

# PLACER COUNTY

4-H

# HORSE HANDBOOK

# PLACER COUNTY 4-H HORSE HANDBOOK

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# 4-H Horse Program Objectives

1. Acquire horsemanship and horse-training skills.
  2. Gain knowledge concerning science-related subjects, including horse production, management, training, evaluation, and use.
  3. Prepare for citizenship responsibilities and community service.
  4. Develop leadership, initiative, self-reliance, sportsmanship, and other life traits.
- 4-H Horse Show. Shows provide a wholesome form of recreation and a forum for demonstrating horsemanship and horse-training skills that lead to recognition and accomplishment.
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- **Placer County 4-H Horse Program Rule Book is based upon the following rule books:**
    - USA Equestrian (formerly AHSA)
    - West Coast Horse Show
    - Texas 4-H Horse Program
    - AQHA
    - APHA
    - State Fair Rules

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## I. General Rules and Regulations

1. **Bona Fide 4-H Member:** A young person wishing to participate in the 4-H Horse Program must be currently enrolled in 4-H and must meet all the requirements established by the club and county programs.
2. **Member Age Requirements:** The 4-H horse program is open to 4-H members between the ages of 9 and 18.
  - Age is determined by the member's age as of January 1<sup>st</sup> of the current 4-H year (July 1<sup>st</sup> to June 30<sup>th</sup>).
  - Members may remain in the program until December 31<sup>st</sup> of the year he/she turns 19.
  - Junior members are members aged 9 to 13.
  - Senior members are members aged 14 to 19.
3. **Horse Requirements:** 4-H member must use his/her project horse. For qualifying shows, project horse must be owned/leased for 60 days prior to a show.
  - *Sate Fair requires that project horses must be owned 120 days prior to the show and leased horses must be leased 120 days prior to the show.*
4. For competition purposes any horse is considered to be one year old on the first day of January following the actual date of foaling.
5. **Hand:** The height of all animals is stated in hands. A hand is 4".
  - Horses must be over 14.2 hands.
  - Ponies must be less than 14.2 hands. Ponies must be of mixed or pure pony breeding (ex. Hackney, Welsh, POA).
  - Any animal registered with a breed horse registry must be considered a horse, regardless of height.
  - If the animal does not qualify in the above categories, contact County Resource Leader for rule clarification.

**NOTE**—for the purposes of this rulebook, the term "horse" shall denote a horse or pony.

6. **Disqualification:** To exclude a competitor or horse, for cause, from participation in a given class, division or competition.
7. **Elimination:** To exclude a competitor or horse, for cause, from judging consideration in a class.
8. **Excused:** To have a judge(s) grant permission to, or request that a competitor leave the class.
9. **Commencement and Completion of Classes:** There will be a final one-minute gate call prior to the closing of a class. Once a gate is closed, the class is being judged and late exhibitors will not be permitted to enter the arena and show.
  - In a class where horses compete individually, a class is considered completed when all the horses have completed the class routine as designated by the rules.
  - In classes where horses compete collectively, a class is considered completed when the class has been judged in

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accordance with the rules and the judge(s) submit their cards to the ringmaster or announcer.

10. **Soundness:** Unless specific rules state otherwise, all animals must be serviceably sound for competition purposes i.e., such an animal must not show evidence of lameness or broken wind and may be found serviceably sound at the judge's discretion.
  - Animals with complete loss of sight in either eye may be found serviceably sound at the judge's discretion.
  - Animals more than 50% blind in both eyes are not considered serviceably sound for safety reasons.
11. **Delay of classes:** When the start of any class requiring horses to be shown individually is delayed by horses not ready to perform, the competition may be closed at the order of the judges or Show Committee, provided a warning is issued and exhibitors are given two minutes to appear at the in-gate ready to participate.
  - **Delay of class:** When a class is called for group or individual work and the rider/handler does not enter the ring when called.
    1. **NOTE:** A tack change is not delay of class provided a request is made to Management prior to the start of the class after which the tack change is requested.
12. **Regulations Governing Showing Under Judges, Professional Show Stewards, and Technical Delegates:** An exhibitor or trainer may not serve as a judge, steward, or technical delegate at any competition in which he/she exhibits.
  - No member of a judge's family nor any of the judge's clients, employers or employees or employers of a member of the judge's family may compete as an exhibitor, rider, owner, or lessee in any division unless the relationship is terminated 30 days prior to competition.
  - No judge's trainer or any of the judge's trainer's clients may compete as exhibitor, rider, owner, or lessee unless the relationship is terminated 60 days prior to the competition.
  - No horses trained by a member of the judge's family may compete in any division unless the client/trainer relationship is terminated 60 days prior to competition.
  - No horse that has been sold by a judge or by his/her employer within a period of three months prior to the competition may show before that judge.
  - No horse that has been trained by a judge within the period of 60 days prior to the competition may be shown before that judge.
  - No one may show before a judge who has received or has contracted to receive any remuneration for the sale, purchase or lease of any horse to or from, or for the account of the exhibitor within a period of 60 days prior to the competition unless the sale or purchase has been made and fully consummated at public auction.

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- No one may show before a judge who boards, shows or trains any horse under the exhibitor's ownership or lease, within a period of 60 days prior to the competition.
- No one may show before a judge who has remunerated the exhibitor for the board or training of any horse for horse show purposes within a period of 60 days prior to the competition.
- No one may show before a judge from whom he has leased a horse unless the lease terminated 90 days prior to the competition.
- No rider may compete in an Equitation/Horsemanship class before a judge with whom his or her parent, guardian or instructor has had any financial transaction in connection with the sale, lease, board or training of a horse within 60 days of the competition unless the sale or purchase has been made at public auction.
- No rider may compete in an Equitation/Horsemanship or Dressage class before a judge by whom he has been instructed, coached or tutored with or without pay within 60 days of the day of competition.
- No one shall approach a judge with regard to a decision unless he first obtains permission from the Show Committee, steward or technical delegate who shall arrange an appointment with the judge at a proper time and place. No exhibitor has the right to inspect the judge's cards without the judge's permission.
- If a horse is presented to a judge by a person the judge knows is ineligible to compete under these rules, the judge may advise the ring steward that he/she believes the entry to be ineligible and request that the entry be excused, or the judge may proceed to judge the entry and file a charge alleging the violation of this Rule. If a judge has any doubt as to eligibility of any entry, he/she should judge the entry and file a charge alleging the violation.

### **II. Code of Conduct**

1. All 4-H members, 4-H leaders, relatives, spectators, etc... will be expected to follow the 4-H Code of Conduct at all 4-H related activities. \*See the California 4-H Code of Conduct.
2. Unsportsmanlike conduct and/or conduct not becoming of a 4-H member, by a 4-H member may result in disqualification from the show.
3. When an exhibitor, exhibitor's parent, or person representing an exhibitor is guilty of poor sportsmanship or rude or unruly behavior, the show management, judge, or class superintendent may suspend such exhibitor's rights to participate in the class, future classes, and/or shows for such a period of time as deemed appropriate.

### **III. Cruelty to and Abuse of a Horse**

1. Cruelty to or abuse of any horse is prohibited. It is the responsibility of all persons witnessing such action to report the individual(s) to Management.
2. The following acts are included under the words Cruelty and Abuse but are not limited thereto:

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- a. Excessive use of a whip on a horse at any time.
- b. Rapping the legs of a horse with the butt end of a riding crop or other implement.
- c. Use of any substance to induce temporary heat.
- d. Use of a wire or chain.
- e. Use of electric device in schooling or showing.
- f. Use of shackles, hock hobbles and similar devices (not to be construed as rubber or elastic exercising devices).
- g. Showing a horse with raw or bleeding sores around the coronets, pasterns or legs.
- h. Showing a horse with a bloody mouth or with any visible blood anywhere on the horse's body. Accidental injuries shall be reviewed by show management on a case-to-case basis.
- i. Withholding of feed and water for prolonged periods.
- j. Letting blood from a horse for other than diagnostic purposes.
- k. Inhumane treatment of a horse in a stall, runway, schooling area, show ring or elsewhere on the competition grounds, by any person.

### IV. Miscellaneous Horse Show Rules

1. Riders must wear an approved, securely fastened, ASTM-SEI helmet while mounted.
2. Any person handling a horse must wear boots with, at least, ½" heel. **No riding sneakers allowed.**
3. **Exhibitors are required to care for, prepare for showing and show their own animals.** Adult help (including parents, siblings, trainers) in grooming, tacking up, exercising, preparing for show, lunging, or riding may cause the member and/or animal to be disqualified. (Disqualification may consist of withholding ribbons or awards, elimination from further competitions, and/or removal from the show grounds.)
4. **No coaching will be allowed.** Penalty will result in dismissal from the class and/or return of any awards given to the contestant.
5. **Only the member shall be permitted to ride his/her project horse.** Members may not share project animals and members may not ride another member's project animal, regardless if the members are related. Experienced 4-H members may assist others when needed.
6. Any and all decisions of the judge(s) shall be final. No exhibitor, leader, parent or non-member shall be allowed, under any circumstances, to interfere with the judge or judges, during their adjudication, or with Management.
7. Show Management is not responsible for finding errors in entries.
8. Judge may disqualify any animal that is not sufficiently gentled to be shown with safety. The judge may not make any awards to any animal which shows visible evidence of disease, deformity or lameness. No award will be made to entries eliminated under this rules. All animals must be serviceably sound.

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9. A show official (judge, manager, or class superintendent) may disqualify any horse or exhibitor for bad/unruly, and or dangerous behavior.
10. Management reserves the right to return entries and cancel/combine any division or class which, in its judgment, the entries are insufficient to assure adequate competition.
11. Any changes in show scheduling will be announced at the horse show areas on the day of the show. Such announcements shall be deemed sufficient notice to exhibitors.
12. **Stallions may not be shown.**
13. Unsoundness may be penalized at the discretion of the judge. This decision is not protestable.
14. Any time a horse's mouth is tied or fastened in a performance class, the horse shall be disqualified.
15. A disqualified horse shall not be placed in a class (although it will be counted as an entry) in which the disqualification or "no score" occurred. The horse shall not receive points for a disqualification in a class (exception—runoffs involving ties).
16. Scores are not official until verified with judges' cards.
17. Exhibitors and exhibitor's parents/guardians are responsible for keeping track of working orders and for being in line or in the practice arena when their class arrives. Exhibitors who miss their class will forfeit their go in that class.
18. Class information (patterns, order, ground rules, etc.) will be posted at least one hour before the class starting time in a designated location close to the arena. It is the exhibitor's responsibility to be aware that this information is posted.

### V. Protests

1. A judge's decision is protestable only if a rule violation is involved.
2. It is the responsibility of the person filing the protest to ensure that it has been filed correctly.
3. It is the responsibility of the person filing the protest to understand which rules govern the competition in question.
4. The protest is to be filed with show management under the following guidelines:
  - a. The protest must be received in writing by the manager or secretary of the show where the violation occurred no later than 48 hours after the close of the show; i.e. the end of the last class. If a multiple day show is involved, the protest must be filed within 48 hours of the day on which the alleged violation occurred.
  - b. Management is not required to deal with a protest received after the time limit or with one not filed in accordance with these rules.
  - c. The protest must be in writing and include the following:
    - i. Signature, address and phone number of person filing the protest.



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- ii. Names, addresses, phone numbers and signatures of any witnesses.
- iii. Accompanied by a \$50.00 protest fee.
- iv. If the protest is deemed valid, the protest fee will be refunded.
- v. A person found in violation as a result of a protest can be subject to penalties determined by Management including but not limited to forfeiture of points/awards for the class in question or entire day, banning from future shows, etc.

### **VI. Drugs and Medication**

1. Exhibitors shall inform Management of all drugs and medication administered to a horse within 72 hours prior to the show. A declaration form containing the name of the drug, its purpose and time/date of administration shall be presented to Management prior to the entrant's first class.
2. If the medication contains a prohibited substance, the horse must be withdrawn from competition for at least 24 hours after the administration of the medication.
3. All exhibitors/owners of horses on show grounds are responsible for knowing which drugs and medications contain prohibited substances.
4. All persons are warned against administering any drug, pastes, tonic or products of any kind for which the ingredients and analysis are not known. Many of these substances contain a forbidden substance and will test positive.
5. A forbidden substance is any substance (or any metabolite and/or analogue thereof) other than a normal nutrient, including but not limited to:
  - a. Substances acting on the nervous system
  - b. Substances acting on the cardiovascular system
  - c. Substances acting on the respiratory system
  - d. Substances acting on the digestive system
  - e. Substances acting on the urinary system
  - f. Substances acting on the reproductive system
  - g. Substances acting on the musculoskeletal system
  - h. Substances acting on the skin (e.g. hypersensitizing agents)
  - i. Substances acting on the blood system
  - j. Substances acting on the immune system, other than those licensed in vaccines
  - k. Substances acting on the endocrine system, endocrine secretions and their synthetic counterparts
  - l. Antipyretics, analgesics and anti-inflammatory substances
  - m. Cytotoxic substances
6. The following seven drugs are permitted. Administration of these drugs or medications does not require that the horse be withdrawn or kept out of competition:
  - a. Phenylbutazone

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- b. Flunixin
- c. Ketoprofen
- d. Meclofenamic acid
- e. Naproxen
- f. Acetazolamide
  - 1. May only be administered to horses documented through DNA testing to be Positive (N/H or H/H) for HYPP (Hyperkalemic Periodic Peralysis).
- g. Lidocaine/Mepivcaine
  - 1. When administered within 24 hours of showing. May only be used under actual observation of event management (or designated representative) and/or the official show veterinarian, either of which must sign the medication report form, to aid in the surgical repair of minor skin lacerations which, by their very nature, would not prevent the horse from competing following surgery.

### **VII. Halter**

1. No halter class can be combined which would include another sex division.
2. Horses shall be exhibited in a halter. Artificial tails consisting of fabric and hair are permissible.
3. Attire: See rules under Showmanship at Halter (Western or English).
4. The judge shall make an individual examination for conformation defects, soundness and way of travel of each horse at the walk and jog/trot as it is led directly to and away from the judge and additionally the jog from a direct side angle. The judge may ask for any further individual examination as he/she feels is needed. Any deviation from correct leg conformation and way of going shall be penalized. The horse must move straight and true. This is essential regardless of whether the competition indicated that it is necessary or not. The walk should be a natural flat-footed four beat walk. The walk must be alert, with a stride of reasonable length for the size of the horse/pony. The jog/trot should be a smooth, ground covering two beat diagonal gait. The jog/trot should be square, balanced with straight, forward movement of the feet.
5. The ideal standard in evaluating animals in halter classes should include, but not limited to: soundness and correctness of conformation, particularly feet and legs, with emphasis on correct manner of travel. Obvious lameness is cause for disqualification. Obvious lameness is:
  - a. Consistently observable at a trot under all circumstances.
  - b. Marked nodding, hitching or shortened stride.
  - c. Minimal weight bearing in motion and/or at rest, and inability to move.
6. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect,

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misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.

