This handbook of “Rules” cannot cover all possible situations that may arise during a show or 4-H activity, nor can they regulate all administrative questions. In cases that are not precisely regulated by a rule, it should be possible to reach a consensus from the “Rules” in the handbook. The “Rules” assume that the Horse Advisory Board and Show Officials have the necessary competence, sound judgment and absolute objectivity to reach a solution to a problem. Fairness, logic and a common understanding of the handbook will dictate their decision.
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4-H PLEDGE
I pledge:

“My Head to clearer thinking” – working with animals provides mental relaxation from schoolroom studies and at the same time stimulates quick thinking and alertness.

“My Heart to greater loyalty” – the close bond of comradeship which develops between a horse and its master and between young people planning and working together in a common interest is conducive to a deepening sense of loyalty and consideration for others.

“My Hands to larger service” – skillful hands are a must for a horseman. It is the touch of his hands which telegraphs the rider’s wish to his mount.

“My Health to better living” – out-of-doors activities affect every nerve, muscle, and organ of the body in a healthful way.

“For my club, my community, my country and my world” – the associations and varied activities in 4-H work provide many opportunities for young people to prepare themselves for active participation in the social and economic life of their community.

4-H Motto

“To Make the Best Better”

4-H Colors

Green: Symbolic of living and growing things.
White: Symbolic of purity and character.
OBJECTIVES
The 4-H Horse Project aims to help 4-H members to:
1. Develop leadership, initiative, self-reliance, sportsmanship, and other desirable traits of character.
2. Experience the pride of owning a horse or pony and being responsible for its management.
3. Develop an appreciation of horseback riding as a healthy and wholesome form of recreation.
4. Learn skills in horsemanship and an understanding of the business of breeding, raising and training horses.
5. Increase knowledge of safety precautions to prevent injury to themselves, others, and their mount.
6. Promote greater love for animals and a humane attitude toward them.
7. To be better prepared for citizenship responsibilities through working in groups and supporting community horse projects and activities.

AGE REQUIREMENTS
A member must be between 9 and 19 years old.
Junior members are those who have not reached their 14th birthday before January 1 of the club year.
Senior members are those who have reached their 14th birthday, but not their 19th, before January 1st of the club year.
Members begin and finish the club year in the same age division. They do not change on their birthday.

4-H CALENDAR YEAR
The 4-H calendar year begins on July 1st, and ends on June 30th, of the following year.

SUMMER CAMP
A summer horse camp for 4-H members with their horses may be offered at the discretion of the Horse Advisory Board.

AUXILIARY PROJECTS
Horse Project members are encouraged to participate in other projects that are separate from but easily related to the Horse Project such as the 4-H Horseless Horse, Clothes Horse, Vet Science, Arts and Crafts (macra-tack and leathercraft), Safety, Public Speaking, and Photography Projects.

COMMUNICATION
County Extension Office:(520) 626-5161
Horse Project Hotline: (520) 626-5161 EXT 300
Web page: www.pimacountyhorse.org
STATE 4-H HORSE SHOW

The State 4-H Horse Show is held during the Arizona State Fair in Phoenix in October. This Show is run according to the State 4-H Horse Show Rules. Some of these rules differ from the Pima County 4-H Horse Show Rules in subtle yet significant ways. Anyone considering entering the State 4-H Horse Show should read the State 4-H Horse Show Rules. A copy of the State 4-H Horse Show Rules can be obtained from CALSmart, 4042 N. Campbell Ave. – Tucson, AZ 85719.

Members compete in the Arizona State 4-H Horse Show in those specific classes in which he/she has shown in during that 4-H year. 5 junior riders and 5 senior riders will be selected.

Priority for selection will be as follows:

Up to 5 junior riders and 5 senior riders will be selected to represent Pima County at the Arizona state 4-H Horse Show.

Priority for selection will be as follows:

**Priority 1:** Advanced rider that has met the following requirements will be ranked by total points for each class earned during the previous 4H year.
- Who, during the qualifying year, has participated in or completed all three (3) parts of the Horsemanship Program.

**Priority 2:** Intermediate rider that has met the following requirements will be ranked by total points for each class earned during the previous 4H year.
- Who, during the qualifying year, has participated in or completed all three (3) parts of the Horsemanship Program.

**Priority 3:** Advanced rider that has met the following requirements will be ranked by total points for each class earned during the previous 4H year.
- Who, during the qualifying year has participated in or completed some parts of the Horsemanship Program.

**Priority 4:** Intermediate rider that has met the following requirements will be ranked by total points for each class earned during the previous 4H year.
- Who, during the qualifying year, has participated in or completed some parts of the Horsemanship Program.

**Priority 5:** Advanced riders, followed by intermediate riders, followed by beginner riders ranked by total points for each category earned during the previous 4H year.

The horse **must** have been the exhibitor’s project horse for at least ninety (90) days prior to the State 4-H Horse Show. The horse **must** be owned or leased and listed on the exhibitor’s Registration/Lease form ninety (90) days prior to the State 4-H Horse Show.
STATE QUALIFYING CONTESTS FOR THE WESTERN NATIONAL 4-H HORSE CLASSIC
Those members winning qualifying contests at the county level will be eligible to compete in the state contests qualifying for a position on the State Team to represent Arizona at the Western National 4-H Horse Classic. There, State Teams will compete in Horse Judging, Horse Bowl, horse related public speaking and team or individual demonstration.

WESTERN NATIONAL 4-H HORSE CLASSIC
The National 4-H Horse Classic is held in Denver, Colorado in January. Members qualifying for the State Team will spend two nights in a Denver hotel representing Arizona and participating in a day of national competition followed by an awards breakfast.

To Qualify: Members must be a Senior and a winner in county and state qualifying contests in one of the following events:
1. Individual horse related demonstration competition. (one member)
2. Team horse related demonstration competition. (Two members)
3. Horse (quiz) bowl competition. (Top four individuals)
4. Horse judging. (Top four individuals)
5. Horse related public speaking competition.

Once a member has represented Arizona at the Horse Classic in one of the above events, the member cannot again represent Arizona in that specific event.

STATEWIDE HORSE SHOWS OPEN TO ANY 4-H/FFA HORSE PROJECT MEMBER
Any member of a 4-H/FFA horse project may compete with his or her animal in these shows established to provide statewide competition and training experiences. Each show sets its own entry requirements, rules, and awards. Check in the 4-H Newsletter for upcoming shows.

FOR MORE INFORMATION ABOUT CONTESTS, TRIPS, AWARDS AND DEADLINES, PLEASE READ YOUR COUNTY NEWSLETTER CAREFULLY AND CONTACT YOUR EXTENSION AGENT.

SCHOLARSHIPS
Members who are high school seniors or above and who attend or plan to attend college or other advanced schooling submit a special application form to the county Awards Committee.
Several scholarships are awarded at the county level and the Awards Committee forwards eligible applications to state committees offering scholarships. Applications are submitted to the county in February.
HORSEMANSHIP PROGRAM

The Horsemanship Program shall consist of three independent parts. The purpose of the Horsemanship Program is to make each 4-H member knowledgeable of all aspects of owning and taking care of their own horse. Exhibitors must participate in all three parts to meet priority requirements for the State Horse Show. Refer to page 4, under State 4-H Horse Show for priority requirements.

Part I – Mastership: (4 levels)
The Mastership written test is given at least three times a year. The Mastership test requires knowledge of general horse information such as, safety, judging, tack, showing, and equine health. There are four levels of tests with each level becoming increasingly more difficult. Resources for the tests will be: Pima County 4-H Horse Rulebook, Horse Science Book, Horse Industry Handbook and Horses and Horsemanship book. Each level test must be passed with an 80% or better score.
Test may be given orally to participants unable to read, leaders and parents may not read to their own club member.

Part II – Horse Handling: (3 levels)
Horse Handling is a series of evaluations (levels 1-3) that check skills beginning with catching a horse to unsaddling and turning the horse loose. The evaluations start with the approach to the horse, haltering, leading, tying and grooming the horse before riding. Then continue with saddling the horse, bridling, mounting, riding, dismounting, unbridling, and unsaddling for English and Western disciplines. Evaluations also include general knowledge such as, identifying the parts of the horse, horse nutrition, health of horse and good horse maintenance. Each level must be passed with an 80% or better score. Horse Handling Evaluations will be held at least 3 times a year and are often included at Judging’s and Mastership testing events. Two or more clubs may also set a date to meet with their horses and club members to do an evaluation.
a. The hosting club brings the evaluation forms (obtained from the County Extension Office) for levels to be evaluated (levels 1-3).
b. Leaders evaluate members from the other club(s), not their own.
c. Advance members may evaluate members from the other club(s), not their own.
d. Each member begins with level 1 and moves up to the next level as each level is passed.
e. When evaluation is completed send the score sheets to the Horse Advisory Board member in charge of Horse Handling.
Part III – **Judging: (3 levels)**

Judging Contests are held at least two times a year.  
Judging contests require knowledge of a variety of breeds and a variety of riding styles. They must evaluate each horse in relation to the ideal for the breed and in relation to the other horses in the class. Contestants must also defend their placing to an official by stating their reasons.  
Judging contests will teach members to be confident about their decisions, to use logic when faced with a problem, to express their ideas in a calm and poised manner and to speak in front of strangers.  
Attire at Judging Contests **MUST** be appropriate for the English or Western disciplines.  
Awards at county Judging Contests will be by the Danish Merit System. Ribbons will be awarded to every participant.

