait to gait. All gaits must be performed with willingness and obvious ease, cadence, balance and smoothness. Excessive speed or slowness will be penalized. Horses are to travel to breed specifications.
- Horses should stand quietly and back readily.
- Medium to light contact through the reins to the horse's mouth should be maintained. The poll should be level with, or slightly above the withers. The head position should be slightly in front of, or on, the vertical.

### 5.2 English Equitation

- In Equitation classes, it is the riding skill of the competitor that is being judged - correct overall rider position and effective use of aids.
- All movements of the horse should be performed with precision and a subtle use of aids and cues.
- Exaggerated shifting of the rider's weight will be penalized.
- Gaits will be flat footed walk, ordinary trot (rising or posting), collected (sitting) trot, easy canter, counter canter, and hand gallop (if the ring size allows.) Horses may be asked to work both ways of the arena at all gaits. The order of gaits is not specified and the judge may ask for any transition from gait to gait.
- Contestants may be asked to rein back (back-up).
- The judge may ask the riders to drop their irons (ride without stirrups). The judge may also ask for an extended gait, which means a lengthening of the horse's stride.
- Proper diagonals at a trot and correct leads at a canter should be recognized and executed.
- Always post at the trot unless told to sit.

Riders may be asked to dismount and remount, as well as perform an individual pattern. If unsure of the pattern, ask for clarification before the class starts or any rider has started the pattern.

- When doing a pattern:
  - When using a figure eight in a pattern, always start and finish in the middle or center of the figure eight unless otherwise directed.
  - Accuracy is desired, so start and end transitions exactly at posted markers.
- Competitors may be asked individual questions on horsemanship, anatomy, tack, etc.

#### 5.2.1 Position

The rider should sit in the deepest part of the saddle, squarely on both seatbones. Legs should fall naturally with a slight bend at the knee and the heel of the foot always lower than the toe. The inside thigh, knee and upper calf should be in light contact with horse's side and there should be invisible straight line through the rider's ear, shoulder, hip and heel when viewed from the side. Head and eyes should be up, arms and hands relaxed and following the movements of the horse's head, with a

straight line from the horse's mouth through to the rider's hand to the rider's elbow. Hold reins in two hands. When using Pelham or a double bridle, the reins are held similar to using a snaffle except that either the little finger or the last two fingers separate the two sets of reins.

### **5.2.2 Position in Motion**

At the walk, the rider's body remains upright with a slight movement at the hips in rhythm with horse's walk. At a posting trot the body leans slightly forward to remain in balance with the horse. At a canter the seat is close to the saddle and the body has only the slightest lean forward with the back and hips, following the rhythm of the canter. Shoulders and elbows are very relaxed and supple to allow for the movement of the horse.

## **5.3 Hunter Hack**

- The class will be judged on style over two fences, even pace, a smooth, quiet and willing performance, manners and rail work.
- Double bridle (full bridles), leg wraps and/or splint boots are not allowed.
- Horses are to be shown at a walk, trot and canter and may be required to show in both directions.
- 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 are required to jump two fences, which may be x-rails or straight jumps to a maximum of 2'6", depending on the class level.
- Jumps are recommended to be spaced in increments of 12 feet (3.5 meters) apart but adjusted to no less than two strides.
- A ground pole or line is recommended for the "take off" side of each jump.
- Faults include:
  - knocking a jump
  - wrong leads and/or wrong diagonal
  - excessive speed or slowness
  - breaking gait or failure to take gait when called
  - balking or refusing
  - opening the mouth
  - being out of control
- Jumping too high, too soon or too late will be penalized.
- Horses eliminated in the "over fence" portion of the class shall be disqualified.
- A fall of either a horse or rider in all classes over fences will result in disqualification.

## **5.4 Equitation Over Fences**

- The class objective is to judge the rider's ability over the fences, not the horse's. Only the effect the rider has on the horse is to be considered. How a rider elects to ride the course, the pace, and approach to the jumps are used to evaluate the rider's judgment and ability. Riders are to be judged on style and control. The judge will be looking for a neat smooth, workmanlike performance.
- At least four obstacles are required and horses must jump a minimum of six fences. At least one change of direction is required.
- The exhibitor is being judged as soon as he/she enters the arena. Exhibitors have the option of entering the arena at any gait (unless otherwise stated on the course), making transition to canter from halt, walk or trot before approaching the first fence. Each competitor may circle once before approaching the first obstacle, then proceed around the course keeping an even pace throughout. Rider must obtain correct lead to properly turn around end of arena before breaking into final trot circle. The class is not over until the exhibitor trots a circle and walks out of the ring. Riders should leave the arena at a walk unless otherwise instructed.
- When there are two jumps to be jumped as an in and out, they will be either two or three strides apart, never a bounce. The faults for each jump are counted separately. If the horse refuses or

runs out at Jump B the rider may either re-present the horse at Jump B or go back and jump A again on the way to B.

- Except for refusals, jumping faults of the horse are not to be considered unless it is the result of the rider's lack of ability.
- Three refusals, the horse bolting out of control, rider going off course, or the fall of the horse or rider means elimination in that class. If elimination occurs during a ride-off, the competitor is placed last of all those chosen for the ride-off.
- A fence knockdown may or may not be penalized depending on the cause. If the rider caused the horse to make the fault then it would be penalized, but if the horse knocked the fence down, despite the best efforts of the rider, then it might only get a minor penalty. The decision is the judge's.
- The course will be posted at least 1 hour ahead of the class. Riders may not walk the course prior to riding it.
- The judge may ask for individual ridden tests and may ask questions on horsemanship.

## 5.5 Working Hunter

- A hunter course is one which organizers deem a fair test of a hunter.
- The class is judged on style of jumping, way of going, manners, transitions and trot in. Horses shall be credited with maintaining an even hunting pace that covers the course with free-flowing strides. The horse is being judged on a smooth workmanlike round. He should show an even rhythm in his pace and meet all his fences from the correct spot, looking pleasant and comfortable to ride.
- Fences shall simulate obstacles found in the hunting field, such as natural looking posts and rails, brush, walls, coops and ascending oxers. Hunter fences are neither numbered nor flagged. The competitors do not walk the course before riding it, but the course will be posted at least one hour prior to class time. (This is because in real fox hunting, you don't meet flags or numbers in the country.) The course is usually fairly simple and easy to canter around without the turns and combinations of an equitation or jumper course.
- There will be a minimum of four obstacles. Horses will jump a minimum of eight fences.
- One change of direction is mandatory.
- Judges shall penalize unsafe jumping and poor form over fences, whether touched or untouched, including twisting of the horse's body.
- Any error that endangers the horse and/or rider, particularly refusals or knockdowns, shall be heavily penalized.
- Distance between fences is recommended to be in 12-foot (3.5 meters) increments.
- The competitors may ride one circle before the first fence to get their horse into an even cantering rhythm. At the end of the course they may make another circle to slow their horse to a walk before leaving the arena.
- When there are two jumps to be jumped as an in and out, they will be either two or three strides apart, never a bounce. The faults for each jump are counted separately. If the horse refuses or runs out at Jump B the rider may either re-present the horse at Jump B or go back and jump A again on the way to B.
- If a horse knocks down a jump with any part of his body it counts as faults. A fence is considered knocked down when the height of any part is lowered.
- Elimination: A total of three disobediences that can include any of the following:
  - Refusal, stop, run out, or extra circle
  - Jumping an obstacle before it is reset
  - Bolting out of control
  - Off course
  - Deliberately addressing an obstacle

## 5.6 Open Jumper

- This will test the horse's skill and obedience and the rider's ability over a course.