### **VIII. Performance General Rules**

1. Exhibiting two horses: An exhibitor may exhibit a maximum of two horses in the same class provided that class is an individual working event and/or group work is not optional or required: barrel racing, jumping, pole bending, reining, trail, western riding, working hunter.
  - a. Two horses may not be exhibited in the same Showmanship class.
2. Order of go for individual patterns: A working order may be established by show management.
3. Reruns: Reruns shall not be allowed in any performance classes in the event of an exhibitor having equipment failure. Reruns shall be given in speed events because of timer failure.
4. In timed events, at least two watches should be used. The average time of the watches, used by the official timers, will be the official time. An electric timer is preferable.
5. Faults or penalties: In all performance classes, horses are to be judged on performance ability only. The word "faults" or "penalties" in this rulebook shall not be misinterpreted as meaning a cause for disqualification.
  - a. Artificial tails and braids: Artificial tails and braids are not to be penalized. Artificial tails consisting of fabric and hair are permissible.
  - b. Tail carriage: No horse is to be penalized for the manner in which he carries his tail or for normal response with his tail to cues from his rider when changing leads. A judge may, at his/her discretion, penalize a horse for excessive or exaggerated switching or wringing of the tail or for a seemingly "dead" tail that merely dangles between the legs and does not show normal response.
6. Disqualification
  - a. Rider falling off horse: Rider falling off horse during competition will be cause for disqualification.
  - b. Exhibitor hitting horse: For hitting or spurring a horse forward of the cinch.
7. Ties: No contest is complete until all ties have been worked off or settled by the flip of a coin.
8. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.

### **IX. Western Showmanship at Halter**

1. The showmanship class is judged on an exhibitor's ability to execute practical and basic halter class maneuvers from the ground. The class should always be judged with this in mind, giving credit to the exhibitor

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who can correctly perform each maneuver of the total pattern or run. Judges should refrain from conducting the class routine in any manner that attempts to trick, confuse, or mislead exhibitors. In showmanship at halter, conformation of the horse is not judged.

2. Equipment: Use a clean halter that is adjusted to fit the horse. The halter should fit well on the horse's head to maximize response to subtle halter cues. Silver halters shall not count over a nice, clean, well-fitted halter.
  - a. Lead straps are often attached to a chain and snap. The lead strap may be snapped below the jaw in the center ring of the halter or the chain can be run under the horse's chin and snapped to the upper or lower halter ring on the right side of the horse's head.
  - b. The chain may **not** be run over the horse's nose.
3. Attire: Uniform for the girls consist of white or off-white pants, a white blouse with official 4-H green collar or a white shirt with a green 4-H tie. Uniforms for the boys consist of white or off-white trousers, white shirt and a green 4-H tie. All exhibitors must wear boots, a belt and a 4-H cap or a white or off-white Western straw hat or approved helmet. Advertising of any form on the 4-H uniform is not permitted. Western felt hats are not allowed. Pants are to be worn outside the boots.
4. Horse fitting and grooming
  - a. The horse should be clean and well groomed. Manner of fitting for mane and tail may vary according to recognized practices for particular breed of horse.
  - b. A well-groomed horse that is clean, properly trimmed, and conditioned does have a justified advantage in showmanship at halter. Underweight or thin horses may be penalized.
5. Method of showing
  - a. Walk, trot, turn, stop, back, and pose the horse as shown in the posted pattern or by the judge's instructions.
  - b. The horse is always led from the left side. The exhibitor's right hand is held closest to the halter, with the distance being highly dependent upon the mannerisms of the horse, the size of both the horse and the exhibitor, and breed standards. The excess amount of lead is folded or loosely coiled in the left hand and held about waist high. Never wrap the excess lead around the hand or make a coil so small that a sudden jerk could cause the lead to wrap around the hand.
  - c. At both the walk and the trot, the exhibitor's shoulder should be about even with the horse's throatlatch. In this position, the horse is beside the exhibitor, allowing the judge a clear view of the horse's travel. Movement at both gaits should be brisk and sharp, as opposed to slow and dull. Speed of travel is somewhat related to straightness of travel, and the slower a horse moves, the greater chance for deviation from a straight line of movement.
  - d. When leading to or from a judge or ringmaster, stops and turns are very important. The exhibitor should always allow plenty of space

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between the horse and the judge. Stops should be executed squarely and without hesitation, as the stop is an important maneuver preceding a correct turn or reverse of direction.

- e. Turns of more than 90 degrees should always be executed to the right. Pushing the horse away rather than pulling the horse around will allow more distance between the horse's and the exhibitor's feet. In addition, turning to the right allows the horse to use the right hind foot as a pivot point. The horse can then cross the left front foot over the right front to execute a very uniform and smooth turn. This results in the horse remaining in essentially the same tracks after the turn is completed and provides the judge a good view as the horse is walked or trotted away.
  - f. Immediately following a turn or reverse of direction, the exhibitor should look back to make sure the horse is lined up with the judge. Class routines may require walking or trotting back into the lineup of horses. The exhibitor should lead all the way through the line, stop, reverse, and then lead into the line to set up. If asked to change positions in the line, back the horse out of line and approach the new position from behind.
  - g. Pose or set up the horse with its feet square. Move the horse's feet by pushing or pulling on the lead strap as necessary with the right hand. Touching the horse's body with a hand or foot to change the horse's position is penalized.
  - h. Once set up, the horse should be presented in such a way as to not distract the judge's attention from the horse. The exhibitor stands on the opposite side of the horse when the judge is toward the front and on the same side as the judge when the judge is toward the rear of the horse. This method of presentation is preferred by most judges for youth exhibitors.
  - i. For safety reasons, at no time should an exhibitor stop and stand directly in front of the horse.
  - j. The primary objective is to show the horse. Exhibitors should stand where they can see the judge and the judge can see them, but without obstructing the judge's view of the horse. The basic position of the exhibitor should allow constant observation of the horse's position and also permit observation of the judge.
  - k. Staring at the judge keeps an exhibitor from continually observing the horse and keeping the horse set properly. Exhibitors should maintain eye contact with the horse. It is acceptable to glance at the judge from time to time, but an exhibitor should not do this continually.
  - l. Exhibitors should keep their proper position in line and allow reasonable space (at least 5 feet) between horses on either side. Keep horses from making contact with a competitor or encroaching on space rightfully belonging to another exhibitor.
6. Some showmanship class faults:

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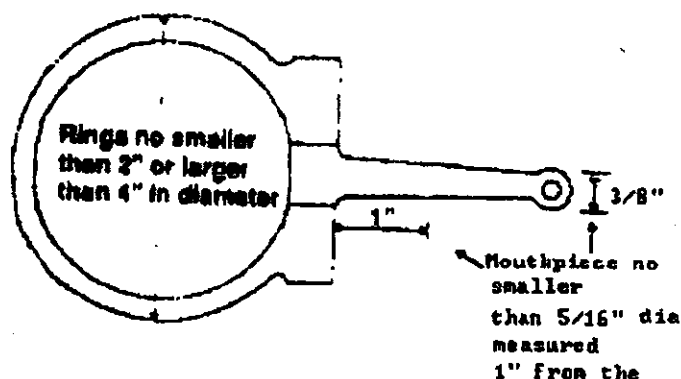
- a. Allowing the horse to remain out of position.
  - b. Standing directly in front of the horse.
  - c. Kicking the horse's feet to move them.
  - d. Failure of the horse to lead properly.
  - e. Failure to stop before turning when showing at a walk or trot.
  - f. Failure to back.
  - g. Loud voice commands to the horse or other unnecessary actions.
  - h. Picking up the horse's feet for positioning purposes.
  - i. Tracking crooked.
  - j. Posing incorrectly.
7. Class routine:
- a. Exhibitors may enter the arena single-file, moving around the arena counterclockwise before lining up at the judge's instruction. Once in line, each exhibitor will perform individually.
  - b. At many shows, exhibitors will be asked to enter the arena individually and work a pattern designated by the judge.
  - c. Regardless of the manner used, judges should draw patterns clearly and make instructions that are easily understood by exhibitors.
  - d. Where patterns are posted, such instructions should be available for the exhibitor to review prior to the start of this class (at least one hour before, if possible).
8. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
9. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

### **X. Western Performance Classes**

1. Attire: Required western attire must include a long-sleeved shirt or jacket; belt; pants; western boots; and ASTM-SEI approved safety helmet. If button collar shirts are worn, a tie, scarf, or pin is required. Gloves may be worn. Vests may be worn over long-sleeved shirts. Short-sleeved or sleeveless shirts are allowed only if worn underneath a jacket. Dress chaps are permitted.
  - a. Boots: soles, heels, and shape of toes on boots must allow for safe positioning in the stirrups. Riding tennis shoes are not allowed.
2. Equipment: Exhibitors may be penalized for incomplete equipment but not necessarily disqualified.
  - a. Bell boots, shin boots, or skid boots are permitted only in the Reining and Stock Seat Equitation patterns.
  - b. Martingales, tie downs, cavesson type nosebands, draw reins, mechanical hackamore, etc. are prohibited except in gimmick classes.

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- c. Hobbles and riata are optional. If hobbles are used, they must be attached to the near side of the saddle. The riata may be attached on either side.
- d. Saddle, bridle, etc. Horses shall be shown with a western stock saddle consisting of a horn, seat, pommel, cantle, skirt, fenders and western stirrups; silver equipment will not count over a good working outfit. Bridle may be either a standard plain or silver headstall with browband, shaped ear, or split ear.
- e. Reins. Except where noted, reins will be held in one hand and cannot be changed during performance. One hand to be around reins when romal type reins are used. When using split reins, only one (1) finger may be placed between the reins, which are to be held in one hand.
- f. Romal. Whenever this rulebook refers to "romal" it means an extension of braided material or smooth leather attached to closed reins.
  - i. This extension is to be allowed to be carried in the free hand with a 16-inch spacing between the reining hand and free hand holding the romal.
  - ii. The romal shall not be used forward of the cinch or used to signal or cue the horse in any way. Any infraction of this rule shall result in disqualification.
  - iii. When using romal reins, the rider's hand shall be around the reins with the wrists kept straight and relaxed, the thumb on top of the fingers closed lightly around the reins. When using a romal, no fingers between the reins are allowed. In reining use of the free hand while holding the romal to alter the tension of length of the reins from the bridle to the hand is considered to be the use of two hands and a score of 0 will be applied except during the hesitation or settle of the horse.
- g. Bits:
  - i. Snaffle bits- May be the conventional O-ring, egg butt or D-ring snaffle with a ring no larger than 4" and no smaller than 2". The mouthpiece should be round, smooth and unwrapped metal but may be inlaid. The mouthpiece may be 2 or 3 pieces. A 3 piece connecting ring of 1 1/4" or less in



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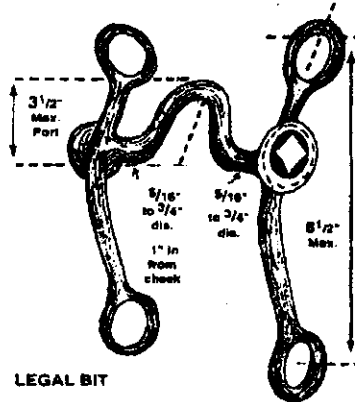
diameter or a connecting flat bar of  $\frac{3}{8}$ " to  $\frac{3}{4}$ " (measured from top to bottom with a maximum length of 2") which lies flat in the horse's mouth is acceptable. The bars must be a minimum of  $\frac{5}{16}$ " in diameter, measuring 1" in from the cheek with a gradual decrease to the center of the snaffle.

- ii. The curb strap must be attached below the reins if used.
- iii. Standard snaffle bits are permitted in any class on a junior horse five (5) years old and under.
- iv. Horses shown in a snaffle bit must be ridden with two hands on the reins.
  - a. Split reins must be crossed and both hands must be on both reins. The rider's hands should be carried near the pommel and not further than 4 inches out on either side of the saddle horn with very limited movement.
- h. Western bits other than a snaffle: The standard western bit is defined as having a shank with a maximum length of  $8\frac{1}{2}$ " (to be measured as shown in diagram).
  - i. Shanks may be fixed or loose. A rein must be attached to each shank. Any reference to a "bit" in the western performance classes will mean the use of a curb bit that has a solid mouthpiece or any snaffle bit mouthpiece, which has shanks and acts with leverage. All curb bits must be free of mechanical devices.
  - ii. Bar. Bar of mouthpiece must be round, smooth and unwrapped metal of  $\frac{5}{16}$  inch to  $\frac{3}{4}$  inch in diameter measured one inch from cheek. It may be inlaid, but smooth or rubber latex wrapped. Nothing, such as extensions or prongs, may protrude below the mouthpiece (bar). The mouthpiece may be two or three pieces.
  - iii. Three piece mouthpiece. If it is three pieces, a connecting ring must be no larger than  $1\frac{1}{4}$  inch outside diameter, or a connecting flat bar must be no longer than 2 inches and  $\frac{3}{8}$  inch to  $\frac{3}{4}$  inch, measured top-to-bottom, and must lie flat in horse's mouth.
  - iv. Standard. Grazing, broken mouthpiece, half-breeds and spades are standard; rollers and covers are permitted, but port must not be higher than  $3\frac{1}{2}$  inches.
  - v. Prohibited. Slip or gag bits, donut or flat polo mouthpieces are prohibited.



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- i. Chin straps. Legal chin straps for curb bits may be leather or light chain, must be at least  $\frac{1}{2}$  inch in width and lay flat against the jaw.

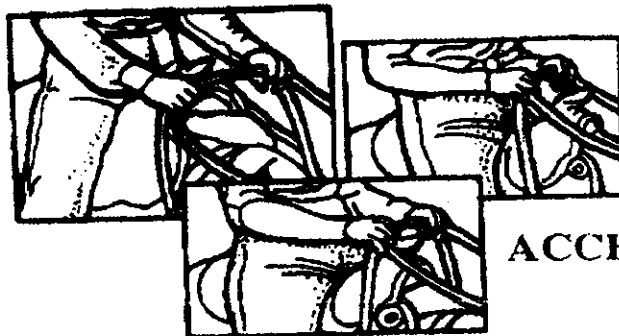


A double chain that is welded together and acts as one chain is legal. The judge will have the right to disqualify any chin chains or leather straps he/she feels are too severe.