There are three levels of Judging Contests.  
Level 1:  
After judging at least one full performance and halter class of four (4) horses, members testing at level 1 of the Horsemanship Program will present orally to a judge, the good and bad conformation points of one horse designated in one class.  
Level 2:  
After judging at least one full performance and halter class of four (4) horses, members testing at level 2 of the Horsemanship Program will present orally to a judge, a comparison of two horses (top pair, middle pair or bottom pair) from one designated class.  
Level 3:  
Members testing at level 3 and above of the Horsemanship Program will present orally to a judge a complete set of reasons on one or more full performance or halter class(es) of horses.  
Advancement: One blue ribbon in any level advances to the next level. Level 3 members are encouraged to continue to participate even after completion of a blue ribbon.
BASIC RULES

SAFETY COMES FIRST.

1. Any family-owned or properly leased horse, pony or mule, regardless of training, may be used as a project horse by a 4-H member who is properly enrolled in the Arizona 4-H Horse Project.
2. Two exhibitors may use the same horse as long as:
   a. The classes are individual work class
   b. Tack changes do not delay the show
3. A special note of joint use is made on the Point Show entry forms
4. All sick, lame and unmanageable horses will be disqualified at the discretion of the judge. Unmanageable may be defined as horse running into gate during timed events or running away causing the rider to be bucked off, fall, or dismount. Rider will be disqualified from that event.
5. No stallions over 12 months of age will be allowed in the show.
6. The judge will have the authority to disqualify any exhibitor for any appointments that, in the judge’s opinion, would give an exhibitor/horse an unfair advantage or that the judge believes to be inhumane.
7. Anytime a horse’s mouth is bleeding, the exhibitor may be disqualified at the judge’s discretion.
8. At no time will an expensive outfit or tack be considered over a neat, clean outfit in good repair.
9. Each class will be called to the show ring twice. The gate will then be closed.
10. Any exhibitor who is assisted into the arena or show ring will be disqualified.
11. Exhibitors must prepare their own animals without assistance, except in holding, leading, loading, or where there is a question of safety, i.e., small children cannot reach.
12. From the time the horse enters the grounds; no trainer or person other than the 4-H exhibitor may ride the horse and/or assist the exhibitor. This rule does not apply to co-contestant in team roping classes.
13. Verbal assistance while in the warm-up ring is permitted. Only exhibitors are allowed in the warm-up ring, except in team roping and setting jumps.
14. Patterns will be provided by the Coordinators to the Show Secretary. They will be available for pick up the morning of each discipline. Patterns for Lead Line, walk/trot and beginning will be from the Pima County Pattern book. Intermediate and advance classes will not have set patterns. Pattern classes are:

**English and Western**
- Showmanship
- Bareback
- Equitation/Horsemanship
- Trail
- Western Riding
- Reining

**Other Classes**
- Jumping
- Obstacle Sack Roping
- Gymkhana

15. The decision of the judge is final.
16. All performance classes will reverse to the inside, away from the rail.
17. Conformation of the horse will not be considered in any class, except where stated.
18. Judging begins when the exhibitor enters the arena or ring and doesn’t end until exhibitor leaves the arena or ring.
19. The use of drugs in horses participating in the Point Show is prohibited unless the drugs are prescribed, for therapeutic reasons, by a licensed veterinarian and do not pose a safety hazard. Violations of this rule may result in disqualification from the show or the revocation of awards and placings. Protests against suspected drug violations will be handled in accordance with procedures described in the protest process.
20. For general safety considerations, no bare feet or open-toed shoes will be permitted at any time while working around or in the vicinity of a horse.
21. The current Pima County 4-H Horse Show Rule Book will govern any decisions.
22. This rulebook will only be reviewed at the end of this 4-H year, unless there is a true safety concern that is not currently addressed in it. Other rule changes will not be made until the end of this 4-H year when the book is revised.
23. It is highly recommended that helmets be worn by exhibitors in all classes. Hunt seat riders MUST wear ASTM approved protective headgear with three point harness. An approved helmet must be worn by Exhibitors while in all English Classes show ring or practice arenas. An approved helmet is one that carries the approval stamp of the United States Pony Club (USPC) Safety Committee or any other recognized authority that establishes standards of safety for protective headgear.
24. An unprovoked fall from a horse is grounds for disqualification.
GENERAL GROUNDS FOR DISQUALIFICATION

1. There will be no refund of entry fees when exhibitors are disqualified for any reason.
2. Misrepresentation of a horse or exhibitor in any way will be ground for forfeiture of all prizes won and disqualification of exhibitor for this show. (such as: entering in class not in exhibitor’s classified level, exhibiting a horse not listed on exhibitor’s pink sheet, age of horse etc…)
3. In all performance disciplines: ABSOLUTELY NO coaching toward any exhibitor in the show ring, verbal or otherwise will be permitted. This could be the cause of disqualification of exhibitor by the Judge, Discipline Coordinator and/or Horse Project Director.
4. Any horse that becomes unruly and, in the opinion of the Judge, Discipline Coordinator and/or the Horse Project Director, endangers the safety of the rider, other exhibitors, spectators or other horses will be disqualified for this show with no refund of fees. The horse will be on probation for the following show. Two members of the Horse Advisory Board as designated by the Project Director, will view the horse to evaluate whether or not the problem has been corrected before entry will be allowed for subsequent Point Shows.
5. All lame, sick or improperly fed horses may be excused from any or all classes at the discretion of the Judge, Discipline Coordinator and/or the Horse Project Director. A horse may be accepted with a properly documented medical certificate from a veterinarian provided it is sent in with entry.
6. Unnecessary roughness and abuse of animals will not be permitted. Unnecessary spurring, striking or beating of the horse in any manner at any time on the show grounds will be cause for disqualification of the rider/exhibitor by the Judge and/or Show Officials for the remainder of the show. This decision will be final.
7. Any discourtesy or acting unmannerly towards any Judge, Show Official, spectators and other exhibitors by exhibitors and/or spectators will NOT be permitted. Such behavior will be reported to the Horse Advisory Board members present and may result in the exhibitor being disqualified for the remainder of the Show and the spectator being asked to leave the Show Grounds.
8. Entering the ring without a helmet, LL, walk/trot, beginner levels only.
9. Entering the ring without a hat or helmet, intermediate and advance levels only
10. Entering the ring without appropriate dress
11. Entering the ring without a number card
12. Inappropriate tack for the class
13. Other causes for disqualification of exhibitors are:
   a. Whipping, batting or spurring in front of the cinch, except for proper use of English crops or bats.
   b. Unsportsmanlike conduct on the part of exhibitor, parent or leader.
   c. Disrespectful behavior or abusive language on part of the exhibitor, the exhibitor’s parents, or leader.

First Offense: Disqualification from the Class
Second Offense: Disqualification from the Show
ENFORCEMENT
1. The rules set forth in the following pages govern the Pima County 4-H Horse Project Shows. A Judge or the Horse Advisory Board with no appeal or refund of fees may automatically disqualify any exhibitor not complying with or adhering to these rules in their entirety.
2. A Judge, a Horse Advisory Board member or any Show Official may issue a first warning for any infraction of these rules to any exhibitor, his or her parents, legal guardian, or any representative acting on behalf of the exhibitor. This warning will be registered with the 4-H Show Secretary. Upon failure to comply with this warning, or if a second warning is recorded with the 4-H Show Secretary, the exhibitor will be disqualified or penalized at the discretion of the Horse Advisory Board.
3. Any complaints by other 4-H members, their parents, legal guardian, 4-H Leader or representatives acting on behalf of a 4-H member are to be presented in writing to the Project Director to be acted upon by the Horse Advisory Board.
4. A show critique, which is open to any parent, leader or member, is held at the Horse Advisory Board meeting following each Point Show.

SPORTSMANLIKE CONDUCT
1. First and foremost, all exhibitors will conduct themselves as young ladies and gentlemen. Politeness and good Sportsmanship are mandatory—Absolutely no profanity is to be used—no exceptions.
2. Parents will be expected to conduct themselves in such a manner as to set a good example for the 4-H exhibitor and other spectators at the show. Any unsportsmanlike conduct the part of any exhibitor, his or her parents, legal guardian, or any representative acting on behalf of the exhibitor shall jeopardize that exhibitor’s right to further exhibit in the show. This rule will be strictly enforced.

SHOW OFFICIALS
1. In the Pima County 4-H Horse Project, the Show Officials include all Judges, Gate Officials, Ring Stewards, Flagmen, Timers, Announcers, and Horse Advisory Board members.
2. Final decisions on all rule interpretations and exceptional cases will be made by the 4-H Horse Advisory Board. Any decision or ruling must be reviewed by at least five Horse Advisory Board members. All voting to make decisions will be done in executive session.

PROTEST PROCESS
1. A judge’s decision will be considered final. A Judge’s decision representing his or her personal preference is not protestable unless it is alleged to be in violation of the rules.
2. Any exhibitor making a protest about other than a Judge’s personal preference must do so in writing before the end of the following class accompanied by a $50.00 cash deposit. The written protest and deposit will be given to the Show Secretary. All members of the Horse Advisory Board present will review the protest on that day. Their decision will be made that day and it will be final. Protest will be allowed at the end of a show if it is the fault of the Show Official. If protest is ruled in favor of the exhibitor, the $50.00 cash deposit will be returned.
JUDGES
1. Every effort will be made to have Judges who are competent, well qualified individuals. 4-H leaders are not to be used as judges unless extraordinary circumstances occur the day of the show.
2. Judges must be able to reach a definite decision based on sound judgment, and have the confidence to stand by his/her decision without being defensive. Good judging depends upon the correct observation of horses and/or rider/exhibitors against a standard commonly accepted as the ideal according to the class being judged.
3. The judge must place each class in accordance with rules and the class specifications of the rulebook, and evaluate and rank riders/exhibitors and horses as they appear on the day of the show.
4. It is essential that Judges not be partial to any particular breed nor judge the conformation of the horse or be excessively critical. Any horse that is suitable for a particular style of riding and is capable of performing the required class routine is acceptable.
5. Judges will be encouraged to comment.
6. Judges will not penalize any exhibitor who chooses to wear a helmet in any class that does not require one.
7. If a former 4-h member is being used as a judge they must have aged out two years prior and they can only judge walk trot and beginner classes at that time. After being aged out 4 years they will be allowed to judge any level.