- Dropped nosebands, boots and/or bandages and running martingales are allowed in jumper classes.
- The course will consist of at least eight fences with uprights, spread fences, changes of direction and combination of fences, but no bounces. In combinations the related fences are numbered A & B. If the horse refuses at B then the preceding fence is to be retaken.
- There will be a generous time limit. If more than one horse goes clear then there will be a jump off over at least 5 fences. The competitor with the fastest time will win.
- Jumper courses will be posted with the jump off variations at least one hour prior to competition. Competitors may walk the course before competition begins.
- All fences as well as the start and finish of the jumper course *must* be marked with red and white flags. The horse and rider must pass between these flags with the red flag on the right hand.
- Elimination from a class will happen when a competitor:
  - Has had three refusals
  - Has had a fall of the horse or the rider
  - Has failed to pass between the red and white flags over fences or at the start and the finish of the course
  - Goes off course by failing to jump fences in the correct order

**Penalties will be assigned as follows:**

First disobedience	4 faults
Second disobedience	4 faults
Third disobedience or other infringement	Elimination
Obstacle knocked down while jumping	4 penalties
One or more feet in water jump or lath defining its limits	4 penalties
Fall of horse, competitor, or both	Elimination
Disobedience plus knocking down an obstacle	4 faults, plus time penalties
Exceeding time allowed	¼ penalty for each second or fraction of a second
Exceeding time limit	Elimination
Exceeding time allowed in all jump-offs against the clock	1 penalty for each second or fraction of a second

Penalties for disobediences accumulate throughout the entire round.

## 5.7 Dressage

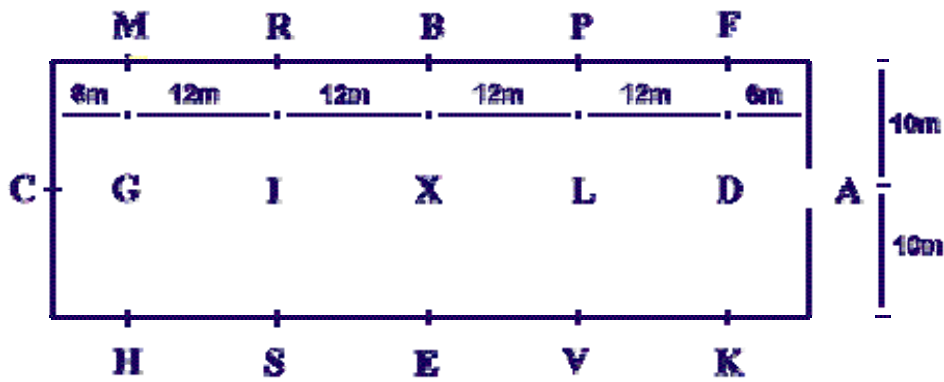
There are two types of dressage: tests and freestyle. Most 4-H shows offer two levels of competition if they offer dressage. They are:

**Starter** - To show beginning to move forward, with rhythm becoming more established and suppleness beginning to develop. Walk and trot only. Riders should be focused on accurate riding with balanced and steady seat and sympathetic hands, beginning to develop appropriate contact. Riders are required to demonstrate knowledge of posting diagonals. All trots should be rising except in downward transitions.

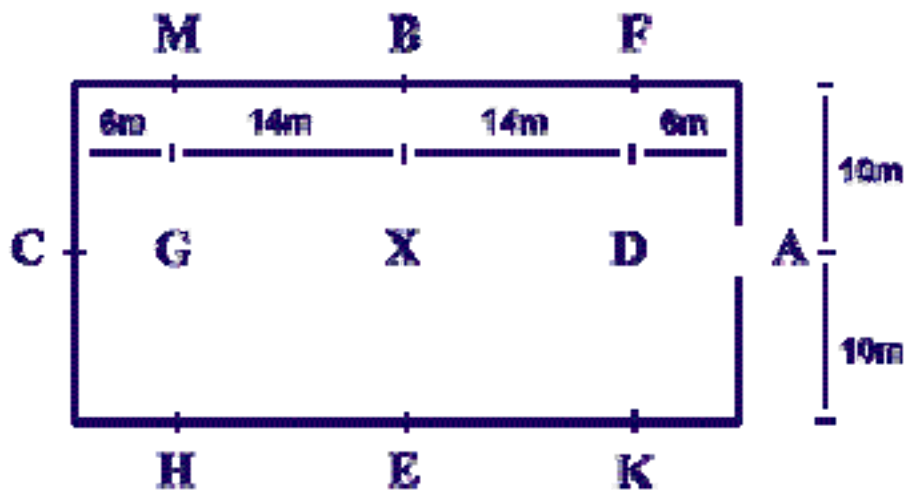
**Pretraining** - To show moving forward in a steady rhythm, with increased evidence of suppleness, and beginning to accept contact. Walk, trot and canter gaits. Riders at this level should be able to deliver an accurate ride, while demonstrating a more effective seat and increased connection from leg to hand. Riders have a choice of sitting or rising trot.

The Free-style competition has a 4 minute time frame in 20x40 arena. Music on CD or tape to be provided by the competitor prior to the competition.

The dressage arena is either 20 x 40 or 20 x 60. The patterns for the tests are as follow:



**Standard (large) dressage arena**  
**20m x 60m**



**Small dressage arena**  
**20m x 40m**

In Freestyle Dressage, there are some compulsory elements. They are as follows:

#### **Starter**

- Medium walk (minimum 10 m)
- Working trot rising
- 20 m. circle left – trot rising
- 20 m. circle right – trot rising
- Free walk on loose rein (min. 20 m. uninterrupted)

#### **Pretraining**

- Medium walk (minimum 10 m)
- Working trot
- Working canter
- 20 m. circle left – trot
- 20 m. circle right – trot
- 20 m. circle left – canter
- 20 m. circle right – canter
- Free walk on loose rein (min. 20 m.)

## **6. Western Classes**

### **6.1 Western Pleasure**

- In this class the horse is judged more than the rider. The horse is judged on performance, manners, way of going, smoothness of ride, alertness and responsiveness to cues. A good pleasure horse has a free flowing stride of reasonable length. He should travel with a bright, relaxed and alert expression.
- The horse and rider should work both ways of the arena at all three gaits on a reasonably loose rein. The jog is to be a rhythmic two beat gait. The lope is to be a natural three beat gait (A four beat lope will be penalized). Extension of gaits may be asked for.
- All transitions should be executed smoothly and efficiently within 1-3 strides. Horse's head position should be maintained with nose slightly in front of the vertical with no bobbing at any gait. The head and neck should be carried in a relaxed, natural position, with the poll level or slightly above the withers.
- Excessive speed or slowness is to be penalized. Horses are to travel to breed standards.
- The stop should be straight and square.
- The back should be smooth and responsive and horses should stand quietly on a loose rein.

### **6.2 Western Horsemanship**

This class may be called Western Equitation at some shows.

- In a Horsemanship Class, it is the skill of the rider that is being judged (seat, hands, ability to control and show the horse). Cues and aids should not be noticeable. Riders should display a precise ride in total unison with their horse, exhibiting poise and confidence.
- Judges may ask riders to ride an individual pattern and/or work on the rail. If a rider is unsure of the pattern, the rider should ask the judge for clarification before any riders begin the pattern.
- Patterns should be posted or distributed at least one hour before the class. Check your regional show rules to confirm this.

#### **6.2.1 Basic Position**

Rider should sit in the center of the saddle with the ear, shoulder, points of the hip, and back of the heel in a vertical straight line. Stirrups should be just short enough to allow the heels to be lower than the toes. The rider should maintain contact with the saddle from the seat to the inner thigh with only light contact between the lower leg and the horse and saddle. The body should appear comfortable, relaxed and flexible. Hands and arms should be held in a relaxed easy manner with the upper arms in a straight line with the body, the one holding the reins bent at the elbow. The off hand should be held parallel to but slightly lower than the rein hand or loosely straight down at side just behind the thigh. Excessive pumping of arm will be penalized. The rider's wrist should be kept straight and relaxed. The rein hand should be carried immediately above or slightly in front of the saddle horn. The rider should maintain light contact with the horse's mouth.

#### **6.2.2 Position in Motion:**

Rider should sit to jog. Do not post unless the judge requests a rising trot. Maintain contact with the seat of the saddle. All movements of the horse should be performed with precision and a subtle use of aids and cues. Exaggerated shifting of rider's weight is undesirable, and will be penalized.