- j. Hackamore. All hackamores will be made of braided rawhide, braided leather, or rope, and will be a maximum of  $\frac{3}{4}$  inch at the cheek. There must be a minimum of 2 finger widths, approximately  $1\frac{1}{2}$  inch between the bosal and the nose. Absolutely no metal under the jaw or on the noseband in connection with the bosal. No mechanical hackamores and pencil bosals.

- i. Reins. The rider's hands should be carried near the pommel and not further than 4 inches out on either side of the saddle horn with very limited movement.
- ii. A macate is acceptable only with a bosal.

- k. Acceptable and not acceptable hand positions for snaffle bit and hackamore riders:

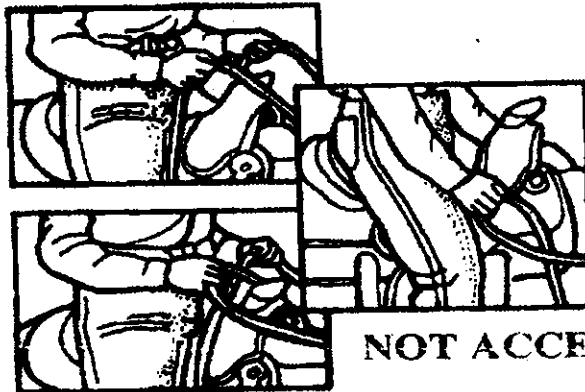


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3. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.

## XI. Western Pleasure

1. This class recognizes a horse for functional correctness, quality of movement, attitude and manners.
2. Terminology. The following terminology shall apply in all western classes whenever a specific gait is called for:
  - a. Walk. The walk is a natural, flat footed, four beat gait. The horse must move straight and true at a walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.



- b. Jog trot. The jog trot is a smooth, ground covering two beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog trot should be square, balanced with a straight forward movement of the feet. Horses walking with their back feet and trotting on the front are not considered performing the required gait. When asked to extend the jog, he moves out with the same smooth way of going.
  - c. Lope. The lope is an easy rhythmical three beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses traveling at a four beat gait are not considered to be performing at a proper lope. The horse should lope with a natural stride and appear relaxed and smooth. He should be ridden at a speed that is a natural way of going. Judges may ask the exhibitor to extend the lope, in which the horse will move out with the same smooth way of going.
  - d. Head. The head should be carried at an angle that is natural and suitable to the horse's conformation at all gaits. Ideally, a horse should carry its head no lower than level and its nose should be in front of vertical.
3. Ring procedure.

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- a. Horses are to be shown at a walk, jog, and lope on a reasonably loose rein without undue restraint. Horses must work both ways of the ring, at all three gaits, to demonstrate their ability with different leads and transitions. The judge shall have the right to ask for additional work from any horse. Judge may, at his/her discretion, back only the finalists.
- b. Reversing. Horses are to be reversed to the inside, away from the rail. Horses may be required to reverse at a walk or a trot or may be required to go from any gait to any other gait at the discretion of the judge. For the safety of the exhibitors, a reverse at a lope shall not be called.
- c. Penalties. The judge should penalize a horse's head position in western pleasure as severely as for a horse being on the wrong lead, excessive speed, bolting, bucking, or for the following faults:
  1. Head position. Horses that carry their heads such that the point of the ear is lower than the withers.
  2. Flexed. Horses that are flexed behind the vertical.
  3. Slow gait. Horses that are excessively slow, at any gait.
  4. Appearance. Horses that appear sullen, dull, lethargic or emaciated.
4. Free hand. The free hand shall not be used to support the rider by being placed on any part of the saddle.
5. Judged on performance only. This class will be judged on performance only. Conformation is not to be considered by the judge.
6. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.

### **XII. Western Horsemanship (Equitation)**

1. This class recognizes the exhibitor's ability to ride a horse functionally and correctly using various aids to cause the horse to perform required basic maneuvers.
2. When separate horsemanship and equitation classes are held:
  - a. If Equitation is also held, Horsemanship is to be a pattern class in which individual work is demonstrated and Equitation is to be a rail class.
  - b. Exhibitors may exhibit two horses in Horsemanship if Equitation is also held.
3. General:
  - a. Riders will be judged on basic position in saddle, which includes the position and use of hands, seat, feet, and legs, as well as the ability to control and show the horse.
  - b. Results as shown by performance of the horse are NOT to be considered more important than the method used by the rider in maintaining them.

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### 4. Position:

- a. Hands. Upper arms to be in a straight line with body, the one(s) holding reins bent at elbow. Reins will be held in one hand and cannot be changed during performance. Hand to be around reins if romal type reins are used. One finger is permitted between the reins if split reins are used and rein ends must be hung on same side of horse as rein hand. Reins are to be carried immediately above and as near to the saddle horn as possible. Reins may be held in two hands per the following: horses shown two-handed in a snaffle or bosal.
  1. Arms and hands should be held in an easy, relaxed manner.
  2. Reins should be held so that light contact is maintained with the horse's mouth.
- b. Basic position. Rider should sit in saddle with legs hanging straight and slightly forward to stirrups or knees slightly bent and weight directly over balls of feet. In either position the stirrups should be just short enough to allow heels to be lower than toes. Body should always appear comfortable, relaxed and flexible. Feet should be placed in the stirrups with weight on ball of foot. Consideration, however, should be given to the width of the stirrups, which may vary on western saddle. If stirrups are wide, the foot may have the appearance of being "home" when in reality, the weight is being properly carried on the ball of the foot. Riding with weight on the toes will be penalized. The toes should be parallel with horse, toes up, heels down with the ankles flexed 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.
- c. Position in motion. Rider should sit to jog and not post. At the lope the rider should be close to the saddle. All movements of the horse should be governed by the use of imperceptible aids. Exaggerated shifting of the rider's weight is not desirable and will be penalized in judging.

### 5. Mounting and Dismounting is optional per judge's discretion.

- a. Control the horse by taking up reins in left hand and adjusting reins evenly with enough tension to feel the bit and hold the horse steady. Ends of reins hang on the near side when mounting.
- b. Place left foot in stirrup, if necessary twist stirrup near with right hand. Grab off-side pommel with right hand. Spring up with your right leg keeping your body close to the horse and settle easily into the saddle.
- c. Slip the right foot into the off stirrup and assume signal to move out.
- d. Horse should stand while mounting until given the signal to move out.
- e. End of split reins should be carried on the side of the reining hand. A romal should be carried on the opposite side of the reining hand.

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- f. To dismount, reverse above procedure and step down facing the horse's head.
6. **Class Routine.**
- a. Rail work. Riders shall be judged on the rail at a walk, jog and lope. They shall be worked both ways of the ring and shall always be on the correct lead. The reverse is to be executed away from the rail.
  - b. Individual work. If asked to perform a pattern, the pattern may include but not limited to the maneuvers from the following list:
    1. Straight walk, jog, and lope, and circles in both directions.
    2. Stop.
    3. Back straight, in an L, and a circle.
    4. 360-degree turn or spin.
    5. Pivot both ways.
    6. Turns of any degree.
    7. Rollbacks.
    8. Lope circles of varying size and speed.
    9. Pick up leads from standstill, walk, or jog.
    10. Simple or flying lead changes.
    11. Side pass.
    12. Counter canter.
    13. Two track.
    14. Extended gaits.
  - c. Where Horsemanship and Equitation are both offered, rail work will not be a component in Horsemanship.
7. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
8. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

### **XIII. Reining (Stock Horse)**

1. Each contestant will individually perform the required pattern.
2. Each horse will be judged on the neatness, dispatch, ease, calmness, and speed with which it performs the pattern.
3. Excessive jawing, open mouth, or head raising on stop; lack of smooth sliding stops on haunches; breaking gaits; refusing to change lead; anticipating signals; stumbling or falling; wringing tail; backing sideways; changing hands or reins; losing the stirrup; holding on, two hands on reins; or any unnecessary aid (such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.) given by the rider to the horse to induce the horse to perform, will be considered a fault and scored accordingly.
4. The horse should rein and handle easily, fluently, and effortlessly and with reasonable speed through the pattern. To rein a horse is not only to guide him, but also to control his every movement. The best reined horse

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should be willfully 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. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.

5. Scoring.
  - a. Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. The individual maneuvers are scored in point increments from a low of  $-1 \frac{1}{2}$  to a high of  $+1 \frac{1}{2}$ , with a score of 0 denoting a maneuver that is correct with no degree of difficulty.
6. The following will result in no score:
  - b. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition.
  - c. Use of illegal equipment, including wire on bits, bosals or curb chains.
  - d. Use of illegal bits, bosals or curb chains.
  - e. Use of tack collars, tie downs or nosebands.
  - f. Use of whips or bats.
  - g. Use of any attachment, which alters the movement of or circulation to the tail.
  - h. Failure to provide horse and equipment to the appropriate judge for inspection.
  - i. Disrespect or misconduct by the exhibitor.
7. A rider may untangle excess rein, where excess rein may prevent the rider from continuing the pattern, where said excess can be straightened without affecting the performance of the horse, during hesitations, or any place the horse is allowed to be completely stopped during the pattern.
8. The following will result in a score of 0:
  - a. Use of more than one finger (either the index or the little finger) between reins.
  - b. Use of two hands or changing hands. Exception—horses ridden in a snaffle or bosal.
  - c. Failure to complete the pattern as written.
  - d. Performing maneuvers other than in the specified order.
  - e. The inclusion of maneuvers not specified, including but not limited to:
    - i. Backing more than 2 strides.
    - ii. Turning more than 90 degrees.
    - iii. Exception—a complete stop in the first quarter of a circle after a canter departure is not to be considered an inclusion of maneuver; a 2-point break of gait penalty will apply.

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- f. Equipment failure that delays completion of pattern, including dropping a rein that comes in contact with the ground while the horse is in motion.
  - g. Balking or refusal of command where pattern is delayed.
  - h. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
  - i. Jogging in excess of one half-circle or one-half the length of the arena.
  - j. Overspins of more than  $\frac{1}{4}$  turn.
  - k. Fall to the ground by horse or rider.
9. The following will result in a penalty of 5 points:
- a. Spurring in front of the cinch.
  - b. Use of either hand to instill fear or praise.
  - c. Holding the saddle with either hand
  - d. Blatant disobedience including kicking, bucking, rearing, and striking.
10. The following will result in a 2 point penalty:
- a. Break of gait.
  - b. Freezing up in spins or rollbacks.
  - c. If a horse does not completely pass the specified marker before initiating a stop position.
11. Starting or performing circles or figure eights out of lead will be judged as follows:
- a. Each time a horse is out of lead, a judge must penalize by 1 point. The penalty for being out of lead is accumulative, and the judge will add 1 penalty point for each  $\frac{1}{4}$  of the circumference of a circle or any part thereof that a horse is out of lead.
  - b. A judge is required to penalize a horse  $\frac{1}{2}$  point for a delayed change of lead by one stride.
12. Deduct  $\frac{1}{2}$  point for starting circle at a jog or exiting rollbacks at a jog up to two strides. For jogging beyond two strides but less than  $\frac{1}{2}$  circle or  $\frac{1}{2}$  length of arena, deduct 2 points.
13. Deduct  $\frac{1}{2}$  point for over or under spinning up to  $\frac{1}{8}$  of a turn; deduct 1 point for over or under spinning up to  $\frac{1}{4}$  of a turn.
14. 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 the  $\frac{1}{2}$  turn or less, 1 point; for more than  $\frac{1}{2}$  turn, 2 points.
15. There will be a  $\frac{1}{2}$  point penalty for failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback.
16. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
17. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

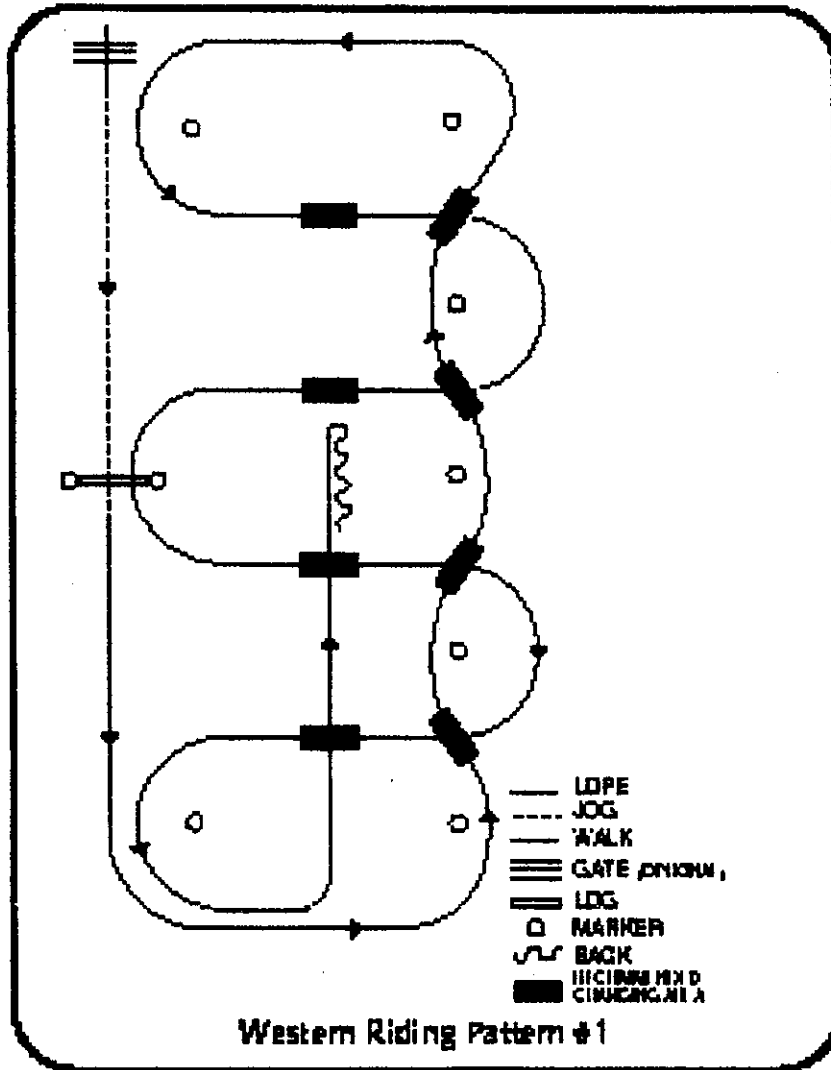
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**XIV. Western Riding**