ENTRIES
1. Leaders must request entry forms and premium sheets from Cooperative Extension Office or these forms will be available at the Horse Advisory Board meeting closest to the date published and on the Horse Project Website. These forms will not be automatically sent to each club.
2. The closing date for entries at each Point Show will appear on the premium sheets as determined by the show secretary. All Entries must be addressed and postmarked with the correct due date. All metered mail must be delivered by the post office to the Show Secretary no later than three days past the due date. If for any reason you made a mistake on the address and your entry is returned by the post office to you, the original envelope must be included with your entry when you re-send it. Failure to supply the envelope will count as being a late entry and returned.
3. All fees must accompany entry. All checks and fees must be paid and cleared prior to any 4-H Horse Project Point Show or entries will be refused for the next Point Show until payment is made. Non-payment of fees will disqualify members from representing the Pima County Horse Project in any state level Horse Project competitions or functions. All entry fees are non refundable.
4. All project horses to be used in the Point Shows must be listed in the proper place on the entry form.
EXHIBITOR ELIGIBILITY
In order to compete in a Pima County 4-H Horse Project Point Show a member must:
1. Be a member in good standing with his/her 4-H Club.
2. Have met the requirements for Project Horse Registration.
3. Properly complete entries for the Point Show.

HORSE ELIGIBILITY ~ OWNERSHIP & REGISTRATION
In order for a 4-H project horse to be eligible to compete in a Pima County 4-H Horse Project Point Show: (and the Arizona State Show)
1. The horse must be owned or leased by the project member by October 1st (for the first Point Show), by February 1st (for the second Point Show) of each 4-H year, and by 90 days prior to the Arizona State Horse show.
2. Any new horse must be registered on a Registration/Lease form with the 4-H Show Secretary by October 15th (for the first Point Show) or by February 15th (for the second Point Show). Or by 90 days prior to the Arizona State Horse show.
3. No more than three (3) horses may be listed as a horse project horse on member’s Registration/Lease form.
4. For the Arizona State 4H horse show, a total of 4 horses may be registered on the Pima County registration/lease form 90 days prior to Arizona State Horse show. According to the state rule book, a 4-h member who uses 4 horses must compete in all four competitive areas; roping, gymkhana, western and english.
5. If death, sudden illness or lameness occurs before the Point Show, and a member needs to add an unregistered horse to his or her registration form, they will be allowed to petition the Horse Advisory Board for permission to do so. The member’s Club Project Leader must provide written approval, which will be required at the time of petition. A veterinary note is required. If a lease is broken the leaser must submit a letter to the board president stating why the lease is being broken. If this is a medical reason a vet note will be required.
6. The horse must reside in the county in which the 4-H member lives or the county in which the 4-H member’s club participates.
7. Owned/Leased horses may be shared by no more than two (2) members. Exhibitors may use the same horse as long as they are showing in different levels or in individual work classes.
8. It is the exhibitor’s responsibility to bring it to the attention of show officials the day of the show if they are sharing a horse so accommodations can be made.
RESTRICTIONS ON USE
1. A project horse shown by a member in a 4-H Horse Project Point Show may not be ridden or shown by a trainer or 4-H leader from October 1st through the December Point Show or from February 1st through the Pima County Fair Point Show with the following exception:
   a. The horse may be ridden by a trainer or a 4-H Horse Project leader at an official 4-H club project meeting, at a paid lesson or a paid clinic ONLY to DEMONSTRATE to the 4-H member or to AID IN TEACHING the 4-H member.
   b. Family members, whether or not they are leaders or trainers may show the project horse for their own pleasure.
2. A project horse shown by a member in a 4-H Horse Project Point Show may be used by the 4-H member at a paid lesson or clinic.
3. No stallions over twelve (12) months of age will be allowed in any 4-H horse show.
4. At no time during the Show day while on the Show Grounds will anyone other than the exhibitor ride the exhibitor’s horse.
   EXCEPTION: Advanced level classified riders in the Western Horsemanship and English Equitation classes may be asked to change mounts when showing.
5. The exhibitor must prepare his/her own animal(s) at a show without the assistance from any adult, professional attendant or trainer, except in leading, loading, holding or saddling (only when member is too small to saddle).
6. On the Show Grounds during a 4-H show day:
   a. No horse is to be exercised except in assigned areas.
   b. No riding faster than a walk will be permitted in spectator areas. Horse Advisory Board members may disqualify violators.
   c. Horses shall be ridden properly saddled and bridled except while preparing for and competing in a bareback class.
   d. A senior member may lunge another members horse if asked.

RIDER CLASSIFICATION DISCIPLINES
A rider will be classified in at least one of the following six categories. A new horse does not change the riders’ classification.
1. Western: Bareback Horsemanship, Western Pleasure, Western Horsemanship, Western Riding, Reining, Showmanship and Trail
2. English: English Pleasure, Hunt Seat Equitation, Bareback Equitation, Showmanship and Trail
5. Roping: Groundwork Roping, Goat Tying, Obstacle Sack Roping, Touch Calf Roping, Breakaway Roping, Ribbon Roping, Team Roping and Tie-Down Calf Roping
6. Sorting
HORSE AND RIDER QUALIFICATION DISCIPLINES
Both horse and rider will need to qualify in the following three (3) disciplines. Horse must be listed on the riders’ Lease/Registration form AND Point Show Entry form.
1. **Roping**: Tie-down Calf Roping, Breakaway Roping, Touch Calf Roping, Ribbon Roping, Team Roping and Obstacle Sack Roping (Please refer to “Qualifying” in the Roping Section)
3. **Sorting** – (Please refer to “Qualifying” in the Sorting section)

EXHIBITOR LEVEL CLASSIFICATION AND ADVANCEMENT
A rider will be classified at the following levels at the beginning of the 4-H year:

- Lead line
- Walk-Trot
- Beginner
- Intermediate
- Advanced

1. An exhibitor may move up during the 4-H year, but must make special note of this on the Point Show entry form when he or she makes the change. Exhibitors must remember that after they move up, they may never move back again.

   **Exceptions:**
   a. When a new horse is qualified over fences, sorting and roping (see additional rules for qualifying discipline)
   b. The leaders may petition the Horse Advisory Board for a member to go back a level if it is unsafe for the member to be moved up or the member is not qualified to be moved up.

2. Members classified in the Lead line or Walk/Trot level **must** show at the Lead line or Walk/Trot level in all categories. They may **not** enter in any other level classification (Beginner, Intermediate, or Advanced) in any other category. Lead line and Walk/Trot members will be advanced at their leader’s discretion. The Lead line category is only for members who have cognitive or physical disabilities, This will be a participation class only and will not be judged. Exhibitors will be given participation ribbons. This class is for members who only walk with a helper (leader, parent or senior 4-h member) The classes in the Lead line category will be a combined English/Western Showmanship class, a combined Eng/West Pleasure class, and a combined Eng/West Trail class, all to be held on Western Day. There will also be a class for Lead line participants on Gymkhana Day for all three classes in Gymkhana.

3. Members classified as Beginner, Int. or Adv. may be classified at different levels in each of the 6 disciplines.
### CLASS AND LEVEL CHART

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<th>CLASS</th>
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4. At the end of the year, the Show Secretary will total points from the two 4-H point shows (pre-point, training and open shows will not be counted). The Show Secretary and Coordinator for that discipline will use the following guidelines to advance members. If they have any question, they will contact the leader for additional information.

   a. Beginners who have four blues in the same discipline shall be advanced to intermediate in that discipline.
   
   b. Any Intermediate within the top third of a class (after the two point shows) will be advanced within that category, to the Advanced level for the next 4-H year.
   
   c. Only the leaders will be allowed to petition the Horse Advisory Board for their 4-H member to be able to remain at their previous level if they feel the member is not capable or safe to advance.
   
   d. The Show Secretary will try to provide Club Project Leaders with individual member’s yearly Show and Horsemanship Programs results providing the computer system allows for this.
AWARDS AND POINT SYSTEM

1. Walk / Trot and Beginner levels are awarded according to “Danish Merit System” at Point Shows.

2. The Danish Merit System is used in Pima County 4-H Horse Project shows (for levels classified as Walk/Trot and Beginner only) and activities to help the exhibitors evaluate their performance against a standard. Exhibitors, parents, and leaders will all benefit by working within this system.

The Overall trophy and Ribbon are the only true placing given in these classes. Regardless of the number of splits only one overall trophy will be given. This will be determined by a ride-off consisting of the top three riders from each split as determined by the judge.

A **blue award** denotes that an exhibitor knew the class routine, had a good idea of horse and rider function, exhibited good form, and gave a performance that was pleasing to the Judge.

A **red award** indicates that an exhibitor might not have placed in a class that was awarded straight placing of 1st through 6th, but had an adequate knowledge of class routine, horse and rider function and form though he or she may have a specific problem or may need more work or finish to improve.

A **white** award means that an exhibitor is putting forth constructive effort but needs to work on class routine, function, and finish

3. Intermediate and Advanced levels will be awarded according to the following point system.

The top six exhibitors in a class will be placed 1st through 6th, *no matter how many are in the class*.