- Riders may be asked to dismount and mount.
- When riding a figure eight pattern, always start and finish in the middle or the center of the pattern, unless otherwise instructed.
- Accuracy is desired, so start and end transitions exactly at posted markers.
- If a horse or rider should fall, it does not necessarily mean elimination, but may be penalized at the judge's discretion.

- The exhibitor should perform the work accurately, precisely, smoothly and promptly.
- The stop should be straight and square.
- The back should be smooth and responsive.

### **6.3 Trail Horse**

- This class is to be judged on the performance of the horse over and through obstacles with emphasis on manners, response to the rider, and attitude.
- Horses must work over and through obstacles as directed by a pre-determined course. Obstacles will not be dangerous or hazardous to horse or rider.
- Trail experience is recommended.
- If you have questions about the pattern, ask the judge for clarification before you start the pattern.
- The gait between the obstacles will be identified in the pattern. Riders may be required to display the three basic gaits (walk, jog, lope) depending on the level of the rider.
- All obstacles should have a time limit and limited number of attempts, to be decided at the show committee and judge's discretion. (Suggested 2 refusals or 30 sec max).
- Once a course has been set there will be no practicing.
- Classes will consist of a minimum of 6 obstacles.
- The following may result in a no score but not necessarily disqualification:
  - Doing an obstacle differently than described in the pattern
  - Failure to complete an obstacle
  - Failure to be in the prescribed gait
- The following will result in disqualification from the class:
  - Not doing the obstacles in the prescribed order
  - Illegal equipment
  - Willful abuse
  - Major disobedience i.e. rearing

#### **6.3.1 Common Trail Obstacles**

- Check your regional rules to see which obstacles are mandatory, if any.
- Safety will be the primary concern when designing the course.

#### **The Gate**

- The gate must be set so a rider can open it from their right or left side.
- There are several ways to open a gate: pushing it away, pulling it open toward the rider, or backing through it. It is the competitor's responsibility to be aware of all the various ways and follow the specific instructions of the pattern. Gates that are used for backing through should not have a ground bar for safety reason.
- Riders may change hands prior to opening the gate and then change back after the gate has been negotiated. This may be relaxed for Riders in Levels 1 – 3 or on Junior horses in some regions.
- Riders may not change hands or lose control of the gate while passing through. This may be relaxed for Riders in Levels 1 – 3 or on Junior horses in some regions

#### **The Bridge**

- A bridge should have a wooden floor, not to exceed 30 cm (12") in height, with no walls. Suggested minimum bridge length to be 150 cm (60"). No rocking bridges.

#### **Walkovers**

- A walkover is to consist of a minimum of 4 smooth logs at least 120 cm (4 ft) long. Walk over rails should be placed at least 45-60 cm (18-24") apart.. Trot over rails should be placed 90 cm (3 ft) apart and lope over rails should be 180 cm (6 ft) apart.

### 6.3.2 Other obstacles

- **Carrying an object:** carry an object from one part of the arena to another. (Only objects of reasonable weight and that might be used on a trail ride may be used).
- **Back** through L, V, U, straight or similar shaped course at least 36" – 48" wide . May be elevated no more than 24".
- **Slicker:** Put on and remove slicker. The slicker is to be located so the rider can put it on and remove it while mounted. Reins may be dropped on the neck of the horse or over the saddle horn or held while putting slicker off and on.
- **Mailbox:** Remove and replace obstacle in a mailbox.
- **Sidepass:** May be elevated to a maximum height of 12". If using two rails, they should be spaced 20" – 24" to allow for either front or rear hooves, or 5' to 6' to allow for entire horse.
- **Turn around box or square:** An obstacle consisting of 4 logs each 5 ft to 7 ft long laid in a square. To be negotiated by riding over a log or a rail as designated. When all four feet are in the box rider should execute the turn as indicated and depart.
- **Serpentine** obstacles at walk or a jog. Spacing to be a minimum of 6 feet for a jog.
- A combination of two or more obstacles is acceptable
- **Unacceptable obstacles are:** Tires, animals hides, PVC pipe, rocking or moving bridges, water boxes or hazards, logs or poles elevated in a manner that permits them to roll, flames, dry ice.

### 6.4 Reining

To rein a horse is not only to guide him, but also to control his every movement. The best reining horse should be willfully guided or controlled with little or no apparent resistance. Any movement on his own should 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 faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while controlling speed.

There are eight possible elements in reining: walk-in, stops, spins, rollbacks, circles, backups, lead changes, run downs, and run-arounds. Each element is scored by the judge based on how well it is performed.

Following are brief descriptions of perfect execution for each element.

- **Walk-in:** This brings the horse from the gate to the center of the arena to begin the pattern. The horse should appear relaxed and confident. During this time the horse should not be checked and should walk smoothly into the center of the arena. For some patterns this element may not be present, as the pattern may require that the contestant begin the pattern at the end of the arena.
- **Stops:** The horse is slowed down from a lope to a stop by bringing the hind legs under the horse in a locked position sliding on the hind feet. The horse should enter the stop by bending the back, bringing the hind legs further under the body while maintaining forward motion, ground contact and cadence with the front legs. Throughout the stop, the horse should continue in a straight line while maintaining ground contact with the hind feet.
- **Spins:** Spins are a series of 360 degree turns, executed over a stationary (inside) hind leg. Propulsion for the spin is supplied by the outside rear leg and front legs, and contact should be made with the ground and a front leg. The location of the hindquarters should be fixed at the start of the spin and maintained throughout the spin. The horse should be low and flat throughout the spin. Although one hind leg should be stationary, the front legs should move, and the outside leg should cross over the inside leg. Once these elements have been mastered, then the rider can work on improving speed, cadence, smoothness and finesse.
- **Rollbacks:** Rollbacks are the 180 degree reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks and departing in a lope, as one continuous motion. The horse should not step ahead or back prior to rolling back. Some hesitation is allowed.

- **Circles:** Circles are done at the lope and are of a designated size and speed, which demonstrates control, willingness to guide and degree of difficulty in speed and speed changes. Circles must at all times be run in the area of the arena specified by the pattern description and have a common center point. There must be a clearly defined difference in speed and the size between small and large circles. Additionally, the small slow circles to the right must be similar in size and speed to the small slow circles to the left, as must the large fast circles to the right be same in size and speed as the large fast circles to the left.
- **Back-ups:** A backup is a maneuver in which the horse is moved in a reverse motion in straight line for a required distance – at least ten feet.
- **Hesitate:** To hesitate is the act of demonstrating the horse's ability to stand in a relaxed manner at a designated time in the pattern. In a hesitation, the horse should remain motionless and relaxed. The hesitation is used in many patterns at the end of the pattern to indicate completion of the pattern.
- **Lead Changes:** Lead changes are the act of changing leading legs of the front and rear pairs, at a lope, when changing the direction of travel. The lead change must be executed at a lope with no change of gait or speed and be performed in the exact area of the arena specified by the pattern description. The change of front and rear leads must take place within the same stride to avoid penalty. During the lead change, the horse should remain calm and flat with no indication of annoyance or disobedience.
- **Run Down and Run-arounds:** Run downs and run-arounds should demonstrate control and gradual increase in speed.

## **7. Miscellaneous Classes**

Regional 4-H Horse Shows vary throughout the province. The following classes may or may not be offered to members:

### **7.1 Showmanship At Halter**

- Showmanship class will be judged strictly on the exhibitor's ability to fit and show a horse at halter. The horse is used solely to demonstrate the ability and preparation of the exhibitor.
- The ideal showmanship performance consists of a poised, confident, neatly dressed exhibitor leading a well-groomed and conditioned horse that quickly and efficiently performs the requested pattern. Showmanship is not a halter (conformation) class and should not be judged as so.
- Patterns will be posted if the judge requires a pattern.