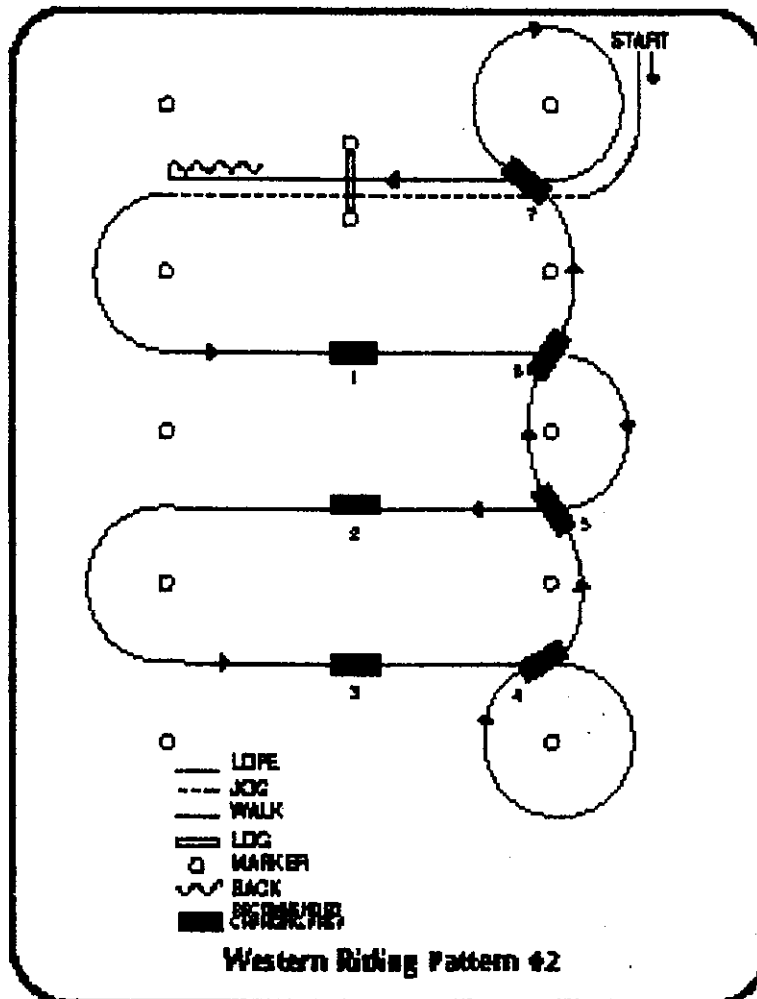
1. Western riding is neither a stunt nor a race but it should be done with reasonable speed. It is a competition of the performance of a sensible, well-mannered, free, and easy-moving horse through and over obstacles.
2. Horses will be judged on riding qualities of gaits (walk, trot, and lope), change of leads, response to the rider, manners, and disposition.
3. The judge and exhibitors must adhere to the prescribed patterns. See Patterns 1 and 2.
4. Patterns
  - a. The small circles represent markers (cones or kegs are recommended). These should be separated by a uniform distance of not less than 30 and not more than 50 feet on the side with five markers.
  - b. The rectangle represents an obstacle (one small log is recommended) of a minimum of 8 feet in length. Cones are to be placed at both ends of the log.
  - c. The long and sometimes twisting line indicates direction of travel and the gaits at which the horse is to move. The dotted line (...) indicates the walk, the dash line (- - -) the trot, and the solid line (\_\_\_) the lope with flying lead changes marked with black boxes.
  - d. Any horse not following the exact pattern, knocking over markers, completely missing the log, or refusing by stopping and backing more than two strides or four steps with the front legs, will be disqualified.
5. Spurs or romal shall not be used forward of the cinch.
6. Scoring will be on the basis of 0 to 100.



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7. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
8. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

## XV. English Showmanship

1. English showmanship is a performance class. The horse is considered only as a means of displaying showmanship skills. Conformation is not judged, but condition and appearance are considered.
2. Attire: A long-sleeved white shirt (short-sleeved is acceptable but not desirable); "rat-catcher" collar with pin or monogram, ties for males; breeches; belt (exception would be with English breeches which may not have belt loops); English boots; and ASTM-SEI approved safety helmet. Half-chaps are permitted. Jodhpurs are permitted on exhibitors 9 or 10 years of age only.

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3. Horses are to be shown in an acceptable English bridle.
4. The method of showing shall be the same as described in the Western Showmanship rules.
5. Class routine may vary according to arena size and number of exhibitors.
6. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
7. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

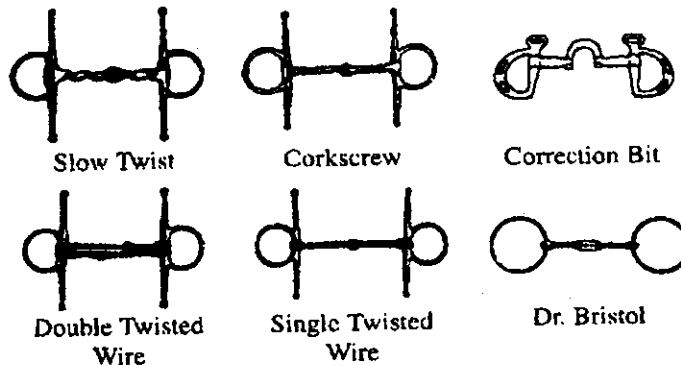
### **XVI. English Performance Classes**

1. Attire: No one piece equitation suits or sweatshirts may be worn. Required English attire must include a long-sleeved shirt; "rat-catcher" collar with pin or monogram, ties for males; breeches; belt (exception would be with English breeches which may not have belt loops); English boots; and ASTM-SEI approved safety helmet. Hunt coats are optional. Gloves may be worn. Solid color pullover v-neck or crew neck sweaters, and vests are allowed. Short-sleeved or sleeveless shirts are allowed only if worn underneath a hunt coat. Half-chaps are permitted. Jodhpurs are permitted on exhibitors 9 or 10 years of age.
  - a. Boots: soles, heels, and shape of toes on boots must allow for safe positioning in the stirrups.
2. Equipment:
  - a. Saddles. Heavy, plain leather or synthetic skirted saddles (of hunt seat type) or forward (hunt seat) type may have suede seat and/or suede inset on skirt and either leather or cloth lining. Leather, web, cord, or linen girths are permitted.
  - b. Saddle pads should fit size and shape of saddle, except when necessary to accommodate numbers on both sides, for which a square pad or suitable attachment may be used.
  - c. Bridles. In all English classes, an English snaffle (no shanks), kimberwick, Pelham, and/or double bridle consisting of two bits—curb or Weymouth and a snaffle or bradoon—with two reins, no converters allowed, all with cavesson nosebands and browbands are acceptable.
    - i. Dropped, figure eight, and flash nosebands are prohibited in Hunter Under Saddle classes.
  - d. Bits. A port must be no higher than 1-½ inches.
    - i. On broken mouthpieces. The mouthpiece may be two or three pieces, if it is three pieces, a connecting ring must be no larger than 1 ¼ inches outside diameter, or a connecting flat bar must be no longer than 2 inches and 3/8 to 3/4 inch, measured top to bottom, and must lie flat in horse's mouth.
    - ii. All smooth, round, twisted, slow twist, corkscrew, double twisted wire (mouthpieces) and straight bars or solid

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mouthpieces with a maximum port height of a ½ inches are acceptable.

- iii. Nothing, such as extensions or prongs may protrude below the mouthpiece (bar). All mouthpieces must be a minimum of 5/16 inch in diameter measured one inch from the cheek.
- iv. Illegal. English bits of any style featuring cathedral, fishback, or donut mouthpiece; rough, sharp material, or mechanically altered bits are illegal and shall be cause for disqualification. Gag bits are also considered illegal.
- v. If a curb chain is used, it must be at least ½ inch in width and lie flat against the jaw of the horse.
- vi. The judge may prohibit the use of bits and equipment he/she may consider too severe.
- vii. A bit cannot be physically or mechanically changed to increase the severity of its use and may be eliminated at the discretion of the judge.
- viii. Bloody mouth. In all division, if a horse's mouth is found to be bloody, disqualification is at the discretion of the judge.
- ix. Examples of acceptable and unacceptable bits:



### Examples of Unacceptable Bits



### 3. Optional appointments:

- e. English spurs of the unrowelled type.
- f. Crops or bats may be carried but may not make contact with the horse.
- g. Hunting breastplate.
- h. Braiding of mane or tail in hunt type.
- i. Roached mane allowed.

### 4. Prohibited appointments:

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- j. Running or standing martingales. Exception—see rules for Working Hunter, Jumping, and Equitation Over Fences.
  - k. Rowelled and/or western style spurs.
  - l. Slip-on spurs.
  - m. Dropped nosebands. Dropped nosebands shall be interpreted as a cavesson or noseband, which is fastened below the bit or mouthpiece.
  - n. Draw reins or any other schooling type of equipment.
  - o. Leg wraps or boots of any description on the horse. Exception—see rules for Jumping.
5. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.

**XVII. Hunter Under Saddle (English Pleasure or Bridle Path Hack)**

1. This class recognizes a horse for functional correctness, quality of movement, attitude and manners.
2. Terminology. The following terminology shall apply in all English classes whenever a specific gait is called for:
  - a. Walk. The walk should be a forward working walk, rhythmical and flat footed; extremely slow, or "jiggy" walk to be penalized.
  - b. Trot. The trot should be long, low ground-covering, cadenced and with balanced strides. Smoothness more essential than speed. Extreme speed (fast or slow) to be penalized. When asked to extend the trot, horse should move out with the same smooth way of going.
  - c. Canter. The canter should be smooth, free moving, relaxed and straight on both leads. The stride should be suitable to cover ground following hounds. Over-collected, four-beat canter to be penalized. Excessive speed to be penalized. Judge may ask the exhibitor to extend the canter, in which the horse will move out with the same smooth way of going.
  - d. Hand gallop. The hand gallop should be a definite lengthening of the stride with a noticeable difference in speed. The horse should be under control at all times and be able to pull up, not a sliding stop, and stand quietly. The judge may ask for the hand gallop but never more than eight horses to gallop at one time.
3. Movement to purpose. Hunter under saddle should be suitable to purpose. Horses should move in a long, low frame and be able to lengthen their stride and cover ground, as in traversing hunt country following hounds. They should be obedient, alert and responsive to their riders. Quick short strides should be penalized. Horses which move in an artificial frame and are overflexed and behind the bit should also be penalized. Horses should be serviceably sound. Judges should emphasize free movement and manners.

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- e. Horses to be shown under saddle, not to jump.
  - f. Horses to be shown at a walk, trot and canter both ways of the ring.
  - g. Horses should back easily and stand quietly.
  - h. Horses may change gaits at the flat-footed walk or the trot at the judge's discretion. Light contact with the horse's mouth is recommended.
  - i. The judge may, at his/her discretion, back only the finalists.
4. Horses with an excessively low head carriage and/or head carriage behind the vertical and/or a sullen, lethargic, emaciated, drawn, or tired look will be penalized.
  5. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.

### **XVIII. Hunt Seat Equitation (English Equitation)**

1. This class recognizes the exhibitor's ability to ride a horse functionally and correctly using various aids to cause the horse to perform required basic maneuvers.
2. General:
  - a. Riders will be judged on their basic position in saddle, which includes position and use of hands, seat, feet, and legs, as well as the ability to control and show the horse.
  - b. Results as shown by performance of the horse are NOT to be considered more important than the method used by the rider in maintaining them.
  - c. Riders will not be required to jump.
3. General appearance. Rider should have a workmanlike appearance, seat, hands light and supple conveying the impression of complete control should any emergency arise.
4. Hands. Hands should be over and in front of horse's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from horse's mouth to rider's elbow. Method of holding reins is optional and bight of reins must fall on the right side. However, all reins must be picked up at the same time. Rider should maintain light contact with the horse's mouth at all times, except when standing still.
5. Reins. The rein of the snaffle bridle may be held either outside the little finger or between the third and little finger. The snaffle rein of the Pelham or full bridle should be held outside the little finger and a curb rein between the third and little finger or between the second and third fingers. In either case, the reins should be picked up at the buckles by the right hand, then straightened and separated in the correct order by the fingers of the left hand, pulled taut, and adjusted to even pressure in both hands.
6. Basic position. The eyes should be up and the shoulders back. The toes should be out at an angle best suited to the rider's conformation; the ankles fixed in; the heels down; the calf of the leg in contact with the horse

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and slightly behind the girth. The iron may be either under the toe or the ball of the foot or slightly behind the ball of the foot.

7. Position in motion. At the walk and slow trot, body should be vertical; at the posting trot, inclined forward; at the canter, halfway between the positions for the posting trot and walk; when galloping, inclined forward the same as for the posting trot.
8. Mounting and dismounting. To mount, take up reins in left hand and place hand on withers. Grasp stirrup leather with right hand and inset left foot in stirrup and mount. To dismount, rider may either step down or slide down. The size of rider must be taken into consideration.
9. Class routine:
  - a. Rail work. Riders shall be judged on the rail at a walk, trot and canter. They shall be worked both ways of the ring and shall always be on the correct lead. The reverse is to be executed away from the rail.
  - b. Individual work. If asked to perform a pattern, the pattern may include but not limited to the maneuvers from the following list:
    1. Back.
    2. Hand gallop.
    3. Figure eight (8) at trot, demonstrating a change of diagonals. At left diagonal, rider should be sitting the saddle when the left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counter clockwise, rider should be on left diagonal.
    4. Simple or flying lead changes.
    5. Dismount and mount.
    6. Counter canter.
    7. Forehand and/or turn(s) on haunches.
    8. Stop.
    9. Turns of any degree.
    10. Canter circles of varying size and speed.
    11. Pick up leads from standstill, walk, or jog.
    12. Side pass.
    13. Two track.
    14. Extended gaits.
    15. Figure eights and/or serpentines at the trot and/or canter.
    16. Sitting trot.
    17. Ride without stirrups.
10. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
11. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

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### **XIX. Hunter Hack**

1. Horses will be judged on way of going, manners, even hunting pace, and jumping style.
2. Ring procedure. Horses will be shown at a walk, trot and canter both ways of the ring and shall be required to complete two jumps. Jumps must be set at multiples of 12 feet apart. Obstacles to simulate those found in a hunt field. A ground line on approach side of each fence is mandatory.
  - a. Pony division will be 2".
  - b. Junior division will be 2'3".
  - c. Senior division will be 2'6".
  - d. If a Walk-Trot division is offered, ground poles shall be used—no jumps.
3. After the second fence, riders may be instructed to hand gallop and/or halt and back up.
4. Horses should back easily and stand quietly.
5. Ticks and jumping faults will be scored, as in the Working Hunter class, at the discretion of the judge.
6. The class shall be judged 70% on performance over fences, 30% on rail work.
7. Rail work is optional if sufficient numbers are available to place the class without the rail work.
8. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
9. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

### **XX. Working Hunter**

1. Horses will be judged on performance, manners, hunting pace, style of jump, and way of moving as well as suitability for actual use in the hunting field.
2. All horses must be serviceably sound. Exhibitors shall trot a soundness circle on a loose rein, immediately following completion of the course. Any horse showing lameness, broken wind or impairment of vision shall be refused an award at the judge's discretion.
3. Each horse individually will negotiate a course of at least eight jumps with a minimum of four obstacles. At least one change of direction is required. Judging will start when the horse enters the arena and will end when the horse leaves the arena.
4. Equipment. Running or standing martingales are permitted.
5. Height of fences:
  - a. Pony division will be 2".
  - b. Junior division will be 2'3".