- 1st place ...... 6 points
- 2nd place ...... 5 points
- 3rd place ...... 4 points
- 4th place ...... 3 points
- 5th place ...... 2 points
- 6th place ...... 1 points.

Points will be awarded based on number of entries in class

If there are less than six exhibitors in a class the intermediate and advanced level classes will be combined. The skill requirement will be based on the intermediate level. This will not apply to the qualifying events: Jumping, Roping, Ranch Sorting
4. The High Point Winner and Reserve High Point Winner will be recognized for their achievement by the Horse Advisory Board. If funds are available through sponsorships, the Horse Advisory Board may, at its discretion, approve prize awards for these exhibitors. However if there are less than six exhibitors in a category only the high point will be presented. The categories are:

- Intermediate Jr. Western Performance
- Intermediate Sr. Western Performance
- Advanced Jr. Western Performance
- Advanced Sr. Western Performance
- Intermediate Jr. English Performance
- Intermediate Sr. English Performance
- Advanced Jr. English Performance
- Advanced Sr. English Performance
- Intermediate Jr. Gymkhana
- Intermediate Sr. Gymkhana
- Advanced Jr. Gymkhana
- Advanced Sr. Gymkhana
- Intermediate Jr. & Sr. Combined Jumping
- Advanced Jr. & Sr. Combined Jumping
- Intermediate Jr. & Sr. Combined Roping
- Advanced Jr. & Sr. Combined Roping
- Intermediate Jr. & Sr. Combined Sorting
- Advanced Jr. & Sr. Combined Sorting
WARM-UP ARENA RULES AND RIDING ETIQUETTE
1. Always walk for at least the first five minutes of the ride to warm your horse up and always walk for at least the last five minutes to cool your horse down.
2. Always give yourself plenty of space, at least one and a half horse length behind the rider in front of you. This also applies when in the show ring.
3. Horses should always be reversed to the inside (away from the rail), with a quick look over your inside shoulder (shoulder facing the center of the arena) to make sure the way is clear. This also applies when in the show ring.
4. When passing another horse in the same direction, always pass to the inside. You may say “passing” if you are not in the show ring. Come away from the rail and pass the horse reasonably quickly, return to the rail only after giving yourself at least one and a half horse lengths in front of the horse you’ve just passed. You should in no way interfere with the horse on the rail. This also applies when in the show ring.
5. When passing a horse going in the opposite direction you should always be left shoulder to left shoulder. This means you will be going past on the right.
6. A red ribbon tied in the tail of a horse means that this horse may kick. Beware and give this horse plenty of room. This applies everywhere!
7. Do not stop on the rail to talk or to ask questions or gather in the middle of the arena. Exit the arena if you wish to talk.
8. The middle of the arena may be used to work circles, practice stops, work figure eights, practice backing, etc.
9. If you have to make a tack adjustment, exit the arena.
10. Walk/Trot level members should not practice loping in the warm-up arena.
11. Walk/Trot and Beginner level members MUST wear helmets.
HERDSMANSHIP CONTEST

In order to be eligible to compete, each club member must be pre-registered. Herdsmanship offers an opportunity for club members to accept joint responsibilities and work together at Fair time. Most of the awards offered throughout the 4-H year are individual. In this event, the club works as a unit to achieve a goal. Herdsmanship also provides an opportunity for members to learn proper ways to set up and maintain horses, tack, and feed when stabling a horse at a show.

If your horse is stalled in the barn during fair, you are part of Herdsmanship and will be judged.

There will be a refundable $10.00 deposit fee charged to barn stalls and another refundable $10.00 deposit fee charged to the Educational Display. These refundable fees are charged to insure that the stalls are properly cleaned after use and that the displays are removed at the correct time and properly disposed of.

The contest runs during the Pima County Fair. Although the horses leave the Fairgrounds the first Sunday of the Fair, the Educational Display will remain in Old Pueblo Hall until the last Sunday of the Fair.

Each participating club will be awarded a blue, red or white ribbon according to the Danish Merit System for the Educational Display. 1 through 6 places will be awarded for the overall Herdsmanship Contest.

Scoring will be posted daily. The total scoring is based on:
1. Workday participation – 300 points
2. Educational Display – 300 points
3. Daily maintenance and attitude – 300 points
4. Upon completion of herdsmanship, results will be posted on website by the new 4H year.

The club winning herdsmanship will be awarded $100.00 from the HAB if the funds are available.
4-H HORSE BARN RULES

1. Think SAFETY first. All 4-H safety rules do apply.
2. You must use the stall assigned to you. You may not change stalls without permission from the barn manager.
3. Use the sign that was provided to put horse and exhibitor’s name on the stall door.
4. No bicycles are allowed on the Fairgrounds at all.
5. Water containers must be a MINIMUM of 15 GALLONS. No exceptions. Must be kept clean at all times.
6. Feeders must hold enough feed for a single feeding. No ground feeding. Will be strictly enforced.
7. Hay nets must be tied high enough to prevent a horse from tangling a leg in it.
8. Exercising of horses is to be done in the designated areas only.
9. Cross tying in stalls only.
10. Stalls are not to be locked.
11. Stall doors are to be closed both top and bottom when you are not in the barn.
    Exceptions are to be approved by the Barn Manager.
12. Washing is to be done at wash racks only.
13. Roll up hoses when not in use.
14. Clean stalls daily and dump manure in designated areas only.
15. No sleeping in the stalls at night. Also no campers in the stall areas at night.
16. No equipment to be left on stalled horses.
17. No people (horse) play or swinging of ropes around horses stalled or in aisles.
18. Bedding is required.
19. Tack must be kept in tack stalls, and halters must be easily accessible.
20. Horses are not to be tied in the alleyway for any reason, other than tacking up.
21. No bareback riding outside of the arenas.
22. Horses must WALK horses outside of the arenas.
23. NO RIDING in barn at all.

WORKDAY
4-H members, leaders and parents are expected to help prepare the stalls in the barns for the horses. They may be asked to work in any project area where help is needed. There will be one general sign-in station for all workers. Scoring will be based upon the percentage of total leaders and members of the club officially signed in as reflected by club enrollment records.

Workers are asked to bring tools to work with (e.g. shovels, rakes, wheelbarrow, hammers, pliers, etc. necessary to make the stalls in the barn as safe as possible for the horses). Please label any tools.
**HORSE EDUCATIONAL EXHIBIT CONTEST**

PANEL DISPLAY – Must be developed by a group of three or more exhibitors. Each club will be allowed one panel, approximately 4’ X 8’ in size displayed portrait style.

The Educational Display is to be put up by the 4-H members. If any Horse Advisory Board member sees any adult assembling the club’s display, the club will be warned the first time and the Herdsmanship Coordinator will be advised. If any adult continues to assemble the display after the warning, the Herdsmanship Coordinator will be advised again and the club will be assessed a 20% penalty to the display’s score. Adults may help by holding items for the 4-H members and helping in areas that no other 4-H members of the club can reach.

Remember to have most of the display assembled and ready to mount before arriving at the Fairgrounds.

A $10.00 refundable deposit will be charged.

The displays will remain in Old Pueblo Hall for the FULL duration of the Fair. Displays will be taken down on the last Sunday of the Fair, no earlier than 6:00 p.m. Any club who fails to remove its display will not be allowed to have a display the following year and the $10.00 deposit will be forfeited. Clubs will also be penalized for removing their display too early (the $10.00 fee will not be refunded).

The display will be judged using the standard 4-H Educational Exhibit score sheet. Ribbons will be awarded to each exhibit according to the Danish Merit System.

**DAILY BARN MAINTENANCE**

Each horse staying in the barn will participate in Herdsmanship. A total of 100 points are possible daily. Horses that are part of Herdsmanship that leave the fairgrounds during Herdsmanship may be marked down.

The judging is done on a percentage of points, not the size of the club. All clubs have the same opportunity. Judging will be at random times. The judging will be based on the cleanliness of stalls, aisles, tack area, and decorations. The members are to do all of the work in the barn.

*All problems in barn area are to be reported to the Barn Manger or staff immediately. Barn rules will be posted in the barn.*
**CHAMPION SHOWMAN CLASS**
The first and second place finishers of the Junior Intermediate and Junior Advanced Showmanship classes in both English and Western Showmanship from all point shows during the show year, compete in a Junior Champion Showmanship Class. The first and second place finishers of the Senior Intermediate and Senior Advanced Showmanship classes in both English and Western Showmanship from all point shows during the show year, compete in a Senior Champion Showmanship Class. Juniors will compete before Seniors.

The Champion Showman exhibitor is to compete using the same horse with which they qualified.

**ROUND ROBIN SHOWMANSHIP**
This contest is open to the winners of the Junior and Senior Champion Showmanship Class. They will represent the Horse Project in the Livestock Round Robin Showmanship classes. They will be competing with the winners of the Junior and Senior Large Stock Champion Showmanship classes in Beef, Dairy Cattle, Sheep, Swine and Dairy Goat.
WESTERN GENERAL RULES

Appointments

1. Tack
Permissible:
   a. Western stock saddle without tapaderos
   b. Western headstall and acceptable western shanked bit. Horses six (6) years and older must show in a curb bit with a solid or broken mouth piece with shanks; and which acts with leverage. A horse five (5) years and under may show one handed in a curb bit or two (2) handed in a snaffle or bosal, however, once shown in a curb bit, the horse may not be shown at future shows in a snaffle or bosal, but must stay in a curb bit.
   c. A flat curb strap, at least one-half inch wide, is allowed with any regular western-type bit.
   d. Show Officials may prohibit the use of bits or equipment they consider severe or unsafe.