#### **7.1.1 Class Procedures**

- All exhibitors should enter the ring leading their horse, which should be alert and walk in a counter clockwise direction unless otherwise directed by the Ringmaster or the Judge.
- Exhibitors may be asked to complete a pattern which may include the following: leading the horse at a walk, jog/trot or extended trot; or back in a straight or curved line or combination of straight and curved lines; stop; and turn 90° (1/4), 180° (1/2), 270° (3/4), 360° (Full turn) or any combination there of. The judge must have the exhibitor set up squarely for inspection at some point during the class.
- The exhibitor should be poised, confident, and courteous at all times. As well, he/she should quickly recognize and correct faults in the position of the horse without touching the animal. The exhibitor should continue to show the horse throughout the entire class. The horse should lead willingly, be responsive to the exhibitor's cues, and not drag behind the exhibitor.
- The exhibitor must lead on the horse's left side holding the lead shank in the right hand 15 – 30 cm. (6" - 12) from the halter. The remaining portion of the lead should be carried neatly and safely in the left hand. A tightly coiled or rolled lead shank will be considered a fault. Loosely coiled or in a figure eight is recommended. When leading, the exhibitor should be positioned with his/her shoulder in line with the horse's throat latch, which is halfway between the eye and mid-point of the horse's neck, referred to as the leading position.
- The position of the exhibitor when executing a turn to the right is the same as the leading position except that the exhibitor should turn and face the horse's head and have the horse move away from him/her, pivoting around the right hind foot and crossing over in the front.
- When backing, the exhibitor should turn from the leading position to face the rear of the horse with the right hand extended across the exhibitor's chest and walk forward beside the horse, with the horse moving backwards.
- When setting the horse up for inspection, stand angled toward the horse in a position between the eye and the muzzle, and never leave the head of the horse. Never obstruct the judge's view by getting in between the horse and the judge. The quarter method is recommended. This means that as the judge moves around the horse to inspect it, the exhibitor should always be one quarter away from the judge. When moving to change sides in front of the horse, move smoothly with the minimal steps possible (3 – 4) and assume the same position on the right side as the left. Pose the horse with feet squarely under it and do not crowd the exhibitor in front, behind or beside you when walking or lining up.
- If a member is unsure of the pattern (if any), the member should ask at the beginning of the class. It is the exhibitor's responsibility to know and learn the pattern.

#### **7.1.2 Attire For Showmanship**

The appearance of the exhibitor must be neat and clean. The attire should be appropriate for the discipline in which the horse is being shown (English, Western, or Saddleseat). Boots, long-sleeved shirt, blouse or jacket, tie or scarf, hat or English helmet and belt are mandatory. Long hair must be contained. Gloves are optional. No chaps or spurs.

### **7.1.3 Grooming and Equipment For Showmanship**

- Hair coat must be clean and well brushed. Mane and tail should be clean and free of tangles. The mane may be roached but a forelock and tuft over the withers must be left.
- If a horse kicks, a red ribbon must be placed in its tail.
- Inside the ear may be clipped or the longer hair protruding from the ear slightly trimmed. Long hair on jaws, legs and muzzle and pasterns should be trimmed.
- Bridlepath must be trimmed to breed standard.
- Hooves should be trimmed and clean. If shod, shoes must fit properly and clinches should be neat. Dressings or polish may be used.
- Horse shall be shown with a well fitting, clean halter and lead, which is safe and practical. It must be a web or leather halter. Rope or cotton blend halters are not appropriate for showmanship.
- A shank with a chain may be used by handlers who have had proper instruction. The chain length should be a maximum of 18 inches, so that when it is doubled it has a maximum length of 9 inches. Leads must be folded or coiled in the left hand, and the right hand must hold the lead just beyond the chain or snap, never the chain itself. The lead may be attached in one of the following ways:
  - At the right throatlatch ring, run down the side of the halter through the ring on the right side of the muzzle, then under the jaw to exit the ring at the muzzle on the left side
  - At the right throatlatch ring, run down the side of the halter through the ring on the right side of the muzzle, then across the bridge of the nose with a wrap over the noseband and exit through the ring at the muzzle on the left side
  - Through the ring under the jaw of the horse.
  -
- It is appropriate to use a bridle when showing a horse English or Saddleseat. If you are showing using a bridle, you should show in English attire and vice versa.

### **7.1.4 Faults**

- Poorly groomed horse
- Untidy manner of dress for exhibitor
- Ill fitting halter
- Holding the chain portion of the halter
- Horse improperly leading, backing, stopping or standing crooked
- Horse stepping behind right front leg with the left when turning to the right
- Leading on the right side of the horse
- Not tracking straight to judge
- Blocking the judge's view of the horse (being in the incorrect quarter)
- Not correcting the mistakes made by the horse (resting foot, falling asleep)
- Talking to other exhibitors
- Placing horse's feet and legs using hand or kicking it
- Not stopping horse before turning
- Verbal cues to the horse
- Turning the horse in the wrong direction
- The judge having to move to avoid the horse
- Omission or addition of maneuvers
- Knocking over a cone
- Working the wrong side of the cone
- Severe disobedience of the horse i.e. rearing horse or horse circling the exhibitor.

## **7.2 English/Western Versatility Class**

- Horse and rider judged on suitability of gaits and performance in both disciplines.
- Rider and horse perform first half of class under English attire and tack, as in English Pleasure.



- Part way through the class, judge will call for grooms to enter arena. At this time, the rider's groom will enter the arena, bringing his or her Western tack and Western clothing. Groom and dismounted rider will change tack on horse to Western, and rider will make appropriate clothing changes to Western tack and attire. Check your regional rules to see what is acceptable Western attire for this class.
- Groom to assist rider to remount if necessary and then leave the arena with English clothing and tack. Class will resume with rail work as in Western Pleasure.
- Order of showing may be reversed at the discretion of the show committee and/or judge. (eg. Riders first show in Western, then change to English).

### **7.3 Junior Horse**

- The age of a horse shall be determined as being January 1 in the year in which it was foaled. A Junior Horse must be five (5) years of age or under on January 1<sup>st</sup> of the current year.
- A Junior Horse may be shown in either a snaffle bit or bosal with two hands, or a shanked bit with one hand. An acceptable bit is defined as any humane western bit having a smooth egg shaped, round or oval mouthpiece being a minimum of 5/16" in diameter, measured 1" in from the cheek. An acceptable snaffle bit will be the same, but without shanks. Twisted wire, wire wrapped or chain mouthpieces, gag bits, donuts and prong bits are not acceptable. Mechanical hackamores are not acceptable and bosals with metal in the noseband are not permitted. No side pulls. Chin straps are required with a snaffle bit and must be mounted below the reins.

### **7.4 Obstacle Course (Miniature Horses)**

- Suggested obstacles include the following: back through or out of obstacle, slicker, walk through narrow passage, pick up a letter or obstacle, bridge, walk over poles, logs etc, walk through pattern created using markers or pylons, side pass and walk under obstacle. Jumps cannot exceed 12" in height.
- Obstacle course will contain 6 items.
- Pattern to be posted or distributed.
- Obstacle course to be judged as per trail class.

### **7.5 Lunge Line**

- Classes will be judged on movement, manners, conformation, way of going, disposition, transitions, and handler's ability.
- The horse is to be shown both ways of the arena on a lunge line at a walk, trot and lope. This may differ for different ages of horses. There is usually no designation on which way of the ring is to be traveled first. However, within the restricted time frame, all of the gaits must be shown both ways of the ring. The method used to change direction is optional.
- There is usually a maximum of three minutes per contestant. Contestants will be notified at the half time mark.
- Horses are to be exhibited in a well fitting halter on a lunge line with a maximum length of 30 ft.
- Unsafe use of the lunge line may result in dismissal from the class.
- The lunge line must travel freely from the horse to the handler without touching any other part of the horse.
- Optional equipment: lunge whip, gloves and protective splint boots. No other equipment is acceptable.

### **7.6 In Hand Trail**

- Minimum of four obstacles which may include:
  - bridge
  - trot or walk-overs
  - gate
  - carrying an object
  - back-up

- turning in a box
- Scoring criteria will be the same as for a mounted trail class.
- Horses should be groomed and members should dress as they would for a showmanship class.