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- c. Senior division will be 2'6".
- 6. Jumps to be used may be selected but not limited to the following list:
  - a. Brush.
  - b. Post and rail.
  - c. Gate.
  - d. Chicken coop.
  - e. Stone wall.
  - f. In and out: post and rails spaced 24 to 36 feet apart. (This should never be used as the first obstacle in the course.)
  - g. Walls.
  - h. Ascending oxers (not square).
- 7. When designing a hunt course, space the jumps a minimum of 48 feet apart, with all intervals in multiples of 12 feet. The distance of take off or landing from the jumps usually ranges from a distance equal to the height of the jump to one-and-one-half times the height of the jump (for example, for a 3-foot fence, the take off point would be from 3 to 4 ½ feet from the fence).
- 8. Faults:
  - a. An even hunting pace is required for a good performance. Excessive speed, breaking gaits, wrong leads, etc., will be penalized.
  - b. Jumping form and style will be considered. Unsafe jumping will be penalized, regardless of whether the jump was cleared.
  - c. Light touches are not to be considered in the jumping, but may be recorded for reference in extremely close competition. Touching brush only on a brush jump is not to be scored as a touch.
  - d. When a horse makes two faults at an obstacle, only the major fault on the top element will be scored. Refusals are cumulative and count in addition.
  - e. When an obstacle contains more than one jump, horses are scored on each jump.
  - f. In case of refusal or runout on an obstacle that contains more than one jump, the contestant must rejump the previous as well as the remaining jumps.
  - g. Three cumulative disobediences, a fall of horse and/or rider, or going off course disqualifies the entry. Dismissed contestants will exit promptly.
- 9. The following point system may be used in scoring working hunter.
  - a. Knock-downs:
    - 1. With any part of the horse's body behind the stifle: 4 faults.
    - 2. With any part of the horse's body in front of the stifle: 8 faults.
    - 3. Of standard or wing in jumping obstacles with any part of the horse, rider, or equipment: 8 faults.

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4. A horse's touching an obstacle, causing a rail of an adjoining panel or wing to fall, shall not be construed as a knock-down.
- b. Disobediences:
  1. Circling once upon entering the ring and once upon leaving is permissible.
  2. First refusal, runout, bolting on course, extra circle, or showing an obstacle to a horse: 8 faults.
  3. Second refusal, runout, bolting on course, extra circle, or showing an obstacle to a horse: 8 faults.
  4. Third refusal, runout, bolting on course, extra circle, or showing an obstacle to a horse: Elimination.
  5. Jumping an obstacle before the reset: Elimination.
  6. Bolting from the ring: Elimination.
  7. Failure to keep proper course: Elimination.
- c. Scoring shall be on the basis of 0-100 with an approximate breakdown as follows:
  1. 90-100: an excellent performer and good mover that jumps the entire course with cadence, balance, and style.
  2. 80-89: a good performer that jumps all fences reasonably well; and excellent performer that commits one or two minor faults.
  3. 70-79: the average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults.
  4. 60-69: poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.
  5. 50-59: a horse that commits one major fault, such as hind knock-down, refusal, trot, cross-canter or drops a leg.
  6. 30-49: a horse that commits two or more major faults, including front knock-downs and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
  7. 10-59: a horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
10. In working hunter classes, all horses work one go-round.
11. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
12. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

## XXI. Jumping

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1. Jumpers are scored and placed on a mathematical basis and penalty faults, which include disobedience, falls, and knock-downs. Time may be used to break ties in the second round.
2. Each horse individually will negotiate a course consisting of at least four different obstacles and make a minimum of eight jumps. See rules in Working Hunter for types of jumps.
3. Equipment. Running or standing martingales, leg wraps, and/or boots are permitted.
4. Both a starting line (at least 12 feet in front of the first obstacle) and a finish line (at least 24 feet beyond the last obstacle) must be indicated by markers (at least 12 feet apart) at each end of the lines.
5. The height of all fences may not exceed 3 feet 6 inches (42 inches) in the first elimination round. See rules in Working Hunter for heights of jumps.
6. Horses with a clean first round will jump a second round with the course shortened and round timed.
7. The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the Time Allowed. In the event of equality of faults after the first round, there will be one jump-off for first place only in which time will decide in the event of equality of faults. At management's discretion, each exhibitor may have the option of taking part in the jump off at the completion of their round, or after all exhibitors have completed their first round.
8. Time shall begin. Time shall begin from the instant the horse's chest reaches the starting line until it reaches the finish line. Time shall be stopped while a knock-down jump is being replaced, this is from the moment the rider gets his mount in a position to retake the jump until the proper authority signals that the jump has been replaced. It shall be the rider's responsibility to be ready to continue the course when the signal is given.
9. Jumpers will be scored as follows: when a horse commits two or more faults at the same obstacle, only the major fault, or only one in case of equal faults, will count except when a disobedience occurs. Disobediences are cumulative and faulted in addition to other faults occurring at the same obstacle.
  - a. Knock-down: When a horse attempts to jump an obstacle and knocks down the obstacle or any portion of it, the standard, or the wing with any portion of the horse, rider, or equipment, it is considered a knock-down and counts four faults, with the following exception: When a horse causes a knock-down while refusing, it is not to be faulted for a knock-down, but should be given only the correct amount of faults for the refusal.
  - b. Disobediences:
    - i. Refusals. When a horse stops in front of an obstacle (whether or not the obstacle is knocked down or altered), it is a refusal unless the horse then immediately jumps the

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obstacle without backing one step. If the horse takes even one step backward, it is a refusal.

- If the horse is moved toward an obstacle after a refusal without attempting to jump, it is considered another refusal.
  - In the case of a refusal on an in-and-out jump, the horse must return to the start of the in-and-out sequence and rejump the previous as well as the following elements.
- ii. Runout. A runout occurs when a horse evades or passes the obstacle to be jumped; jumps an obstacle outside its limiting markers; or the horse or rider knocks down a flag, standard, wing, or other object limiting the obstacle (without jumping the obstacle).
  - iii. Loss of forward movement. Failure to maintain trot, canter, or gallop after crossing the starting line (except when it is a refusal, a runout, or due to uncontrollable circumstances, such as when an obstacle is being reset) is a disobedience.
  - iv. Unnecessary circling on course. Circling once upon entering the ring (prior to crossing the starting line) and once upon leaving is permissible. Additional circling on the course or unnecessary showing of a fence to the horse is a disobedience.
    - First disobedience (anywhere on course): 3 faults.
    - Second disobedience (anywhere on course): 6 additional faults.
    - Third disobedience (anywhere on course): Elimination.
  - c. Fall of horse and/or rider: Elimination.
  - d. Failure to complete course, off course: Elimination.
  - e. Jumping an obstacle before it is reset or without waiting for the signal to proceed: Elimination.
  - f. Starting before the judge's audible signal to proceed; jumping an obstacle before the start or after crossing the finish line, whether forming part of the course or not; jumping obstacles out of order; off course: Elimination.
  - g. Failure to enter ring within 1 minute of being called: Elimination.
  - h. Failure to cross the starting line within 1 minute after the judge's audible signal to proceed: Elimination.
  - i. Jumping any obstacle before crossing the starting line unless the obstacle is designated as a practice jump: Elimination.
  - j. In cases of broken equipment, the rider may either continue without penalty or stop and correct with difficulty, in which case the rider will be penalized three faults. In case of loss of shoe, rider may either continue without penalty or be eliminated.
10. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect,

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misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.

11. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

### **XXII. Hunt Seat Equitation Over Fences (Equitation Over Fences)**

1. The rider's performance and skills over fences are being judged in this class: the rider's basic position in the saddle; the position and use of hands, legs, and feet; the ability to control and show the horse.
2. Each rider shall perform a pattern consisting of at least six jumps. Three cumulative refusals will cause elimination. Maximum fence heights and types of fences shall be like those listed in Working Hunter rules.
3. Position: Same as Hunt Seat Equitation.
4. The judge will score each rider on his/her individual skills and execution of the pattern.
5. The top riders may be required to work on the rail to determine the final placings.
6. Equipment: Same as Working Hunter—Exception: If rail work is used, same as Hunter Under Saddle.
7. Scoring over fences: Same as Working Hunter with emphasis placed on the rider's equitation.
8. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
9. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

### **XXIII. Trail**

1. This class will be judged on the performance of the horse over obstacles with emphasis on manners, response to rider, and attitude. Judges will assign a point value to each obstacle and points will be added to or subtracted from this score based on the horse's performance over that obstacle.
  - a. Credit Given. Credit will be given to those horses negotiating the obstacles cleanly, smoothly, and alertly with style and prompt response to rider's cues.
2. Attire and Tack. Riders have the option of showing in either Western attire and tack or English attire and tack. Mixing of attire and/or tack is not permitted. See Western and English Performance Rules.
3. Horses should be penalized for any of the following:
  - a. Any horse performing with an artificial or mechanical appearance should be penalized.
  - b. Horses should be penalized for touches and knock-downs of any elements of the course and for unnecessary delay in approaching the obstacles.

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- c. Extreme variation of gait is to be penalized.
4. The following will result in a no score on a particular obstacle, but does not mean disqualification from the class:
  - a. Doing an obstacle differently than described on the pattern.
  - b. Missing or not attempting an obstacle.
  - c. Failure to complete an obstacle.
  - d. Failure to be in the prescribed gait or on the correct lead.
5. Maneuvering the course.
  - a. Gaits. The course must be designed to require each horse to demonstrate walk, jog/trot and lope/canter somewhere between the obstacles as part of the working course. Exception—Walk-Trot classes will only be required to walk and jog/trot in the course. Enough space must be provided for the judge to evaluate the gaits. The horse's way of going should be appropriate for a trail horse.
  - b. Add or Subtract Points. Points may be added or subtracted from a horse's total score on the obstacles based on his attitude, manners, style, and way of going, manner of travel.
  - c. Major Fault. A horse with a major fault on the course, knock downs, etc., should not place ahead of a horse that worked the obstacles cleanly.
6. Course Requirements:
  - a. Use care in setting up the course. Care must be exercised to avoid the setting up of any of these obstacles in a manner that may be hazardous to the horse or rider. Obstacles not combined shall be a minimum of nine feet apart.
  - b. Change of procedure. Where the local conditions and equipment will not permit the establishments of obstacles as specified and that they may require changing of procedures of hand on the reins, then all competitors must be advised that such changing of procedure or of hands is permitted.
7. Exhibitor requirements:
  - a. When riding with one hand, exhibitor must use only one hand on the reins and may not be changed except when: Exception—English, Western snaffle or hackamores.
    - i. Putting on or removing slicker.
    - ii. Carrying an object from one part of the arena to another.
    - iii. Dismounting
8. Obstacle Requirements. Course will include a minimum of 6 and a maximum of 8 obstacles and must be designed using obstacles from each of the following divisions with a maximum of 2 obstacles per division.
  - a. Division A.
    - i. Walk-overs. An obstacle of at least four poles measuring 20 inches to 24 inches \*between poles, either on the ground or raised with a maximum center height of 10 inches. These can be in a straight line, curved or zigzag.

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- ii. Trot-overs. An obstacle of at least four poles measuring 36 inches to 42 inches \*between poles, either on the ground or raised with a maximum center height of 10 inches. These can be in a straight line, curved or zigzag.
- iii. Lope-overs. An obstacle of at least four poles, measuring 6 feet to 7 feet \*between poles, either on the ground or raised with a maximum center height of 12 inches. These can be in a straight line, curved or zigzag.

\*NOTE: A curved or zigzag design is measured for distance between the poles, from center of the length of the pole to the center of the length of the next pole.

- iv. Jump.
  - 1. An obstacle designed for horses to be ridden over, either:
    - a. Single Jump. An obstacle whose center height is not less than 14 inches high or more than 24 inches high; or
    - b. Multiple Jump. Obstacles with a maximum center height of 18 inches high.
  - 2. The saddle horn may be held during the execution of this obstacle only.

### b. Division B.

- i. Side-pass. An object of such nature and length which is safe may be used to demonstrate the responsiveness of the horse to leg signals. If raised, height may not exceed 12 inches. The obstacle may be designed to require the horse to side pass either or both ways in a pattern. Objects such as a bale of hay that may become entangled in a horse's feet or legs will not be used.
- ii. Lime Circle. Requiring either:
  - 1. Turn on the forehand with front feet inside and back feet turning on outside of circle; or
  - 2. Turn on haunches with hind feet inside and front feet on outside of circle.
- iii. Square, minimum 6' sides. Ride into the square. While all four feet are confined in the square, make a turn and ride out.
- iv. Gate. The gate must be set up so that it is a minimum of four feet in length and four feet in height and so that the exhibitor can open from his/her right or left side. It is permissible to change hands prior to opening the gate if the gate is in such a position as to justify the change of hands on the reins. If change of hands is required, at the completion of the obstacle, rider must return to original rein hand.

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Riders losing control of the gate while passing through shall be penalized and scored accordingly.

### c. Division C.

- i. Back through. Shall consist of either:
  1. Poles. Straight L, double L, V, U or similar shaped obstacle. On ground, 30 inches between minimum; elevated, 32 inches between minimum elevated height, not to exceed 12 inches.
  2. Barrels or Cones, minimum of three. 36 inches between minimum.
  3. Triangle. 36 inches between minimum at entry and 40 inches between minimum for sides. If guardrails are used with b, or c, they shall be 3 to 4 feet from the sides of the obstacle.
- ii. Bridge. A bridge with a wooden floor not to exceed 12 inches in height and with or without side rails not less than 36 inches apart will be used. A log placed under the bridge to create a teeter-totter effect is not prohibited so long as it is secured to the bridge so as not to shift during the passage of the horse over the bridge.
- iii. Water Hazard. A ditch or shallow pond of water may be used. A horse must pass through this obstacle, which must be large enough so that to properly complete this obstacle all four feet of the horse must step in the water. Management may not place any item in the water. If a box is used, simulated water is permissible.
- iv. Simulated Water. A plastic sheet, secured to the ground, so that it will not become affixed to the horse's foot when a horse passes over the simulated water.