Not Permissible:
   a. Martingales (except sorting)
   b. Draw reins
   c. Tie-downs (except in gymkhana, sorting and roping events)
   d. Wire used in any manner, regardless of how padded or taped
   e. Taping or padding of curb-chains in manner
   f. Mechanical hackamore, except in gymkhana, roping and sorting

Optional:
General Western Classes
   a. Spurs
   b. Ropes or riatas
   c. Hobbles

Reining, Timed Events, Roping Classes
   a. Splint or skid boots
   b. Bell boots

Gymkhana, roping classes and sorting
   a. Gag and snaffle bits
2. Attire
There is no specific dress policy other than clothing that is required for safety. This includes long-sleeved shirts, full-length pants and sturdy riding boots with heels. There will be no penalty awarded to any exhibitor/contestant as long as dress meets safety requirements.

a. Long sleeved shirt. Stand-up or tuxedo collars will be permitted.
   • No polo shirts
   • Sleeves will be rolled down and fastened
   • Shirt tails will be tucked in

b. belts

c. Western Boots with heel- no riding sneakers

d. Standard Western hat – no cap types

e. Optional – gloves, chaps or chinks

Note: The purpose of the dress code is to provide safety and a simple, affordable means for all exhibitors to dress neatly in good working attire.

3. Hands

a. Bosal type hackamores and snaffles may be used on horses five (5) years or younger in age. Two hands will be used.

b. Romal Reins – The non-reining hand will hold the romal 16 inches from the reining hand. The non-reining hand will rest on the rider’s thigh.

c. Split reins – One finger must be between the reins. Tails will be on the side holding the reins.

d. Only one hand will be used during a performance, and hands must not be changed.

Exceptions:
   • Timed Events, and Roping – Two hands may be used.
   • Trail-In trail, it is permissible to change hands to work on obstacle.
   • Reins are to be held above and as near to the saddle horn as possible.

e. Hands will be clear of the saddle while in motion.

Exceptions:
   • Timed events
   • Roping events
   • Sorting

4. Feet

a. Feet will be placed in stirrups with weight on the ball of the foot.

b. Stirrup should allow heels to be lower than toes.

c. Consideration will be given regarding the width of the stirrup; wide stirrups give the appearance of being “home”.
WESTERN CLASSES

WESTERN SHOWMANSHIP

Judging Requirements and Class Description

Listed below are points on which 4-H Showmanship is to be judged. Only the exhibitor is to be judged. The horse is merely a prop to show the exhibitor’s ability to fit and show a horse or pony.

Appointments

See WESTERN GENERAL RULES

1. Tack
   a. Tack for this class is according to the breed being shown.

2. Fitting of the Horse
   1. Condition and thriftiness
   2. Grooming
      a. Hair coat must be clean and well brushed.
      b. Mane and tail must be clean and free of tangles.
      c. Hoofs must be trimmed properly. If shod, shoes must fit properly and clinches should be neat.
      d. Hoof oil or polish is recommended.
   3. Trimming
      a. Horses mane may be roached - foretop and tuft over withers should be left according to breed.
      b. Horses tail should be properly prepared to the breed or type being shown.
      c. Inside of ears may be clipped, but exhibitor will not be penalized for not clipping the inside.
      d. Long hair on jaw, legs and pasterns should be clipped.
   4. Tack should be neat, clean and in good repair.

3. Appearance of Exhibitor
   1. Clothes and person – neat and clean
   2. Suitable attire
4. Showing Horse in Ring

The system of showing used will be the general standard for that breed.

1. Leading
   a. Enter ring-leading animal at an alert walk, according to the judge’s directions.
   b. Walk at the animal’s left side, holding lead shank in the right hand, according to the breed being shown.
   c. The remaining portion of the lead should be held neatly and safely in the left hand.
   d. Animal should lead readily at the walk and trot.
   e. The judge will line up the class with the aid of the ring steward.
   f. All exhibitors will be required to do individual work.

2. Posing
   a. When posing your horse, stand toward the front facing the horse, but always in a position where you can keep your eye on the judge.
   b. Pose horse according to the breed being shown.
   c. Do not crowd the exhibitor next to you when in a side-by-side position or the exhibitor in front of you in a head-to-tail lineup.
   d. When judge is observing other animals, let horse stand if posed reasonably well.
   e. Be natural. Over showing, undue fussing and maneuvering are objectionable.
   f. Judge may instruct exhibitors to stand at ease in a large class.

3. Poise, Alertness and Merits
   a. Keep alert and be aware of the position of the judge at all times.
   b. Do not be distracted by persons or things outside the ring.
   c. Respond quickly to requests from the judge and officials.
   d. Be courteous and sportsman-like at all times.
   e. Recognize quickly and correct faults of your horse.
   f. Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed
WESTERN PLEASURE

Class Description
Emphasis is placed on the horse’s performance.

Judging Criteria
Horses are to be judged on performance, apparent ability to give a good pleasurable ride and manners, according to the breed being show.

Class Routine
1. Horses are being judged at the walk, jog or intermediate gait and lope both ways of the ring (except walk/trot).
2. Horses will be required to back. Horses are to back readily and stand quietly.
3. Horses may be required to reverse at the walk, jog or intermediate gait, but not the lope.
4. Exhibitors may be asked for an extended gait.
5. At the extended gait, horses may be required to halt.
6. The number of exhibitors required to extend the gait will be at the judge’s discretion.
7. Only Advanced riders may be required to dismount

Appointments
See WESTERN GENERAL RULES
WESTERN HORSEMANSHIP

Class Description
Emphasis will be placed on the exhibitior’s ability to attain the desired ride or results, according to the judge’s instructions.

Judging Criteria
1. The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.
2. Exhibitors will be judged on seat, hands and legs, and exhibitor’s ability to show the horse.
3. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification, but will be scored accordingly.
4. Judges may select from the list of individual tests or others of their choosing, following 4-H guidelines.

Class Routine
1. Exhibitors may be asked for an extended gait or extended lope.
2. Only Advanced riders may be required to dismount.
3. Test
   a. Back
   b. Lope and halt (except Walk/Trot)
   c. Figure eight at a jog
   d. Figure eight at a lope on correct lead, demonstrating simple change of lead (except Walk/Trot)
   e. Dismount and mount (Advanced riders only)
   f. Ride without stirrups. Advanced and Intermediate riders only.
   g. Figure eight at the lope on correct lead, demonstrating a flying change. Advanced and Intermediate riders only.
   h. Change leads down center of ring, demonstrating simple or flying change of lead (except Walk/Trot)
   i. Lope on the counter lead. Advanced and Intermediate riders only.
   j. Half turn on the haunches or half turn on the forehand
   k. Execute serpentine demonstrating changes of leads (except Walk/Trot)
   l. Demonstrate side passing and/or two tracking
   m. Any appropriate tests of judge’s choosing, following 4-H guidelines

Special Instructions
1. The coordinator will provide the pattern to the show secretary and they will be available the morning of the show.
2. The judge may excuse part of the class after individual work and require further rail and/or individual work of the remaining exhibitors in the event of a tie.
3. Individual work will be performed by all exhibitors.

Appointments
See WESTERN GENERAL RULES
WESTERN

WESTERN BAREBACK EQUITATION

This class is open to Advanced and Intermediate riders only

Class Description
This is a Western Equitation class, to be ridden with bridle only, without the use of any type of saddle or bareback pad.

Judging Criteria
1. The performance of the horse is not being considered more important than the method used by the rider in obtaining the desired results.
2. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification, but will be scored accordingly.
3. Exhibitors will be judged on seat, legs, hands and exhibitor’s ability to show the horse.
4. Exhibitors will be judged on their ability to attain the desired ride or results according to the judge’s instructions.
5. Exhibitors will not be asked to dismount for any reason.

Class Routine
1. Horses may be required to reverse at the walk, jog or intermediate gait, but not the lope.
2. Exhibitor may be asked for an extended gait or lope.
3. Exhibitors will be asked to perform individual work from tests used in Western Equitation.
4. The judge may excuse part of the class after individual work and require further rail and/or individual work of the remaining exhibitors in the event of a tie.

Appointments
See WESTERN GENERAL RULES
WESTERN RIDING

This class is open to Intermediate and Advanced Western Performance classifications only.

Western riding is neither a stunt nor a race. It is a competition demonstrating the performance of a sensible, well mannered, free and easy moving ranch horse which can get its rider around the usual ranch chores, over the trails, or give the rider a quiet, comfortable and pleasant ride in open country through and over obstacles.

CLASS ROUTINE
Either pattern may be used for Intermediate and Advanced level classifications. The coordinator will provide the pattern to the show secretary and it will be available the morning of the show.

JUDGING REQUIREMENTS

SCORING
Horses shall be scored on:
1. Change of leads
2. Changing leads near the center point of lead change area
3. An accurate and smooth pattern
4. An even pace throughout
5. Easiness to guide and control with rein and leg
6. Manners and disposition
7. Fitness

FAULTS AGAINST HORSE AND RIDER
Listed below are common faults that are looked for when judging Horses that are working individually:

1. Opening mouth excessively
2. Excessive jawing, open mouth or head raising when stopping
3. Breaking of gait
4. Lack of smooth, straight stop on haunches (bouncing or sideways stops)
5. Failure to change leads
6. Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
7. Anticipating signals
8. Stumbling or falling
9. Wringing tail
10. Backing sideways
11. Knocking over markers
12. Hitting or rolling log
13. Splitting log (log between the two front or two hind feet) at the lope
14. Completely missing log
15. Major refusal – stop and back more than two strides or 4 steps with front legs
Listed below are common faults looked for when judging RIDERS who are working individually:

1. Changing hands on reins
2. Two hands on reins, except when using a bosal or snaffle on a horse four (5) years of age or younger
3. Losing stirrup
4. Holding on to saddle horn
5. Any unnecessary aid given by the rider (such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.)
6. Failing to follow specified pattern

SETTING THE COURSE
Markers should be separated by a uniform distance of not less than thirty (30) nor more than fifty (50) feet depending on the size of the arena being used. This pertains to the distance between the markers on the left side and those on the right side.