## 7.7 Driving

- Classes may be split by the judge or organizing committee. Classes may be separated by single or multiple horse entries, separation of horses from ponies, or separation of 2 from 4 wheeled vehicles.
- It is the responsibility of the driver to see that he/she and all attendants and passengers are dressed appropriately for the class and that the horses are properly presented.
- Excessive use of the driver's voice, shouting or whistling at the horse may be penalized at the judge's discretion.
- The driver must be prepared to enter the ring when his/her class is called.
- In the case of equipment failure and/or accident, which necessitates repair or readjustment, all grooms or passengers carried must dismount the vehicle. They should not remount until the problem has been corrected.
- An appropriate whip shall be carried in hand at all times while the carriage is in motion.
- After judging begins, no attendant may enter the arena without the permission of the judge except in the case of an accident. Leading a turnout into the ring is considered outside assistance and is not permitted.

### 7.7.1 Description of Gaits

- **Walk:** A free regular walk of moderate extension. The horse should walk energetically, but calmly, with an even and determined pace.
- **Slow trot:** The horse should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but not to the degree required in a Dressage collected trot.
- **Working trot:** The horse should go forward freely and straight, engaging the hind legs with good hock action on a taut but light rein. The steps should be as even as possible. The degree of energy and impulsion shown at the working trot clearly indicates the degree of suppleness and balance of the horse.
- **Strong trot:** There should be a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing correct lateral flexion on turns. Light contact should be maintained. Excessive speed will be penalized.
- **Halt:** Horse and vehicle should be brought to a complete square stop without abruptness or veering. At the halt the horse should stand attentive and quietly, squarely on all 4 feet, ready to move off at the slightest request from the driver.
- **Rein back:** A movement in which the horse steps backward with his legs moving in diagonal pairs. The horse should move the carriage back straight and evenly at least 4 steps. The driver should use quiet aids and light contact. They should move back to their former position with the same quiet aids.

## 7.8 Judging

### Halter Classes

Members evaluate a class of four horses, chosen by the organizing committee. Horses should be chosen based on similar breed, age, sex, etc if possible. Once members have chosen their placings for the class, they will fill out a "Written Reasons Card".

The following time schedule is suggested for evaluating a class of four horses:

Time (minutes)	
Side view	3.0
Front view	1.5
Rear view	1.5
Close inspection 2 min./group	4.0
Move class providing a front, rear and side view	4.0
Side view	3.0
Writing reason	3.0
TOTAL	20.0 minutes

To provide both a rear and front view of each horse at a walk and trot, and a side view of each horse at a trot, the following methods are suggested:

## Large Arena



Divide the judging contestants into four equal groups. One at a time have each horse walk around the box, then trot around the box. This will allow each contestant the views discussed above.

Placings will be worth a maximum of 50 points and reasons will be worth a maximum of 50 points.

### **Guideline for Marking Written Reasons**

#### *Presentation (15 Points)*

- logical, easy to follow
- comparative throughout - uses descriptive comparative terms ("more"; words ending in "er"); introduction and conclusion are complete
- class is identified completely and correctly
- proper expressions are used - grant, advantage, etc
- this is not a spelling test (just as long as you can tell what the member is trying to say)

#### *Content (35 Points)*

Reward points for:

- accurate information
- thorough - covers all the points the judge mentions
- "seeing" the animals in the class (forming a mental image)
- using the appropriate animal terms
- using the correct terms for body parts
- specificity

Deduct points for:

- inaccurate information
- "canned" reasons
- incorrect use of terms

## **7.9 Command Class**

- This is an elimination class. The last horse to be eliminated is the winner. Elimination is a result of the horse refusing to do the commands in a timely manner.
- There will be a minimum of four (4) "spotters" in the ring to a maximum of six (6) including the judge to be determined by show committee depending on arena size. The judge will record the numbers as the riders are called off the rail into the centre of the ring. The judge's decision is final in the event of a dispute.
- The reverse command means stop after the reverse unless the judge says "reverse and walk/trot/lope on"
- The commands should suit the level of the class. The finesse of the commands will be judged harder at higher levels. For example: At Level 6 you must stop from a lope with no transitions to a trot or walk. Backups must be straight and fluid. Elimination includes: the horse moving after the stop command, walking on after the reverse when not called for, wrong leads in Level 4 and over and Level 3 as a final elimination if necessary, wrong number of steps in a backup, changing gaits when uncalled for, or inability of the horse to follow any command.

## **7.10 Delsey Derby**

- This is an elimination class. Elimination happens only when partners drop or break the toilet paper at any time after the start of the class.
- Regional rules may specify that Delsey Derby is limited to specific rider levels. Regional rules also may specify that partners must make every effort to be from 2 different clubs. If after all partners are matched and two members from the same club are left over, they may become partners.
- Every effort must be made to follow the commands but continued refusal to follow a command will also result in elimination. For example, consistently trotting when a lope is asked for.
- Riders' hands may not touch and the toilet paper may not be twisted.

### **7.11 Matched Pairs**

- This is a pleasure class. In some regions, members must be Level 3 or higher to enter.
- Regional rules may specify that members should make every effort to find a matching horse and partner from another club. You may still enter with another member even if your horses do not match in colour.
- The class will be judged on the ability of the horses to carry out the commands together. The matching horse colour, tack and attire are secondary considerations.

### **7.12 Costume Class**

- The class will be judged on the ability of the members to create costumes that are interesting, entertaining, and creative for their horses and themselves.
- Safety is the primary consideration.

### **7.13 Drill Team Competition**

- Order of drill performance, time limit and minimum number of riders is determined by the organizing committee or regional rules.
- For a judged event, teams will be judged on the following two categories:
  - Equitation: This judges spacing of the horses, correctness of transitions and gaits, attitude and behavior of the horses, riders' position (seat, hands and control), speed and difficulty of the moves. Precision, clean uniformity, roundness of circles (etc.) and spacing is important.
  - Entertainment: Includes such things as costumes and grooming, overall uniformity and look of the team, choice of music, flow of the moves and choreography, difficulty (or appearance of difficulty) of the drill, theme, uniqueness, smiles, playing-to-the-audience, and overall entertainment value.
- Equitation will carry more weight for scoring purposes.
- Drill teams may be made up of riders of any level but the drill routine must be ridden at the gait of the lowest level rider on the team. Regional rules may stipulate that if a club chooses to have two teams of different riding levels riding at the same time this rule will apply for the appropriate group. Safety is the primary consideration.

## **8. Gymkhana, Games and Timed Events**

### **8.1 Tack and Attire**

- Please see descriptions of tack and attire in the section for “Western Tack and Attire”.
- Roping reins are acceptable for gymkhana events.
- No leg wraps for speed classes.
- No elastics on boots or stirrups for any riding event including gymkhana.

### **8.2 General Rules For Gymkhana Events**

- ASTM or SEI approved riding helmets are encouraged and may be required for any competitor in these events.
- Contestants may use both hands on the reins and may touch their saddle.
- Whips and spurs, used humanely behind the cinch are allowed.
- Horses must be in the ring before they can be authorized to start. The contestant must wait for the signal (whistle or other) from the ring steward or timer before starting. Running starts are not permitted.
- In the event of a tie, a run off may be used to break the tie. If during the run off the first contestant is disqualified, the second horse must complete a qualifying run to be declared the winner.
- Riders not completing the course in the required fashion or going off course will be disqualified.
- No reruns are permitted due to faulty or broken equipment. In the event that a rider drops a piece of equipment or clothing, the contestant is not to remain in the arena after completing their run. An official will return the dropped piece to the hitching ring. Penalization may result.
- All distances between poles and barrels are center to center, except where otherwise specified.
- When ring is not 61.53 m (220 ft.) in length, the distance between the finish line and the rail may become too short for safety if standard pattern dimensions are used. If the course is too large for the available space, the pattern should be reduced by 1.53 m (5ft) until the pattern fits the arena.
- In the timed events of Barrel Racing and Pole Bending knockdowns will result in a five (5) second penalty for each knockdown (rule may vary by region).
- If a pole or barrel falls down after the end of the run (once the time has stopped) a penalty is not assessed unless the knocked down marker is the finish line marker.
- Starting line markers must be a distance of 15.48 m (50 ft) apart and electric timers are to be set against the arena walls. Starting lines must be clearly marked and are subject to arena size.
- Whenever there are too many disqualifications, which produce a shortage of placing riders, disqualified contestants will not re-run to fill the placings. If only one horse is not disqualified there will only be one ribbon.
- Some events may be run two competitors at the same time. A centerline will be indicated down the length of the arena. Crossing the centerline results in disqualification in any event where two riders run the pattern at one time. Once the gate has been opened to allow the contestants to leave the arena, the center line may be crossed.