### d. Division D.

- i. Carrying Object. Any object, other than animal or fowl, and of a reasonable size or weight, may be carried to a specific point.
- ii. Drag or Pull. Any object other than animal or fowl, which can be reasonably pulled or dragged without the exhibitor having to dally, may be used. Dallying shall be at the option of the exhibitor.
- iii. Slicker. When this obstacle is used, it will be so located that the exhibitor can ride to the slicker, put it on and remove it and return it to a designated place. Reins may be held or dropped on the neck of the horse or over the saddle horn while so doing.
- iv. Mailbox. Remove and/or replace items. Side pass is optional.
- v. Animal Hide. Either ride over or next to an animal hide.



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- vi. Ground Tie. Ride or proceed to the designated place, dismount and either hobble or ground tie the horse and move away from the horse a reasonable distance to clearly show the proper training of the horse. To ground tie, reins shall be as follows.
    1. Split, drop the reins.
    2. Romal, remove reins over the head of horse, unclip off rein and drop.
    3. Hackamore, drop lead.
    4. English, remove reins over the head of horse, unbuckle rein and drop.
  - vii. Serpentine. Obstacle consisting of four pylons, guardrails optional, through which a horse will maneuver at a walk or jog-trot. Guardrails shall consist of poles placed parallel and a minimum of 3 feet from the side of the pylons; walk pylons, minimum 3 feet apart, base to base. Jog-trot pylons, minimum 6 feet apart, base to base.
  - viii. Jog-around. Square consisting of 4 poles, minimum of 12 feet long, and a pylon placed in the center of the square. Exhibitor will enter over a designated pole; perform a minimum 90 degree jog around the pylon and exit over the designated pole.
  - ix. Jog-through. Shall consist of:
    1. Poles. L, double L, V, U or similar shaped obstacle. On ground, 3 feet minimum and 4 feet maximum; elevated, 3 feet 3 inches between minimum and 4 feet 3 inches maximum. Elevated height shall not exceed 12 inches.
9. Unacceptable obstacles:
- a. Tires.
  - b. Animals.
  - c. Water box with floating or moving parts.
  - d. Flames, dry ice, fire extinguisher, etc.
10. The judge should walk the course and has the right and duty to alter the course if at any time an obstacle is deemed to be unsafe by the judge. If an obstacle is deemed to be unsafe, 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 deducted from all previous works for that class.
11. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
12. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

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**XXIV. Versatility Performance Class**

1. This class recognizes the exhibitor's ability to ride a horse functionally and correctly using various aids to cause the horse to perform required basic maneuvers.
2. This class is not open to Walk-Trot or Green Horse exhibitors.
3. Exhibitor shall be judged as in a Western Horsemanship and Hunt Seat Equitation class.
4. Class Routine:
  - a. Exhibitors shall exhibit in the Western portion of the class first.
    - i. Attire and Equipment for the Western portion is the same as in the Western Performance Rules.
    - ii. Western portion of the class will be judged on the same specifications as outlined in the Western Horsemanship/Equitation section.
    - iii. Total number of points exhibitor in the Western portion of the class can earn is 30 points.
  - b. After the Western portion of the class has been judged, exhibitors are required to change tack and attire for the English portion of the class. Tack changes are not to exceed 15 minutes in length and points shall be awarded according to the order in which the tack and attire changes are finished.
    - i. 1<sup>st</sup>: 10 points added to total score.
    - ii. 2<sup>nd</sup>: 8 points added to total score.
    - iii. 3<sup>rd</sup>: 6 points added to total score.
    - iv. 4<sup>th</sup> and below: 4 points added to total score.
  - c. English portion of the class shall be judged as follows:
    - i. Attire and Equipment for the English portion is the same as in the Western Performance Rules.
    - ii. English portion of the class will be judged on the same specifications as outlined in the Hunt Seat Equitation section.
    - iii. Total number of points exhibitor in the English portion of the class can earn is 30 points.
  - d. No mixing of tack is permitted.
    - i. 5 points shall be deducted from the total score for each infraction.
  - e. No mixing of attire is permitted.
    - i. 5 points shall be deducted from the total score for each infraction.
  - f. Exhibitor is permitted to have one helper.
    - i. Minimum age to be a helper is 9 years as of January 1<sup>st</sup> of the current 4-H year (July 1<sup>st</sup> to June 30<sup>th</sup>).
    - ii. Helper is required to wear boots.
    - iii. Wheelbarrow is permitted.
    - iv. Helper may hold the horse and/or tack and equipment. However, helper's role is limited to the restrictions as

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outlined for adult help in the 4-H horse program (ex. helper may not assist in the exhibitor performing the tack change).  
Exception—helper may load the wheelbarrow and/or carry any tack or equipment as necessary.

- v. Helper may assist with attire change.
5. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.

### **XXV. Walk-Trot Performance Classes**

1. Classes open to 4-H exhibitors with no age restriction but limited in performance (walk and trot/jog only, not cantering/loping). Competition is not limited to a specific number of years, provided the exhibitor has not competed at any show (open, 4-H, breed, etc.) in a canter/lope class.  
\*\*\*Competition in this division at the California State 4-H Horse Classic is limited to one year only.
2. Classes which may be offered but are not limited to the following:
  - a. Hunter Under Saddle
  - b. Hunt Seat Equitation
  - c. Hunter Hack (ground poles)
  - d. Western Pleasure
  - e. Western Horsemanship
  - f. Trail
  - g. Speed events
3. Class descriptions shall be the same as in the regular performance rules with the omission of the lope/canter elements.
4. Attire and Equipment. Attire and equipment shall be the same as specified in the English Performance Rules and the Western Performance Rules.
5. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.

### **XXVI. Green Horse Performance Classes**

1. Green Horse: A green horse is a horse that is in its first or second calendar year (January 1 to December 31) of showing in performance classes in any horse show (4-H, open or breed).
  - a. If the green horse is being shown Western it may be shown with two hands in a snaffle or a hackamore or any legal Western bit as described in the bits section Western Performance Rules.
  - b. If the green horse is being shown English it may be shown in any legal bit as described in the bits section of the English Performance Rules.

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2. The green horse division shall be a two-gaited class (walk/trot or jog) designed so that the green horse can compete with other horses of their same experience level, while preparing them to compete in regular classes.  
\*\*\*Competition in this division at the California State 4-H Horse Classic is limited to the following:
  - a. Once an eligible green horse has participated in the California State 4-H Horse Classic, it forfeits any further eligibility to compete in green horse division classes at any 4-H competition regardless of discipline.
3. Classes which may be offered but are not limited to the following:
  - a. Hunter Under Saddle
  - b. Hunt Seat Equitation
  - c. Hunter Hack (ground poles)
  - d. Western Pleasure
  - e. Western Horsemanship
  - f. Trail
  - g. Speed events
4. Class descriptions shall be the same as specified in the regular performance rules with the omission of the lope/canter elements.
5. Attire and Equipment. Attire and equipment shall be the same as specified in the English Performance Rules and the Western Performance Rules.
6. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.

### **XXVII. In-Hand Classes**

1. In-Hand classes are designed for exhibitors to show horses in ground work classes.
2. There is no age restriction on horses exhibited in In-Hand classes. Horse exhibited in In-Hand classes may not be exhibited in any riding performance classes.
3. Attire and Equipment rules will follow the Western Showmanship and English Showmanship Rules. Exception—horses two years old and under and exhibited in English style, must be shown in a plain leather halter.
  - a. For horses show in a halter, chain is optional but not recommended or encouraged.
  - b. Lead straps are often attached to a chain and snap. The lead strap may be snapped below the jaw in the center ring of the halter or the chain can be run under the horse's chin and snapped to the upper or lower halter ring on the right side of the horse's head.
  - c. The chain may not be run over the horse's nose.
4. Classes which may be offered but are not limited to the following:
  - a. Showmanship

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- b. Trail
  - c. Horsemanship or similar type pattern class
  - d. Speed events
5. Horses to be shown at a walk and trot/jog only.
  6. Class descriptions shall be the same as in the regular performance rules with the omission of lope/canter elements and elements requiring the exhibitor to be mounted.
  7. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
  8. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

### **XXVIII. Gymkhana Classes (Speed Events)**

1. Gymkhana classes are designed as timed events. Horses will be ranked by fastest speed to slowest speed.
2. Attire. Attire same as in English Performance Rules and Western Performance Rules.
3. Classes that may be offered but are not limited to the following:
  - a. Cloverleaf Barrels
  - b. California Speed Barrels
  - c. Pole Bending (I and/or II)
  - d. Single Stake Race
  - e. Bi-rangle Stake Race
  - f. Quadrangle Stake Race
4. Rules for Gymkhana Classes will be as specified in the most current version of the California Gymkhana Association (CGA) Rulebook. Exception—the following rules in this rulebook shall take precedent over CGA Rules:
  - a. General Rules and Regulations
  - b. Code of Conduct
  - c. Cruelty to and Abuse of a Horse
  - d. Miscellaneous Horse Show Rules
  - e. Protests
  - f. Drugs and Medication
  - g. Performance General Rules
5. The judge shall have the authority to remove any contestant from a show and/or class he or she is judging if the contestant shows any disrespect, misconduct, and/or cruelty and/or abuse as to render him- or herself or the show in an unprofessional manner.
6. Judges shall be the sole persons responsible for determining if a rider has correctly completed the pattern.

### **Gymkhana Events Course Layouts and Patterns**

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### **General Information**

This section provides information on the course layout, course pattern, and penalties associated with specific events. General information applicable to these events is given in other sections of this rule book.

a. The course diagrams that follow are intended to depict the proper turning direction around obstacles. The straightline method of proceeding from one obstacle to another, however, is not mandatory. A rider may be considered on course so long as he/she remains within the confines of the arena and negotiates all obstacles in the correct direction without recrossing the timing line until the course is completed.

b. In all Gymkhana events there must be at least 15' between any obstacle to be turned and the fence or rail. All measurements shall be made from the center position of the obstacle except for the Keyhole race which is 25 feet from the center.

c. The distance for running starts shall be exactly 80' from the timing line. Unless the fence is used as the 80' foul line, that line must be marked with either a non-caustic type of lime or flour. Poles may be used to mark the foul lines for reverse rides.

d. The starting gate shall be 30' in width for all events unless otherwise specified in the event diagrams.

e. The minimum size of the arena in order to be able to run is 120' wide by 250' long. In this case, no more than one rider shall be in the arena at one time.

### **Events for Individual Contestants**

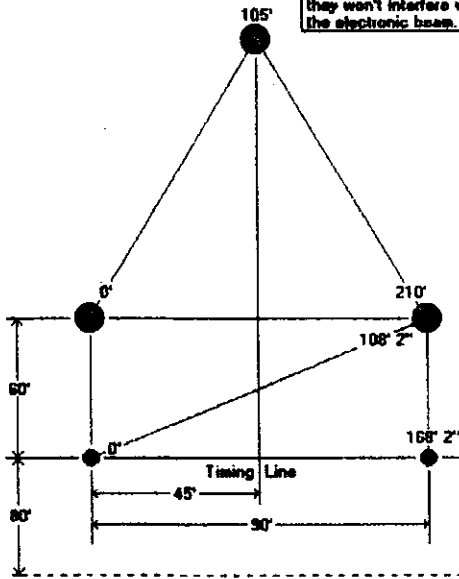
In all of the following events for individual contestants, the same procedure is to be followed as per the instructions

### **Course Layout Diagrams**

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## BARRELS

Course Layout :

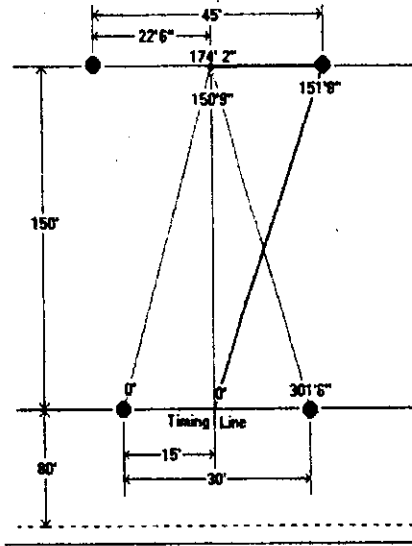


Obstacles:  
2 Poles  
3 Barrels

Note: Timing Poles are set approximately 5" behind the timing line so they won't interfere with the electronic beam.

## BIRANGLE

Course Layout :

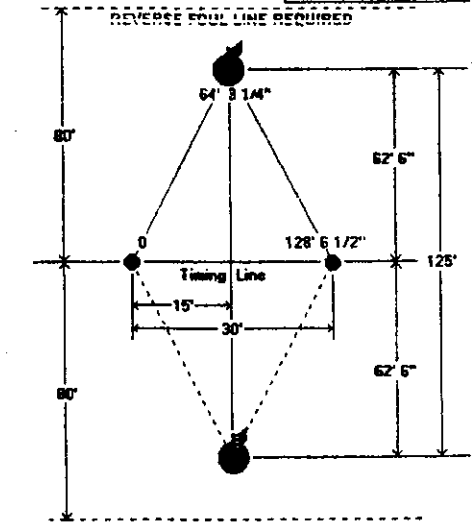


Obstacles:  
4 Poles

Note: Timing Poles are set approximately 5" behind the timing line so they won't interfere with the electronic beam.

## FIGURE 8 FLAGS

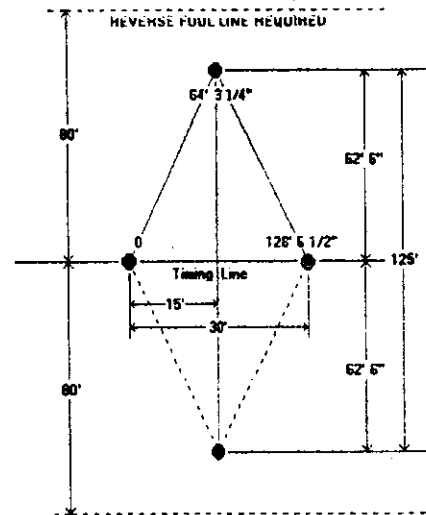
Course Layout :



Obstacles:  
2 Barrels, 2 Poles, 2 Poles,  
3 Flags, Sand  
Note: Timing Poles are set approximately 5" behind the timing line so they won't interfere with the electronic beam.