It is recommended that markers be set a minimum of fifteen (15) feet from the fence and with fifty (50) to eighty (80) feet width in the pattern, as the arena permits.

Appointments
See WESTERN GENERAL RULES.

REINING

This class is open to the Intermediate and Advanced Western Performance classifications only.

This class will demonstrate the rider’s ability to guide and control horses' every movement. The best reined horse should be willfully guided or controlled with little or no apparent resistance. Credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the pattern while using controlled speed.

Protective boots are allowed in this class.

CLASS ROUTINE
One pattern will be selected by the Coordinator to be used by all exhibitors in the class.
JUDGING and SCORING
1. Each horse will be judged and scored on the neatness, dispatch, ease, calmness, and speed with which it performs the pattern. A horse should rein and handle easily, fluently, effortlessly and with reasonable speed throughout the pattern.
2. Spurs or romal shall not be used forward of the cinch.
3. Rider’s hands shall be clear of horse and saddle.
4. Any horse not following the exact pattern will be disqualified.
5. A Judge may require any exhibitor to repeat his/her performance of any or all of the various parts of pattern. A rider may be faulted for not following the Judge’s instructions.
6. Judges should pay particular attention to the rider’s hands, as a light hand is paramount to becoming a good showman of stock horses.

FAULTS AGAINST THE HORSE
1. Opening mouth excessively
2. Blatant disobedience including kicking, biting, bucking, rearing, and striking
3. Excessive jawing, open mouth or head raising when stopping
4. Breaking gaits
5. Lack of smooth, straight stop on haunches (bouncing or sideways stops)
6. Refusing to change leads
7. Freeze up in rollbacks or spins
8. Anticipating signals
9. Stumbling or falling
10. Wringing tail
11. Backing sideways
12. Knocking over markers
13. Walk in patterns – failure to stop or walk before executing a canter departure.
14. Run in patterns – failure to be in a canter prior to the first marker
15. Failure to completely pass the specified marker before initiating a stop position.
16. Starting or performing circles or figure eights out of correct lead
17. Overspins of more than one-quarter (¼) turn
18. Underspins of more than one-quarter (¼) turn

FAULTS AGAINST THE RIDER
1. Changing hands on reins.
2. Two hands on reins, except when using a bosal or snaffle on a horse four (5) years of age or younger
3. Losing stirrup or holding on
4. Any unnecessary aid given by the rider (such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.)
5. Failing to follow specified pattern
6. Failing to complete pattern
7. Failing to go beyond markers on rollbacks and stops

Appointments
See WESTERN GENERAL RULES
Western Trail

Class Description
This is a class to demonstrate the exhibitor’s ability to perform over and through various obstacles, and the horse’s manner, maneuverability, attitude and response to the rider at the walk, or jog and lope according to the judge’s directions or the posted trail course.

Class Routine
1. The coordinator will provide the pattern to the show secretary and they will be available the morning of the show.
2. A minimum of six obstacles will be used.
3. Perform the walk, or jog and trot.
4. Perform correct leads as per trail course requirements.
5. All test will be performed according to the posted trail course or judges’ instruction.
6. Rail work may be required.

Judging Requirements
Mandatory obstacles are:
   a. Passing through a gate
   b. Ride over at least four (4) logs (All or some may be elevated for Intermediate and Advanced classifications)
   c. Ride over wooden bridge
The following may be added for the Walk/Trot and Beginner classifications:
   d. Straight back-through
   e. Mailbox (without side pass)
   f. Serpentine or figure eight around obstacles at a jog
   g. Construction or normal backyard obstacles on course
Any of the above (d-g) or the following may be added to the course for the Intermediate classification:
   h. “L” shaped back-through – minimum width 30”
   i. Straight side pass either or both ways
   j. Carry object from one point to another
   k. Add lime lines across pattern or any obstacle
   l. Jump over obstacle not more than 12 inches high
Any of the above (d-l) or the following may be added to the course for the Advanced classification:
   m. Water hazard
   n. Drag object from one point to another
   o. Figure eight or serpentine back-through or around Minimum width of 30 inches between obstacles
   p. Elevated back-throughs of any type
   q. Teeter-totter
   r. Dismount and lead horse over obstacle not less than 14 inches in height or more than 25 inches in height (Advanced only)
   s. Put on and remove slicker
   t. Any other obstacle approved by the Horse Advisory Board
FAULTS AGAINST HORSE AND RIDER
Listed below are common faults that are looked for when judging **HORSES** that are working individually:

1. Hitting of or stepping on a log, pole, cone or obstacle.
2. Knocking down an elevated pole, cone, barrel, or plant obstacle.
3. Severely disturbing an obstacle.
4. Break of gait at walk, jog, or lope for two strides or less.
5. Both front or hind feet in a single-strided slot or space.
6. Skipping over or failing to step into required space.
7. Split pole in lope-over.
8. Balking or attempting to evade an obstacle by shying or backing more than two (2) strides away.
9. Stepping outside the confines of; falling or jumping off an obstacle (back-through, bridge, side pass, box, water box).
11. Failure to enter, exit, or work obstacle from correct side or direction.
12. Failure to complete obstacle.
13. Fall to the ground.

Listed below are common faults that are looked for when judging **RIDERS** that are working individually:

1. Use of more than one finger between reins.
2. Use of two hands (**EXCEPTION**: horses five (5) years of age or younger using a snaffle bit or bosal).
3. Changing hands on reins (**EXCEPTION**: It is permissible to change hands to work the gate. Exhibitor must return hands to original position after completion of working the gate.
4. Performing the obstacles other than in specified order
5. No attempt to perform an obstacle.
7. Touching the horse on the neck to lower head, or use of free hand to instill fear or praise.
8. Dropping object required to be carried on course
9. Loss of control or letting go of gate.
10. Riding outside designated boundary marker of the course.
11. Failure to ever demonstrate correct lead or gait when required.
12. Failure to perform correct line of travel within or between obstacles.
13. Fall to the ground.
14. The judge may institute a time limit per obstacle or for the course
15. Three refusals per obstacle will be allowed. Exhibitor must then move on to the next obstacle.

**Appointments**
See **WESTERN GENERAL RULES**
ENGLISH GENERAL RULES

At no time shall the 4-H exhibitor be penalized for not having a thoroughbred for hunt seat. The 4-H horse is usually a family do everything horse. Riders will be judged on their ability to ride the correct seat, regardless of the breed of horse. Only Advanced riders may be required to dismount and mount. The number of exhibitors asked to hand gallop at a given time would be left to the judge’s discretion.

**Over Fences:**
1. Three cumulative refusals will be a disqualification.
2. If refusal or run-out occurs in a double or triple, exhibitors will re-jump all elements of the combination.
3. Exhibitor may circle once before the first jump of the course. Jump Courses will not be used as practice courses at any time.

Contestants will be given an opportunity to walk (on foot, not on horseback) the jump course and/or measurements of the course will be shown on the posted pattern for the course. If there is a walk through, it will be at a time designated by the show management prior to the start of the jumping competition. It will be the show management’s decision if there is a walk through or the measurements are posted on a pattern.

**Suggested obstacles to be used:**
1. In and Out
2. Brush jumps
3. Oxer
4. Rails
5. Coop
6. Cross bar
7. Gate
8. In areas of question, 4-H rules will defer to the AHSA (American Horse Show Association) Rule Book.

**Prohibited obstacles:**
1. Triple bar
2. Bales of hay or straw
3. Hog backs
4. Pole over brush (working hunters are to brush through)
5. PVC Pipe

Martingales are prohibited in the Hunter Hack Class.
HUNT SEAT
Appointments

1. Tack
   a. Bridles and bits shall be of standard English type, i.e. English snaffle, Pelham (with four reins) or Kimberwick, all with a cavesson, noseband and browband. Full bridles are not allowed in Hunt Seat Classes.
   b. Saddles will be English Hunt Seat, Flat or forward seat. Saddles may have a suede seat and/or a suede insert on the skirt.
   c. Helmets – See Attire below.
   d. Crops and breastplates are optional. Crops will not be carried in Equitation flat classes.
   e. Spurs are optional but shall be of the unworeled type.
   f. Martingales are permitted in over-fences classes, but not permitted in flat classes, hunter or equitation.
   g. Splint boots or galloping boots are permitted in over fences classes only. Bell boots, bandages, draw reins or jumping hackamores are not permitted in any classes.