### **8.3 Keyhole Race**

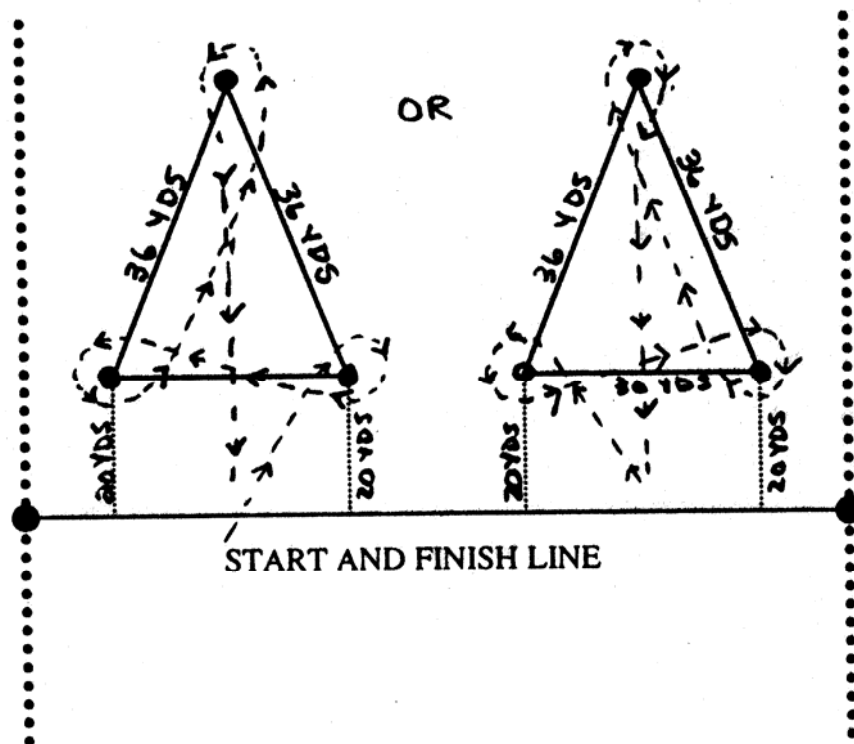
- The keyhole is a white chalk circle on the ground 20 feet in diameter with a chalk slot 4 feet wide and 10 feet long.
- Starting line is 100 feet back from mouth of slot and must be clearly visible either on the ground or on the fence.
- Rider is timed when horse’s nose crosses the start line, runs thru the slot, turning in the keyhole out the slot and back across the start/finish line.
- Disqualification if horse steps on or over any part of the slot or keyhole.
- Two judges should be at each keyhole and their decision is final.
- There must be at least 30 feet of stopping space between the finish line and arena fence.

## 8.4 Stake Race

- The Stake Race uses two stakes that are set 100 feet apart. Start/finish line is drawn midway between the stakes. Contestant starts from stop. "Half halt" starts may be permitted depending on region (ie: it is ok to trot into the arena to the vicinity of the starting line, half halt, then go).
- Pattern may be run from left or right hand to start. The Stake Race is a sequence of figure-eight patterns. The course begins with horse crossing start line with all four feet; makes a turn to the left or right; proceeds to an opposite turn around the first stake; alternates to the first direction turn around the second stake; alternates to the opposite turn around the third stake and across the centre line to finish.
- Proper sequence of figure-eight patterns must be completed. A five second penalty will be assessed for each stake/pole knocked over.
- Rider will be disqualified if the proper sequence of the "figure eight" pattern is broken.

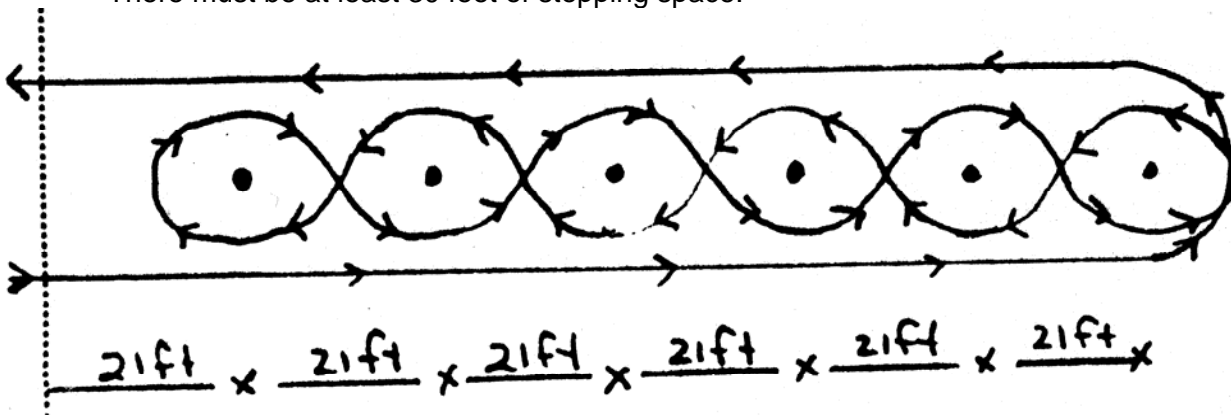
## 8.5 Barrel Racing

- Metal or plastic 45-gallon drums are allowed. No tires or rubber protectors are to be used. The same barrels are to be used through the whole event.
- Left or right barrel may be taken first, as long as a proper cloverleaf pattern is followed.
- Nose of horse to be timed across score line, starting and finishing, by timers/flag persons, unless an electronic timer is used.
- Disqualification for rider falling off horse, not completing run or breaking cloverleaf pattern. Pattern is broken if start line is re-crossed during the run.
- Contestant's time assessed 5 second penalty for each knocked over barrel.
- Barrels are to be raked after every 5 runs, or as needed.
- There must be at least 30 feet of stopping space. As well, barrels to be at least 15 feet from the fence. Barrels to be set to suit arena and to stay the same size for the entire event.



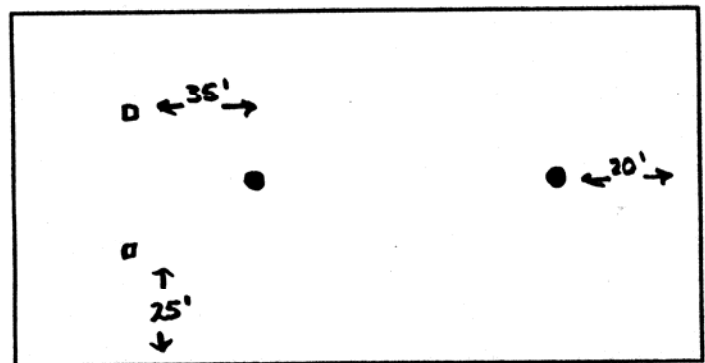
## 8.6 Pole Bending

- Poles to be set 21 feet apart, at least 21 feet from far end of arena and a 21 foot score line. Pre-marked poles to stay the same for the whole event.
- 5 or 6 poles may be used. Amount of poles to be determined by arena size.
- Contestant races to end pole, turns around it and weaves back through to first pole, turning it and weaving back to end pole, around it and races back across the finish line.
- The course may be run from right or left as long as the pattern is completed correctly.
- Contestant's time assessed a 5 second penalty for each knocked down pole. Touching the poles is permitted for either the horse or the contestant.
- Nose of horse to be timed across score line starting and finishing by timers/flag person, unless an electronic timer is used.
- Disqualification for going off pattern. Re-crossing start line before finish is considered a broken pattern.
- Pattern is broken if horse's shoulder goes past wrong side of pole.
- Flagging out by judge to be done only after run is completed.
- There must be at least 30 feet of stopping space.