## FIGURE 8 STAKE

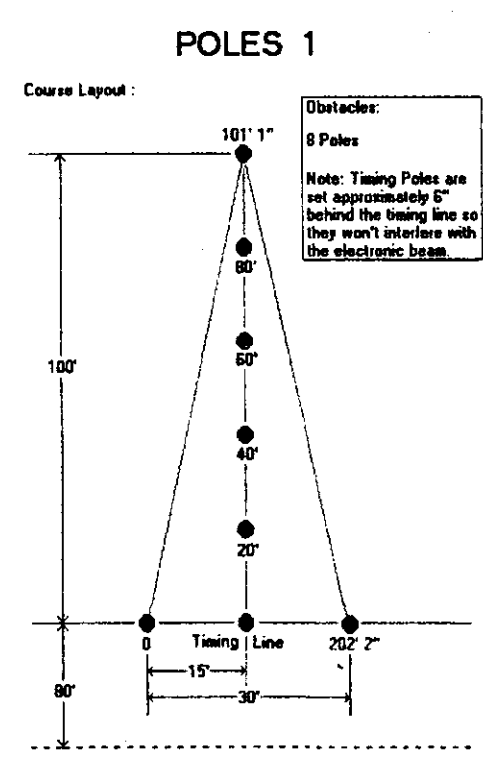
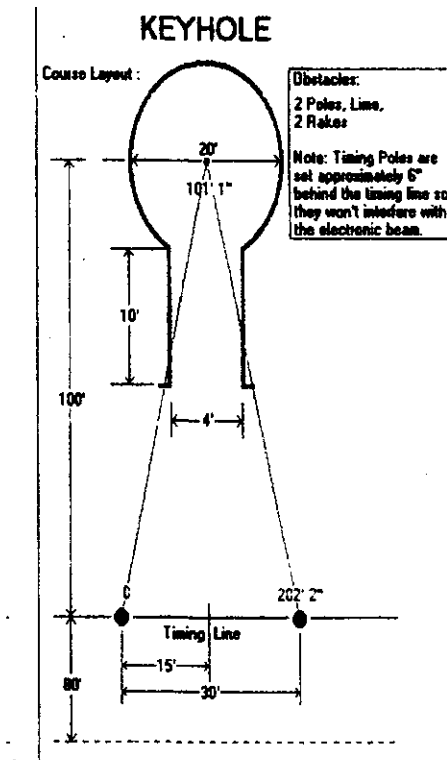
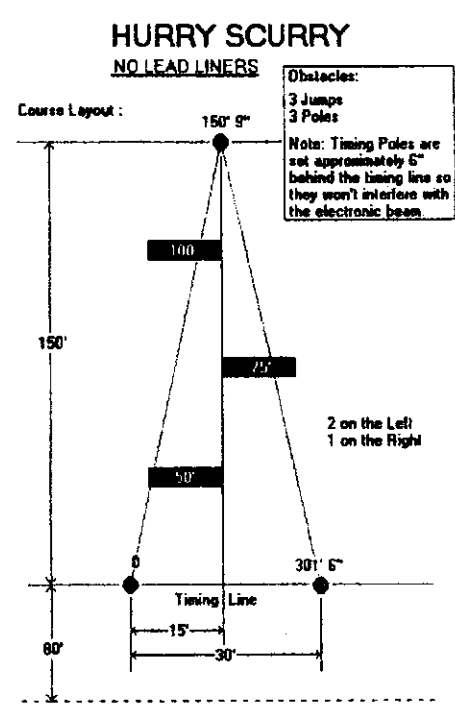
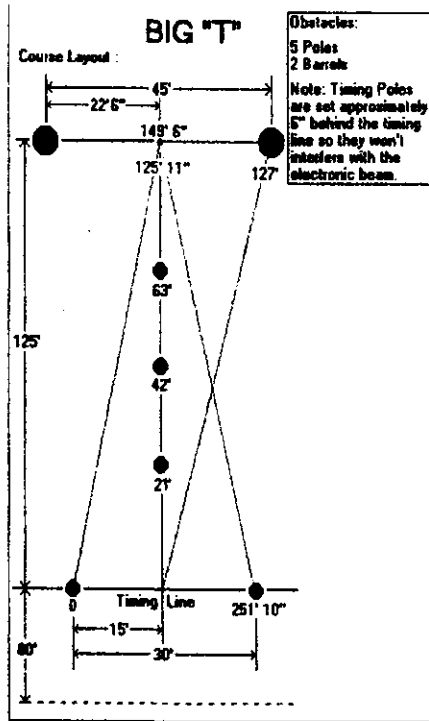
Course Layout :



Obstacles:  
4 Poles

Note: Timing Poles are set approximately 5" behind the timing line so they won't interfere with the electronic beam.

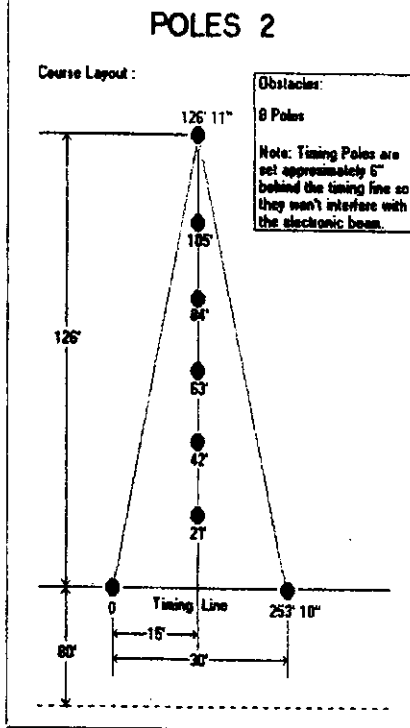
# PLACER COUNTY 4-H HORSE HANDBOOK



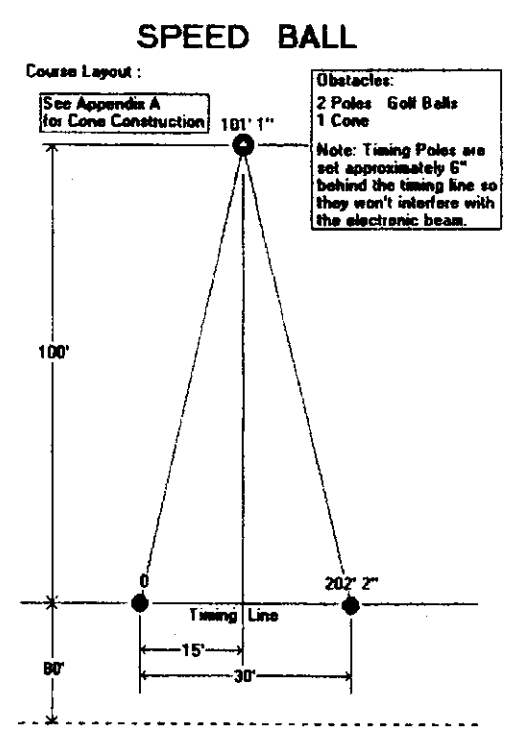


# PLACER COUNTY 4-H HORSE HANDBOOK

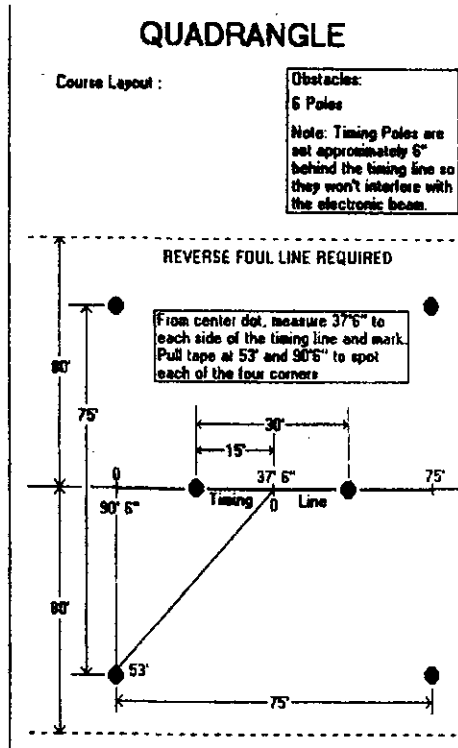
## POLES 2



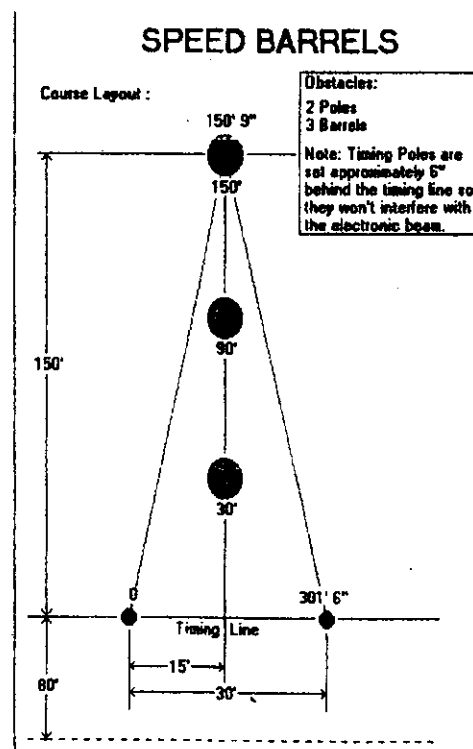
## SPEED BALL



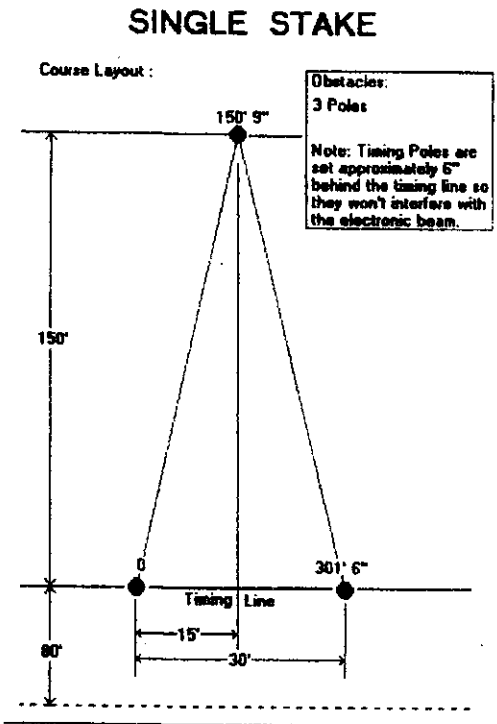
## QUADRANGLE



## SPEED BARRELS



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## Barrels

Go through the timing line, go to either barrel # 1 first, making a right turn and then to barrels #2 and #3, making left turns; or to barrel #2 first, making a left turn and then to barrels #1 and #3, making right turns; then return through the timing line.

Page 41

Left turn around each of the two barrels.

Right turn around each of the two barrels.

## Big T

Go through the timing line, pass the first pole on either the left or the right, pass the next two poles on alternate sides. If the 3rd pole is passed on the right side, proceed to the barrel on

your left, making a left turn and then a left turn around the other barrel.

The weave back through the three poles on opposite sides to pass through the timing line.

**Note:** If the first pole is

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passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns.

Page 42

Two Left Turns

Two Right Turns

### **Birangle**

Go through the timing line and run to the inside of either pole. Turn the pole and run to the second pole, turning in the same direction as the first pole. Return to timing line.

Page 43

Right turn around last barrel.

Left turn around last barrel.

### **Figure 8 Flag**

Start from either end of the course carrying a flag. Go through timing line and go around first barrel in either direction, exchange flags, then go around the second barrel, turning it in the opposite direction. Exchange flags and return to the timing line. The dowel portion of the flag must be in the pail and touching the sand. If the flag has fallen (laid over pail or barrel), but not touched the ground, the rider may recover it and place it in the pail. If the flag touches the ground, the rider is disqualified.

**Special penalty:** The rider will be disqualified for knocking over a pail, or for using the flag as a club or bat.

Page 44

Left Turn First

Right Turn First

### **Figure 8 Stake**

Start from either end of the course. Go through the timing line to the first pole, go around it in either direction. Go across the timing line to the next pole and go around it in the opposite direction, then return across the timing line.

Page 45

2 jumps first and right turn

1 jump first and left turn

### **Hurry Scurry**

Go through timing line and either go down left side making two jumps, a right turn around the pole and 1 jump, or go down right side making 1 jump, a left turn around the pole and two jumps, then go back across the timing line.

**Special penalty:** The rider will be disqualified if all four feet of the horse do not go over each jump and the course is not corrected.

Page 46

Rider may turn in either direction in the Keyhole.

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### **Keyhole**

Go through the timing line, run into the circle of the keyhole, turn in either direction, and return through the timing line. All four of the horse's feet must enter the circle.

**Special penalty:** The rider will be disqualified if the horse's hoof touches the ground on or outside of any portion of the Keyhole (circle or wings).

**Note:** A penalty judge shall be stationed near the Keyhole and shall determine (by viewing hoof prints) the qualification of the ride. Such decision is final. One or more assistants shall be stationed near the Keyhole with rakes and will rake the disturbed area near the Keyhole as needed.

Page 47

Left turn at last pole

Right turn at last pole

### **Pole Bending I**

Go through the timing line, pass the first pole on either side, pass the successive poles on alternate sides, turn the last pole and return, passing each pole on alternate sides.

Page 48

Left turn at last pole

Right turn at last pole

### **Pole Bending II**

Go through starting line, go along either side of the poles to the last pole, turn around last pole, pass successive poles on alternate sides, turn around first pole, continue to pass successive poles on alternate sides, turn around last pole and go along the side of the poles to the timing line.

Page 49

Right turns first

Left turns first

### **Quadrangle Stake**

Starting from either end, go through the timing line, turn the first pole from the inside, turn the second pole in the same direction, cross the timing line and turn the third pole from the inside in the opposite direction as the first two poles, turn the fourth pole in the same direction as the third pole, pass back through the timing line.

Page 50

### **Speed Ball**

Go through timing line to cone. Turn the cone in either direction, dropping the golf ball in the cone. Go back through timing line.

**Special penalty:** A rider will be disqualified if the golf ball does not go inside the cone or if the cone is knocked over. Any action by the horse or rider that causes the ball to be outside of the cone at the end of the ride shall be a "No Time" ride. The cone shall be set on flat ground with no openings underneath the edges of the cone. If the ball

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rolls out from under the cone because of uneven ground, this shall be considered an illegal course, and the rider shall be given a reride.

The rider may make a left or right turn around the cone.

Page 51

Right turn around end barrel

Left turn around end barrel

### **Speed Barrels**

Go through timing line, pass first barrel on either side, pass the succeeding barrels on alternate sides, turn around last barrel, pass remaining barrels on alternate sides, go through timing line.