2. Grooming
   Hunters are normally braided but mane and tail braiding is optional. Braiding must be done correctly.

3. Attire
   a. Hunt seat riders must wear ASTM approved protective headgear with three point harness. An approved helmet must be worn by Exhibitors while in all English Classes show ring or practice arenas. An approved helmet is one that carries the approval stamp of the United States Pony Club (USPC) Safety Committee or any other recognized authority that establishes standards of safety for protective headgear.
   b. English Boots – High English, jodhpur, or paddock
   c. Long-sleeved shirt or blouse
   d. Tie – choker, stock or conventional men’s tie
   e. Pants – English breeches or jodhpur pants of suitable color or tan colored trim fitting pants (may be of Western type with legs tucked inside high English boots) Skirts and split skirts are allowed if for religious reasons.
   f. Coats (optional for LL, walk/trot and beginner only)
   g. Gloves (optional for LL, walk/trot and beginner only)
   h. Spurs (optional – must be of unworeled type)
ENGLISH CLASSES

LEAD LINE

English lead line classes will be held on western day in conjunction with western LL classes (LL classes will be combined, either English or Western attire and tack can be used)

ENGLISH SHOWMANSHIP

Class Description:
The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well-groomed and conditioned horse that quickly and efficiently performs the requested pattern with promptness, smoothness and precision.

The Ideal:
Listed below are points on which 4-H English Showmanship is to be judged. Only the exhibitor is judged. The horse is merely a prop to show the exhibitor’s ability to fit and show a horse or pony.

Judging Requirements
Appointments
1. Tack
   a. Bridle, according to breed being shown
Fitting of Horses
1. Condition and thriftiness
2. Grooming
   a. Hair coat must be clean and well brushed
   b. Mane and tail must be clean and free of tangles.
   c. Hoofs must be trimmed properly. If shod, shoes must fit properly and clinches should be neat.
   d. Hoof oil, or polish is recommended.
3. Trimming
   a. Horse’s mane may be roached, but should be left according to breed being shown.
   b. Horse’s tail should be properly prepared according to the breed or type of horse
   c. Inside of ears may be clipped but exhibitor will not penalized for not clipping the inside.
   d. Long hair on jaw, legs and pasterns should be clipped.
4. Tack should be neat, clean and in good repair.
**Appearance of Exhibitor**

1. Clothes and person – neat and clean
2. Suitable attire (See ENGLISH GENERAL RULES – Appointments)

**Showing Horse in Ring**

The system of showing used will be the general standard for that breed.

1. **Leading**
   a. Exhibitor should enter ring leading animal at an alert walk according to the judge’s directions
   b. Exhibitor should walk at the animal’s left side, holding reins in the right hand, according to the breed being shown.
   c. The remaining portion of the rein should be held neatly and safely in the left hand.
   d. Animal should lead readily at the walk and trot.
   e. The judge will line up the class with the aid of the ring steward.
   f. All exhibitors will be required to do individual work

2. **Posing**
   a. When posing your horse, stand toward the front facing the horse, but always in a position where you can keep your eye on the judge.
   b. Pose horse according to the breed being shown. (See GLOSSARY)
   c. Do not crowd the exhibitor next to you when in a side-by-side position.
      Do not crowd the exhibitor in front when lined up head to tail.
   d. When Judge is observing other animals, let horse stand if posed reasonably well.
   e. Be natural. Overshowing, undue fussing and maneuvering are objectionable.

3. **Poise, Alertness and Merits**
   a. Keep alert and be aware of the position of the judge at all times.
   b. Don’t be distracted by persons or things outside the ring.
   c. Respond quickly to requests from the judge and officials.
   d. Be courteous at all times
   e. Recognize quickly and correct faults of your horse
   f. Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed otherwise. The judge may take an award away from any contestant for unsportsmanlike-like conduct even after the class has been placed and the contestant is still in the arena.
   g. Judges may instruct exhibitors to stand at ease at their discretion.
ENGLISH PLEASURE

Class Description
This is an English Pleasure Class.

Judging Criteria
Horses are to be judged on performance, apparent ability to give a good pleasurable ride, and manners according to the breed being shown.

Class Routine
1. They shall go at least once around the ring at each of the three gaits: walk, trot and canter. They will then be asked to reverse and repeat the procedure (except Walk/Trot).
2. The judge may ask for an extended gait.
3. At the extended gait, the judge may ask for the halt and for horses to stand quietly on a free rein.
4. Horses may be required to back
5. Only Advanced riders may be required to dismount.
6. Horses may be required to reverse at walk, trot or intermediate gait at the discretion of the judge. Rider shall not be asked to reverse at the canter or and gallop.
HUNT SEAT EQUITATION (Flat)

Judging Criteria
1. Exhibitors will be judged on seat, hands legs and ability to show the horse.
2. Exhibitors will be judged on their ability to attain the desired ride or results according to the judge’s instructions.
3. The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.

Class Routine
1. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
2. Tests
   a. Pick up reins
   b. Back
   c. Canter and halt (except Walk/Trot)
   d. Figure eight at a trot, demonstrating change of diagonals
   e. Figure eight at the canter on correct lead, demonstrating simple change of lead (except Walk/Trot)
   f. Dismount and mount (Advanced riders only)
   g. Ride without irons for a brief period of time. Irons may be crossed over the saddle (Advanced and Intermediate riders only)
   h. Figure eight at the canter on correct lead, demonstrating a flying lead change. (except Walk/Trot)
   i. Change leads down center of ring, demonstrating simple change of lead (except Walk/Trot)
   j. Execute serpentine at a trot and demonstrate correct change of diagonals
   k. Canter on the counter lead (except Walk/Trot)
   l. Half-turn on the forehand and/or half-turn on the haunches
   m. Demonstrate side passing and/or two tracking
   n. Performance on rail
   o. Any appropriate tests of the judge’s choosing, following 4-H guidelines

Special Instructions
The judge may excuse part of the class rail and individual work and require further rail and/or individual work of the remaining exhibitors in the event of a tie.
HUNTER HACK

Judging Criteria
The horse should be obedient, alert and responsive, and should move freely. The style of jumping should be smooth and consistent such that it could be relied on to take a ride over fences in a safe, obedient manner at an even hunting pace.

Class Routine
1. All exhibitors will enter the ring at a posting trot. They shall then go at least once around the ring at each of the three gaits: walk, trot and canter. They will then be asked to reverse and repeat the procedure.
2. The judge may ask for a hand gallop.
3. At the hand gallop, the judge may ask for the halt, and horses will stand quietly on a free rein.
4. Horses will back in a straight line.
5. Horses will jump two fences. Height: Intermediate, maximum height will be 2 feet. Advanced, maximum height will be 2 feet 6 inches. Distance between jumps or fences will not be less than 48 feet.

HUNT SEAT EQUITATION (OVER FENCES)

Class Description
This is an Equitation Over Fences class. The exhibitors will demonstrate their ability in controlling their horses while going over fences at a balanced, even pace, while maintaining a safe and suitable Hunt seat position.

Judging Requirements
1. The performance of the horse is not to be considered unless it is the result of the exhibitor’s ability.
2. Classes shall be held over reasonable jumps. Types shall be left to the discretion of the management.
3. Height:
   a. For Novice: Cross rails will not exceed 18”
   b. For Intermediate: Jumps shall not exceed 2’6”; wings at least 30” wide are compulsory
   c. For Advanced: Jumps shall not exceed 3’; wings are optional.
4. Exhibitor shall proceed once or twice around, but over not less than six jumps, keeping an even pace throughout
5. Any or all exhibitors may be called back to perform at a walk, trot or canter, or to execute any appropriate tests included in the class requirements
6. Tests
   a. Jump low fences at walk, trot and canter
   b. Pull off between fences except in a combination
   c. Jump fences on figure eight course
   d. Jump fence in middle of ring, at right angles to course
   e. Jump serpentine course, demonstrating change of lead at each change of direction
   f. Any appropriate tests the judge chooses, following 4-H guidelines.
WORKING HUNTER

Class Description
The Working Hunter class is designed to test the horse and rider in their performance over obstacles found in the hunting field. Manners, style, and way of going at a hunting pace will be judged.

Rules for placing horses:
1. Horses must be placed first on performance, before examination for soundness.
2. Further placing will be based on soundness. Horses will be trotted in hand for soundness.

Procedures
1. Judging will start when the exhibitor enters the arena. The performance is over when the exhibitor leaves the arena.
2. Light touches are not to be considered in the judging, but may be recorded for reference in extremely close competition.
3. Touching brush only on brush jumps, is not to be scored as a touch.
4. Course must have a minimum of four (4) different obstacles, and horse must make at least eight (8) jumps with at least one change of direction. An obstacle may consist of one or more elements, such as an in and out.
5. Fences shall simulate obstacles found in the hunting field.
6. Obstacles should be set at least 72’ apart and in 12’ increments.
7. Maximum height:
   - Novice-18”
   - Intermediate - 2’6”
   - Advanced – 3’
8. Distance between elements of an obstacle containing more than one element will be set at 24’ to 36’.
ENGLISH

ENGLISH BAREBACK EQUITATION

This class is open to Advanced and Intermediate riders only

Class Description
This is an English Equitation class, to be ridden with bridle only without the use of any type of saddle or bareback pad. Exhibitor will be judged on seat, hands, legs and exhibitor’s ability to show the horse.

Judging Criteria
1. The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.
2. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
3. The judge may excuse part of the class rail and individual work and require further rail and/or individual work of the remaining exhibitors in the event of a tie.

Exceptions
1. Exhibitors will not be asked to dismount for any reason.
2. Exhibitors will be asked to perform individual work from tests listed in Hunt Seat Equitation.

ENGLISH TRAIL

English Trail is a competitive event judging the performance of a sensible, quiet, well-mannered, free moving and well-balanced horse and rider combination. The pair should be able to execute skills that can be found on the trail, in the hunting field or in the show ring. The course must be reviewed by the Judge for proper pattern and distance between obstacles to be worked prior to the first horse being worked. The coordinator will provide the pattern to the show secretary and they will be available the morning of the show. If disrupted, the course shall be reset after the exhibitor finishes the entire course.