## 8.7 Flag Race (Pattern may vary depending on Region)

- Object of this event is to take the flag in the first barrel, go around the second barrel and put the flag back in the first. This is a timed event.
- The pattern is to be set up as per diagram. Depending on variation of pattern, flags may be run one or two competitors in the arena at a time.
- About 7.5 cm. of sand will be needed in the bottom of the first barrel. 45 gallon barrels may be used and the flag must have a length of 120 cm. or 4 ft.
- Flags may be placed left, right or at the center of the barrel at the contestant's instruction.
- A correct pattern shall be run across the timing line to either the right or the left of the first barrel, picking up a flag on the way by, run to the second barrel turn around the barrel sprint towards the finish line placing the flag back in the first barrel, then sprint to the finish line.
- A five (5) second penalty will result for a dropped flag or a flag that does not fall into the barrel.
- Disqualification will result from: crossing the finish line before putting the flag in the barrel, intentionally hitting the horse with the flag, not going around the second barrel, crossing over the center line, or knocking over a barrel.



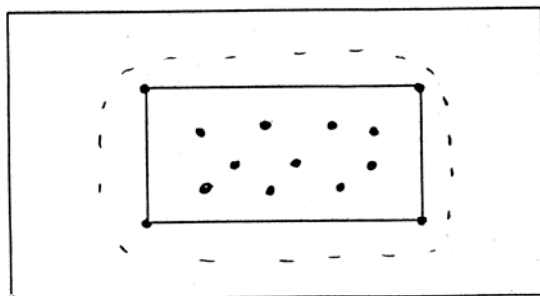


## 8.8 Walk-Trot-Lead (Geared for Level 1 – 3)

- All contestants line up at the start line. At the signal they will walk their horses across the line at the other end of the arena, trot them back across the start line, turn around, dismount and lead them back across the finish line at the end of the arena. If the contestant breaks gait they must come to a complete halt before continuing. The winner is the first across the finish line.
- Halters and lead shanks can be used to lead the horse but the contestant must use a bridle to ride and the lead rope must be tied on the saddle horn before riding.

## 8.9 Musical Pylons (Geared for Level 1 – 3)

- Regional variations include tires or pails which take the place of the pylon.
- There will be one less pylon than contestants set up in the centre of a marked area in a scattered pattern.
- Contestants will ride around the outside of the marked area at a walk until the music stops at which time they will safely dismount from their horse and leading it will race to a pylon in the center. The first person to reach each pylon by touching it claims it.
- Contestants are eliminated by not having a pylon to claim. Contestants must have their horse with them when they claim a pylon.
- Halters and lead shanks are allowed but contestants must ride with a bridle and the lead shank must be wrapped around the saddle horn while riding and not dangling. Lead shanks cannot be longer than 10 ft.
- One or more pylons will then be removed and the contestants will remount and continue to circle the marked area until the music stops again. This will continue until there is only one pylon and one contestant left.
- Leaders and parents can assist the contestants to mount after leading the horses or a mounting block may be used.



## **9. Rodeo & Cattle Events**

### **9.1 General Rules**

- Please see descriptions of tack and attire in the section for “Western Tack and Attire”.
- Two timers must be used for each run. At least one arena judge must be used for each run in speed and roping events.
- All members will start from behind a barrier (in appropriate events). Breaking the barrier will result in a 10 second penalty added to the contestants time.
- Any unruly horse or horse considered unsafe to either the contestant or the arena help may be dismissed from the competition. Horses are expected to be able to enter the arena and/or box calmly. Decisions on such matters are made by the show organizers and are not subject to appeal.
- All decisions of the officials are final and not subject to appeal.

### **9.2 Break Away Roping**

- All breakaway ropers may come out of either the right or left hand box. Breakaway ropers may use two loops before the caution line and 30 second time limit. If they wish to use two loops, they must carry two ropes.
- A caution line will be placed about 3/4 of the way down the arena at a safe distance from the gate. Contestants may not chase animals once they have crossed the caution line.
- Rope to be a minimum of 25 feet. Surveyors ribbon must be tied to the end of rope. Rope must be attached to the horn in such a manner that it breaks away.
- All changes in lists of roping order to split horses etc. must be made before stock is loaded for that event. After stock is loaded ropers must rope in order listed.
- Horse must be positioned in the back of the box before chute opens.
- Flag chute person will flag steer when hip clears the chute.
- Field flag person will drop flag when string breaks.
- Judge is to flag time, then flag contestant out if run is not legal. Judge will not flag person out before time is recorded.
- Roping calf without releasing loop from hand will disqualify catch. Any other catch is legal so long as it goes over the animal’s head.
- The contestant will receive no time should the rope break away from the horn by hand. However, if the rope should dally around the horn the contestant may ride forward, undally the rope and then stop horse to make rope break away.
- If animal escapes illegally before the 30 second time limit, a re-run will be given.
- Mechanical failure at the chute will result in another animal being awarded.
  - If both clocks malfunction on a qualified run, a re-run must be awarded. Flag judge will make final decision.

### **9.3 Team Roping**

- Each team roping team will be allowed a maximum of two loops. A barrel will be placed in front of the box at a distance of twice the depth of the box and the steer may not be turned until the steer has passed the barrel. A 10 second penalty will be added for turning the steer before this point. The head of the steer must be caught before the steer crosses the caution line and a 30 second time limit will apply.
- A caution line will be placed about 3/4 of the way down the arena at a safe distance from the gate in all timed cattle events. Contestants may not chase animals once they have crossed the caution line.
- Each roper to carry only one rope.
- Ropes may not be tied to the saddle horn.

- Any changes in lists of roping order to split horses etc. must be made before any stock for that event is loaded in the chute. After stock is loaded ropers must rope in order listed.
- Horse must be positioned in the back of the box before chute is opened.
- Horse must clear the box before the rope is thrown.
- No snaring. Roping steer without turning loose of the loop will be considered “no catch”.
- Chute flag person will drop flag when the steer’s hip clears the head gate.
- Field flag person will drop flag when steer is roped; both horses are facing the steer in line with ropes dallied and tight.
- Roper must dally to stop steer. (Dally means at least one complete turn around the saddle horn.)
- Ropers must be mounted when time is taken.
- Steer must be standing up when roped by head or heels.
- No foul catch can be removed or put on by hand. If a heeler ropes a front foot or feet in the heel loop this is a foul catch. Neither contestant may remove the front foot/feet from the loop by hand, however should the front foot/feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
- Unless otherwise announced at start of event, these are the legal head catches: both horns, half a head, around the neck.
- If hondo passes over one horn and loop over the other, the catch is illegal.
- If the loop crosses itself in the head catch, it is illegal. This does not include heel catches.
- Any heel catch behind both shoulders is legal, if rope goes up heels.
- One hind foot catch receives a 5 second penalty.
- Crossfire catches receive no time. If in the opinion of the field flagger, a heel loop is thrown before the header has dallied and changed directions of a steer, a team shall receive no time.
- A broken or dropped rope will be considered a no time.
- If animal illegally escapes the arena before the 30-second time limit, another steer will be given.
- Mechanical failure at the chute will result in a re-run being given.
- No re-runs will be given because of faulty or broken equipment being used by the contestant.
- If both clocks malfunction on a qualified run a re-run must be given.
- Any question as to catches in this event will be decided by the flag/field person.