Page 52

Right turn around pole

Left turn around pole

### **Single Stake**

Go through timing line to pole, turn pole in either direction, return across timing line.

## **XXIX. Quick Reference Charts**

### **WESTERN SHOWMANSHIP, HALTER, IN-HAND**

<b>REQUIRED</b>	<b>OPTIONAL</b>	<b>PROHIBITED</b>
<ul style="list-style-type: none"> <li>▪ Long-sleeved white shirt</li> <li>▪ White or off white pants</li> <li>▪ Belt</li> <li>▪ Western boots</li> <li>▪ 4-H scarf (girls)</li> <li>▪ 4-H tie (boys)</li> <li>▪ 4-H hat, western straw hat, or ASTM-SEI helmet</li> <li>▪ Halter and lead rope</li> </ul>	<ul style="list-style-type: none"> <li>▪ Banding of horse's mane</li> <li>▪ Short-sleeve white shirt (but is not desirable)</li> <li>▪ Gloves</li> <li>▪ Chain</li> </ul>	<ul style="list-style-type: none"> <li>▪ Mixing of attire</li> <li>▪ Crop</li> <li>▪ Western felt hat</li> <li>▪ Spurs</li> <li>▪ Leg wraps or boots on the horse</li> </ul>

### **ENGLISH SHOWMANSHIP, IN-HAND**

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<b>REQUIRED</b>	<b>OPTIONAL</b>	<b>PROHIBITED</b>
<ul style="list-style-type: none"> <li>▪ Long sleeved white English shirt</li> <li>▪ Rat-catcher &amp; pin or monogram (girls)</li> <li>▪ Tie (boys)</li> <li>▪ Breeches</li> <li>▪ Belt (if breeches have belt loops)</li> <li>▪ English boots</li> <li>▪ ASTM-SEI helmet</li> <li>▪ English bridle w/bit</li> </ul>	<ul style="list-style-type: none"> <li>▪ Short-sleeved white shirt (but is not desirable)</li> <li>▪ Jodhpurs (exhibitors 9 or 10 years old only)</li> <li>▪ Gloves</li> <li>▪ Half-chaps</li> <li>▪ Braiding of mane and tail in hunt type</li> <li>▪ Roached mane</li> <li>▪ Plain leather halter and lead strap (w/ or w/o chain)</li> </ul>	<ul style="list-style-type: none"> <li>▪ Mixing of attire</li> <li>▪ Colored English shirt</li> <li>▪ Hunt coat</li> <li>▪ Leg wraps or boots on the horse</li> <li>▪ Crop</li> <li>▪ Spurs</li> </ul>

**WESTERN HORSEMANSHIP, WESTERN PLEASURE**

<b>REQUIRED</b>	<b>OPTIONAL</b>	<b>PROHIBITED</b>
<ul style="list-style-type: none"> <li>▪ Long-sleeved shirt or jacket</li> <li>▪ Belt</li> <li>▪ Pants</li> <li>▪ Western boots (see detailed description in Western Performance Rules)</li> <li>▪ Scarf or pin (when wearing button collar shirts)</li> <li>▪ ASTM-SEI helmet</li> <li>▪ Western saddle pad/blanket</li> <li>▪ Cinch</li> <li>▪ Western bridle (browband, slit/split ear, shaped ear)</li> <li>▪ Split or romal reins</li> <li>▪ Legal western bit, or hackamore/bosal with macate</li> </ul>	<ul style="list-style-type: none"> <li>▪ Gloves</li> <li>▪ Vest or jacket</li> <li>▪ Shorts-sleeved shirt if worn under a jacket</li> <li>▪ Dress chaps</li> <li>▪ Western spurs</li> <li>▪ Banding of horse's mane</li> <li>▪ Artificial tail</li> </ul>	<ul style="list-style-type: none"> <li>▪ Mixing of attire</li> <li>▪ One piece equitation suit</li> <li>▪ Martingales</li> <li>▪ Tie-downs</li> <li>▪ Cavesson type nosebands</li> <li>▪ Draw reins</li> <li>▪ Mechanical hackamore or pencil bosal</li> <li>▪ Schooling equipment</li> <li>▪ Crop</li> <li>▪ Leg wraps or boots on horse</li> <li>▪ Riding sneaker type shoes</li> </ul>

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<ul style="list-style-type: none"> <li>▪ Chin strap with bit</li> </ul>		
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**TRAIL**  
(Can be shown either English or Western)

**WESTERN:**

<b>REQUIRED</b>	<b>OPTIONAL</b>	<b>PROHIBITED</b>
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<ul style="list-style-type: none"> <li>▪ Long-sleeved shirt or jacket</li> <li>▪ Belt</li> <li>▪ Pants</li> <li>▪ Western boots (see detailed description in Western Performance Rules)</li> <li>▪ Scarf or pin (when wearing button collar shirts)</li> <li>▪ ASTM-SEI helmet</li> <li>▪ Western saddle pad/blanket</li> <li>▪ Cinch</li> <li>▪ Western bridle (browband, slit/split ear, shaped ear)</li> <li>▪ Split or romal reins</li> <li>▪ Legal western bit, or hackamore/bosal with macate</li> <li>▪ Chin strap with bit</li> </ul>	<ul style="list-style-type: none"> <li>▪ Gloves</li> <li>▪ Vest or jacket</li> <li>▪ Shorts-sleeved shirt if worn under a jacket</li> <li>▪ Dress chaps</li> <li>▪ Western spurs</li> <li>▪ Banding of horse's mane</li> <li>▪ Artificial tail</li> <li>▪ Hobbles</li> <li>▪ Riata</li> </ul>	<ul style="list-style-type: none"> <li>▪ Mixing of attire</li> <li>▪ One piece equitation suit</li> <li>▪ Martingales</li> <li>▪ Tie-downs</li> <li>▪ Cavesson type nosebands</li> <li>▪ Draw reins</li> <li>▪ Mechanical hackamore or pencil bosal</li> <li>▪ Schooling equipment</li> <li>▪ Crop</li> <li>▪ Leg wraps or boots on horse</li> <li>▪ Riding sneaker type shoes</li> </ul>
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**ENGLISH:**

REQUIRED	OPTIONAL	PROHIBITED
<ul style="list-style-type: none"> <li>▪ Long sleeved English shirt</li> <li>▪ Rat-catcher &amp; pin or monogram (girls)</li> <li>▪ Tie (boys)</li> <li>▪ Breeches</li> <li>▪ Belt (if breeches have belt loops)</li> <li>▪ English boots (see detailed description in English Performance Rules)</li> <li>▪ ASTM-SEI helmet</li> <li>▪ English bridle</li> <li>▪ Legal English bit</li> <li>▪ English girth</li> </ul>	<ul style="list-style-type: none"> <li>▪ Hunt coat</li> <li>▪ Short-sleeved white shirt (if under hunt coat)</li> <li>▪ Jodhpurs (exhibitors 9 or 10 years old only)</li> <li>▪ Gloves</li> <li>▪ Half-chaps</li> <li>▪ Solid color pullover V-neck or crew neck sweater/vest</li> <li>▪ English spurs (unrowelled)</li> <li>▪ Braiding of mane and tail in hunt type</li> <li>▪ Roached mane</li> <li>▪ Crop</li> <li>▪ Hunting breastplate</li> </ul>	<ul style="list-style-type: none"> <li>▪ Mixing of attire</li> <li>▪ Rowelled or slip-on spurs</li> <li>▪ One piece equitation suit</li> <li>▪ Sweatshirt</li> <li>▪ Leg wraps or boot on the horse</li> <li>▪ Any schooling equipment</li> <li>▪ Draw reins</li> <li>▪ Running or standing martingales</li> <li>▪ Dropped nosebands</li> </ul>

**HUNTER UNDER SADDLE, HUNT SEAT EQUITATION, HUNTER HACK**

REQUIRED	OPTIONAL	PROHIBITED
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<ul style="list-style-type: none"> <li>▪ Long sleeved English shirt</li> <li>▪ Rat-catcher &amp; pin or monogram (girls)</li> <li>▪ Tie (boys)</li> <li>▪ Breeches</li> <li>▪ Belt (if breeches have belt loops)</li> <li>▪ English boots (see detailed description in English Performance Rules)</li> <li>▪ ASTM-SEI helmet</li> <li>▪ English bridle</li> <li>▪ Legal English bit</li> <li>▪ English girth</li> </ul>	<ul style="list-style-type: none"> <li>▪ Hunt coat</li> <li>▪ Short-sleeved white shirt (if under hunt coat)</li> <li>▪ Jodhpurs (exhibitors 9 or 10 years old only)</li> <li>▪ Gloves</li> <li>▪ Half-chaps</li> <li>▪ Solid color pullover V-neck or crew neck sweater/vest</li> <li>▪ English spurs (unrowelled)</li> <li>▪ Braiding of mane and tail in hunt type</li> <li>▪ Roached mane</li> <li>▪ Crop</li> <li>▪ Hunting breastplate</li> </ul>	<ul style="list-style-type: none"> <li>▪ Mixing of attire</li> <li>▪ Rowelled or slip-on spurs</li> <li>▪ One piece equitation suit</li> <li>▪ Sweatshirt</li> <li>▪ Leg wraps or boot on the horse</li> <li>▪ Any schooling equipment</li> <li>▪ Draw reins</li> <li>▪ Running or standing martingales</li> <li>▪ Dropped, flash, and/or figure eight noseband (in Hunter Under Saddle)</li> </ul>
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## JUMPING

REQUIRED	OPTIONAL	PROHIBITED
<ul style="list-style-type: none"> <li>▪ Long sleeved English shirt</li> <li>▪ Rat-catcher &amp; pin or monogram (girls)</li> <li>▪ Tie (boys)</li> <li>▪ Breeches</li> <li>▪ Belt (if breeches have belt loops)</li> <li>▪ English boots (see detailed description in English Performance Rules)</li> <li>▪ ASTM-SEI helmet</li> <li>▪ English bridle</li> <li>▪ Legal English bit</li> <li>▪ English girth</li> </ul>	<ul style="list-style-type: none"> <li>▪ Hunt coat</li> <li>▪ Short-sleeved white shirt (if under hunt coat)</li> <li>▪ Jodhpurs (exhibitors 9 or 10 years old only)</li> <li>▪ Gloves</li> <li>▪ Half-chaps</li> <li>▪ Solid color pullover V-neck or crew neck sweater/vest</li> <li>▪ English spurs (unrowelled)</li> <li>▪ Braiding of mane and tail in hunt type</li> <li>▪ Roached mane</li> <li>▪ Crop</li> <li>▪ Hunting breastplate</li> <li>▪ Running or standing martingale</li> <li>▪ Leg wraps and/or boots on horse</li> <li>▪ Dropped, flash, or figure eight noseband</li> </ul>	<ul style="list-style-type: none"> <li>▪ Mixing of attire</li> <li>▪ Rowelled or slip-on spurs</li> <li>▪ One piece equitation suit</li> <li>▪ Sweatshirt</li> <li>▪ Any schooling equipment</li> <li>▪ Draw reins</li> </ul>

## WORKING HUNTER, EQUITATION OVER FENCES

<b>REQUIRED</b>	<b>OPTIONAL</b>	<b>PROHIBITED</b>
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**PLACER COUNTY 4-H  
HORSE HANDBOOK**

<ul style="list-style-type: none"> <li>▪ Long sleeved English shirt</li> <li>▪ Rat-catcher &amp; pin or monogram (girls)</li> <li>▪ Tie (boys)</li> <li>▪ Breeches</li> <li>▪ Belt (if breeches have belt loops)</li> <li>▪ English boots (see detailed description in English Performance Rules)</li> <li>▪ ASTM-SEI helmet</li> <li>▪ English bridle</li> <li>▪ Legal English bit</li> <li>▪ English girth</li> </ul>	<ul style="list-style-type: none"> <li>▪ Hunt coat</li> <li>▪ Short-sleeved white shirt (if under hunt coat)</li> <li>▪ Jodhpurs (exhibitors 9 or 10 years old only)</li> <li>▪ Gloves</li> <li>▪ Half-chaps</li> <li>▪ Solid color pullover V-neck or crew neck sweater/vest</li> <li>▪ English spurs (unrowelled)</li> <li>▪ Braiding of mane and tail in hunt type</li> <li>▪ Roached mane</li> <li>▪ Crop</li> <li>▪ Hunting breastplate</li> <li>▪ Running or standing martingale</li> <li>▪ Dropped, flash, or figure eight noseband</li> </ul>	<ul style="list-style-type: none"> <li>▪ Mixing of attire</li> <li>▪ Rowelled or slip-on spurs</li> <li>▪ One piece equitation suit</li> <li>▪ Sweatshirt</li> <li>▪ Any schooling equipment</li> <li>▪ Draw reins</li> </ul>
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**WESTERN RIDING, REINING (STOCK HORSE)**

<b>REQUIRED</b>	<b>OPTIONAL</b>	<b>PROHIBITED</b>
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**PLACER COUNTY 4-H  
HORSE HANDBOOK**

<ul style="list-style-type: none"> <li>▪ Long-sleeved shirt or jacket</li> <li>▪ Belt</li> <li>▪ Pants</li> <li>▪ Western boots (see detailed description in Western Performance Rules)</li> <li>▪ Scarf or pin (when wearing button collar shirts)</li> <li>▪ ASTM-SEI helmet</li> <li>▪ Western saddle pad/blanket</li> <li>▪ Cinch</li> <li>▪ Western bridle (browband, slit/split ear, shaped ear)</li> <li>▪ Split or romal reins</li> <li>▪ Legal western bit, or hackamore/bosal with macate</li> <li>▪ Chin strap with bit</li> </ul>	<ul style="list-style-type: none"> <li>▪ Gloves</li> <li>▪ Vest or jacket</li> <li>▪ Shorts-sleeved shirt if worn under a jacket</li> <li>▪ Dress chaps</li> <li>▪ Western spurs</li> <li>▪ Banding of horse's mane</li> <li>▪ Artificial tail</li> <li>▪ Hobbles</li> <li>▪ Riata</li> <li>▪ Leg wraps or boots on horse</li> </ul>	<ul style="list-style-type: none"> <li>▪ Mixing of attire</li> <li>▪ One piece equitation suit</li> <li>▪ Martingales</li> <li>▪ Tie-downs</li> <li>▪ Cavesson type nosebands</li> <li>▪ Draw reins</li> <li>▪ Mechanical hackamore or pencil bosal</li> <li>▪ Schooling equipment</li> <li>▪ Crop</li> <li>▪ Riding sneaker type shoes</li> </ul>
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