## 9.4 Goat Tying

- Goat tying may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a centre line the full distance must be used. Crossing the centre line will result in disqualification.
- Goats to be rotated every third run.
- Goats must be of uniform weight and size, at the discretion of the organizing committee.
- Fresh goats must be tied down 3 times prior to the event.
- Goats should be tethered approximately 1/2 to 3/4 distance down the arena.
- Start line should be clearly visible either on the ground or fence.
- The goat peg must be ground level and a minimum of 25 feet from the fence.
- The goat should be firmly tied to a stake with a rope 10 feet long. A collar must be used on the goat.
- The goat is to be held at the end of the rope away from the start line until the flag is dropped.
- The contestant must be mounted on a horse and make a run from behind the score line to the goat, dismount, throw goat by hand and tie any three legs securely with a thong or piggin string. A score line of a minimum of 15 feet from end of arena must be used.
- Timing will start when the mounted contestant crosses the start line and will end when they signal the completion of the tie by raising their arms above shoulder height. The field flagger will drop his flag.
- If goat is down when contestant reaches it, the goat must be picked up off the ground and then thrown down by hand.

- Upon signaling completion of the tie, contestant must walk back approximately 10 feet from the tied goat. Goat must then stay tied for 6 seconds on the stopwatch, to be timed by flag or field judge. Stopwatches must be used on all aspects of goat tying.
- Should the contestant contact the goat or rope with the horse, they will given a 10 second penalty. If the goat should break away because of the fault of the horse, the contestant will be disqualified. If the goat should break away from it's tether through no fault of the contestant or their horse, the contestant will get a re-run.
- A contestant is not allowed to untie his or her own goat.
- Unnecessary cruelty may result in the contestant being disqualified.

## **9.5 Steer Riding**

- No bulls or horned cattle shall be used. Suitable cattle must be heifers or steers. If suitable cattle are not available, the event will be cancelled. Undesirable cattle to be culled by judges.
- Helmets, flak jackets and protective mouth gear are mandatory. A facemask is strongly recommended.
- Steer must be ridden for 8 seconds. Time starts when animal's inside front shoulder passes the plane of the chute.
- Event committee must supply safety men.
- If contestant is under 18 years old, a parent/guardian must be at chute.
- If contestant starts ride with one hand he must finish with one hand. If the contestant starts with 2 hands he/she may change to one hand, but then must finish under the one hand rule. If contestant's head comes in contact with the animal during the ride, it is not a disqualification.
- Riders may use rope with or without a handhold, but no knots or hitches to prevent rope from falling off stock when rider leaves the animal.
- Riders will be disqualified for any of the following offenses:
  - being bucked off before the 8 second whistle
  - touching animal, equipment or person with free hand
  - using sharp spurs
- All steers will be flanked.
- Stock is chute run. Contestant will take stock in order listed on program, for example: contestant listed first on program will take chute number one, etc.

## **9.6 Steer Daubing**

- Arm must stay raised until steer is daubed. Failing to keep arm raised will result in disqualification. The steer may be "daubed" anywhere on it's body.
- Maximum of 30 seconds per contestant.
- Dauber is 3-foot long pole with sponge attached. Sponge is dipped in washable paint or flour.
- Must start in back of box.
- Contestant must pass barrel or score line before daubing steer.

## **9.7 Team Penning/Sorting**

- Penning is a team event. Each team shall consist of three riders. Teams will be drawn up by the show secretary and depending on numbers entered and the experience of the members, will consist of members from different clubs with each team having at least one well experienced member.
- Teams will be given their assigned cattle numbers at the time line. Team members must cross the time line within 30 seconds after the cattle numbers are called.
- The starting line will be drawn across the arena 40 feet in front of the settled herd or adjusted to fit the arena.
- The pen shall be on the opposite end of the arena from the cattle. The open end of the pen shall be 30 ft from the arena fence or adjusted 5 ft at a time to fit the arena. The pen shall be no greater

than 12ft by 24 ft with a 12 ft opening and a 12 ft wing with a slight angle toward the opening of the pen.

- Time will begin when the first rider crosses the time line. Any or all team members may cross the time line. Any or all team members may cut. The team has 2 minutes to cut three head bearing the team's designated number, move them across the time line and pen them. Time ends when a team member signals the timekeeper while in the entrance of the pen.
- If more than one head, other than the assigned numbers are brought across the time line, the team will be disqualified. Once a team has successfully cut one, two or three head of assigned cattle from the herd and has committed itself to working on the pen end of the arena, holding the herd at the opposite end is no longer required. Cattle that then cross the line on their own, without being caused to do so by the team are not counted.
- If an animal not bearing the team's designated number is penned, the team will be disqualified. Any teams attempting to cut or drive cattle using hats, ropes, quirts, reins or any other equipment will be disqualified.
- The member in the hole can call for time with only one or two assigned cattle penned. However, teams penning three head place higher than teams penning two head, regardless of time. Teams penning two head place higher than teams penning one head, regardless of time. Teams will receive a 30 second warning prior to the 2-minute time limit.
- At the discretion of the class judge, teams who are carelessly scattering the herd, abusing or intentionally mistreating the cattle will be excluded from the arena and will receive a no time.

## 9.8 Working Cow Horse

- Both the cattle working part of this event and reining part are mandatory.
- Emphasis on the cow work scoring portion shall be based on the horse's ability to maintain control of the cow at all times, exhibit superior cow sense, and display natural cow-working traits without excessive reining or spurring.
- At the start of the cow-work portion, each contestant, upon receiving a cow in the arena, shall hold the cow on the prescribed end of the arena for a sufficient time. This demonstrates the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. Then the contestant shall take the animal to an open part of the arena and take the animal in a circle at least once in each direction. This is an ideal fence work; however, the judge should take into consideration the size of the arena, the condition of the ground, and the disposition of the cattle.
- If time and number of cattle permit, the judge, at his or her discretion, may award new cattle because:
  - The cow will not or cannot run
  - The cow will not leave the end of the arena
  - The cow is blind or will not yield to the horse
  - The cow leaves the arena
- The following are considered faults:
  - Exaggerated opening of the mouth
  - Hard, heavy, or bloody mouth
  - Nervous throwing of the head
  - Out of control horse
  - Lugging on the bridle
  - Baulking, halting or hesitation while being shown, particularly when being run out, indicating anticipation of being set up, which is the characteristic of an over-trained horse.
  - Losing a cow or being unable to finish a pattern because of a bad cow; the contestant will be penalized at the judge's discretion.
  - Touching the horse or saddle with the free hand, except during the cow-work portion of the class when the rider may hold onto the horn.
  - Turning tail to the cow

- Any horse that runs over the cow, thus causing the fall of the horse and/or rider shall terminate the work at the time.
- The judge may blow the whistle at any time to terminate the work.
- The contestant should keep working until the judge blows the whistle. If the contestant quits working before the whistle or if the work is not yet complete at the whistle, the contestant will receive a 0 for the working cow portion.
- For reining portion, see “Reining” section for details on what is considered a superior reining performance.

## **9.9 Cutting**

- A horse will be given credit for the ability to quietly enter a herd of cattle, make a deep cut, separate a cow from the herd and set the cow up in the center of the arena.
- Credit is given to a horse that works on a loose rein without being reined while working the cow. The degree of difficulty involved while working, and eye appeal, are factors considered for credit.
- Penalties are assessed when a horse loses his working advantage and when horse is reined or reddening with a tight rein.
- Penalties include horse quitting a cow, changing cattle after a commitment, turning tail to the cow being worked, and/or falling.
- Ranch cutting will follow AQHA cutting rules, with the exception that the member may direct the horse with either one or two hand on the reins.
- Open Cutting will follow AQHA rules.

## **9.10 Ranch Horse Trail**

- Ranch Horse will not involve cattle, but may involve the following:
  - a) Open and close a swinging gate
  - b) Flying lead changes (Sr. Horses) or Simple lead changes (Jr. Horses)
  - c) Dragging an object
  - d) Walk over, jog over or lope over
  - e) Balanced stop
  - f) Roll back
  - g) Back up
  - h) Dismounted dummy roping, or mounted dummy roping
  - i) Slicker
  - j) Ground tying or hobbling
  - k) Trailer loading
  - l) Any other maneuver at the discretion of the judge or committee
- Riders must ride with one hand (unless switching hands for gates or roping) when riding a senior horse. Riders may ride with two hands on Junior Horses when using a bosal or snaffle bit.