CLASS ROUTINE
1. Railwork is not required but each course for all level classifications must demonstrate a walk, trot and canter.
   Exception: Walk/Trot level will demonstrate a walk and a jog.
2. A minimum of five (5) obstacles or movements will be used; Three (3) of which are mandatory. The remainder will be selected from the approved list below, which is divided into rider classifications.
3. Correct leads must be performed according to trail course requirements.
4. All tests will be performed according to the posted trail course pattern or Judges instruction.
5. Horse trailers are not to be used on the course.
6. No tires may be used on the course for any classification.
**PATTERN**

**Mandatory obstacles are:**

a. Pass through a gate  
b. Ride over at least four (4) logs or cavaletti (All or some of may be elevated for riders in the Intermediate and Advanced level classifications)  
c. Ride over a wooden bridge  

The following may be added for the *Walk/Trot and Beginner* classifications:  
d. Figure eight at the trot  
e. Halt and settle  
f. Drop reins and pick up reins  
g. Halt – Trot combinations  
h. Halt and back  
i. Sitting trot  
j. Mailbox (without side pass)

Any of the above (d-j) or the following may be added to the course for the *Intermediate* level classification:  
k. Hand carry an object from one point to another  
l. Straight back through  
m. Extended trot  
n. Trot over an elevated rail, halt, trot over a second elevated rail. (obstacles are not to exceed twelve (12) inches in height or have less than thirty-six (36) feet between the two (2) fences)  
o. Halt canter combinations  
p. Work without irons (not to include over or through obstacles)

Any of the above (d-p) or the following may be added for the *Advanced* level classification:

q. Canter over rail, halt, trot out over second rail (minimum distance between rails twenty-four (24) feet  
r. Halt, back, trot combinations  
s. Hand gallop  
t. Turn on the forehand or turn on the haunches  
u. Two-track  
v. Counter canter  
w. Flying change of leads  
x. Serpentine at the canter  
y. Simple change of lead on a straight line  
z. Side pass  
aa. Work without irons (may include over or through obstacles  
bb. Any other movement or obstacle approved by the Horse Advisory Board
JUDGING
1. This class will be judged on the exhibitors ability to show the horse through the obstacles and its gaits as required on the posted pattern. Accuracy will be emphasized.
2. Exhibitors will be given a reasonable amount of time to negotiate each obstacle. Refusals will be decided at the discretion of the Judge. Refusal of three (3) obstacles will disqualify the exhibitor.
3. The Judge may ask for additional work from any horse.

SCORING
1. Each obstacle will receive an obstacle score.
2. Obstacle scores are to be determined and assessed independently of penalty points.

FAULTS AGAINST HORSE AND RIDER
Listed below are common faults that are looked for when judging HORSES that are working individually:
   a. Hitting of or stepping on a log, pole, cone or obstacle
   b. Knocking down an elevated pole, cone, barrel, or plant obstacle
   c. Severely disturbing an obstacle
   d. Break of gait at walk, trot, or canter for two strides or less
   e. Both front or hind feet in a single-strided slot or space
   f. Skipping over or failing to step into required space
   g. Split pole in canter-over
   h. Balking or attempting to evade an obstacle by shying or backing more than two (2) strides away
   i. Stepping outside the confines of; falling or jumping off an obstacle (back-through, bridge, side pass)
   j. Blatant disobedience (kicking out, bucking, rearing, striking)
   k. Failure to enter, exit, or work obstacle from correct side or direction
   l. Failure to complete obstacle
   m. Fall to the ground

Listed below are common faults that are looked for when judging RIDERS that are working individually:
   a. Changing hands on reins (EXCEPTION: It is permissible to change hands to work the gate. Exhibitor must return hands to original position after completion of working the gate.
   b. Performing the obstacles other than in specified order
   c. No attempt to perform an obstacle
   d. Equipment failure
   e. Touching the horse on the neck to lower head, or use of free hand to instill fear or praise
   f. Dropping object required to be carried on course
   g. Loss of control or letting go of gate
   h. Riding outside designated boundary marker of the course
   i. Failure to ever demonstrate correct lead or gait when required
   j. Failure to perform correct line of travel within or between obstacles
   k. Fall to the ground
   l. The judge may institute a time limit per obstacle or for the course
   m. Three refusals per obstacle will be allowed. Exhibitor must then move on to the next obstacle
GYMKHANA GENERAL RULES

1. Walk/Trot and Beginner classes will be judged events.
2. Intermediate and Advanced classes will be timed events.
3. A five-second penalty will be added for each barrel or pole knocked down.
4. In the event of a tie, the exhibitor declared the winner, in the run-off, must run in the pattern within two seconds of its original time, or the run-off must be held again.
5. Failure to follow the course in barrels, poles and coordinator’s choice will cause a disqualification and a “no time” will be given.
6. Barrel and pole courses may be run to the left or right.
7. A clearly visible start and finish line will be provided by:
   a. Flags tied to the fence at eye level.
   b. A line marked by lime.
   c. An electric timer and flags.
8. All courses must be set to provide ample room to turn and stop.
9. In Barrel Racing, Pole Bending and coordinator’s choice courses must be measured exactly.
10. Measurement:
    a. In barrel racing, measurements may be reduced five yards at a time in consideration of arena size. (Final barrel need not be reduced.)
11. Timing
    a. An electric timer will be used. If timer fails rider will roll to the end of the class and run again. If the original run was clean, the rider will have two opportunities, if needed, to complete a clean run.
    b. In the event an electric timer is not available, at least two stop watches must be used, the average time of the two stop watches will be used to determine the official placing of all contestants. Stop watches are to be times off the flagger.
12. Times will be recorded to include hundredths of a second if possible.
13. Two hands may be used on the reins.
14. Roping reins are required. Mechanical hackamores, tie-downs, bell, skid and splint boots are optional.
15. No exhibitor will begin the run without first hearing the signal such as, “Timers or flaggers are ready,” from the announcer.
16. Raking will be consistent throughout the class. Show management will decide the numbers of times the arena is to be raked based upon the current condition of the arena prior to the class starting. The number of times to be raked will be announced at the beginning of the class. However, there will be a maximum of ten runs without raking.
GYMKHANA

SCORING
1. The Walk/Trot and Beginner level classification is a judged class in the Gymkhana category.
2. There will be one judge with fifty possible points given.
3. The judge will award points as follows:
   - **1-25 points** for control of the horse from the time the rider enters the arena, completes the pattern and exits the arena.
   - **1-25 points** given for basic knowledge of the pattern. The rider must show they understand the pattern by following the pattern properly.
4. Ribbons will be awarded as follows:
   a. Walk/Trot level classification will be placed:
      - Blue 40-50 Points
      - Red 25-39 Points
      - White 0-24 Points
5. The Beginner level classification will be scored as follows:
   a. 70 points possible for judging
   b. Timing points: 1-3 30 pts. 4-6 20 pts. 7-10 10 pts
   c. Broken pattern, 0 points for pattern execution
   d. Beginner level classification will be placed:
      - Blue 80-100 Points
      - Red 60-79 Points
      - White 59-0 Points

<table>
<thead>
<tr>
<th>Exhibitor Number</th>
<th>Start</th>
<th>Turns</th>
<th>Leads</th>
<th>Control</th>
<th>Finish</th>
<th>Stop</th>
<th>Time</th>
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</table>

Appointments
1. Roping reins are required
2. Riders must wear ASTM approved protective **headgear with three point harness**. An approved helmet must be worn by Exhibitors while in all Gymkhana Classes or practice arenas. An approved helmet is one that carries the approval stamp of the United States Pony Club (USPC) Safety Committee or any other recognized authority that establishes standards of safety for protective headgear.

See WESTERN GENERAL RULES regarding all else
GYMKHANA EVENTS

BARREL RACING

Class Description
The clover-leaf pattern is designed to test the speed and maneuverability of the horse and the ability of the exhibitor to attain the smoothest, fastest possible run against the clock.

Class Routine
1. At a verbal signal from the announcer, such as, “Timers are ready”, the exhibitor will begin the run.
2. The exhibitor is allowed a running start
3. Time will start as the horse’s nose crosses the starting line, and time will stop when the nose passes over the finish line.
4. Failure to follow the exact course will cause disqualification.

Appointments
See WESTERN GENERAL RULES
See GYMKHANA GENERAL RULES

POLE BENDING

Class Description
The pole bending (Washington poles) is designed to test the speed and agility of the horse and the ability of the rider to attain the smoothest and fastest possible run against the clock.

Class Routine
See BARREL RACING CLASS ROUTINE

Appointments
See WESTERN GENERAL RULES
See GYMKHANA GENERAL RULES

Patterns
1. Poles shall be set on top of the ground
2. Poles will be six feet in height
COORDINATOR’S CHOICE

Class Description
Pattern to be chosen from the Pima County Pattern book by the discipline coordinator. Pattern for winter point show may not be used at fair.

Class Routine
See BARREL RACING CLASS ROUTINE

Appointments
See WESTERN GENERAL RULES
See GYMKHANA GENERAL RULES
ROPING GENERAL RULES

1. All events are judged. All events are timed and judged with time taking placing priority and the balance by judging.
2. Judging will be on the roper, as well as the horse.
3. Exhibitor will ride only one horse in a class.
4. A horse will be allowed to show in both heading and heeling.
5. Exhibitor and horse being judged must start from behind a barrier.
6. The judge may require both horses of the team roping to start from behind a barrier.
7. All adult partners will comply with the appointment rules. (See WESTERN GENERAL RULES.)
8. An eligible partner in team roping must be at least 18 years of age and a non 4-H member.
9. Only the performance and manners of the horse being judged will be considered.
10. Judging begins when exhibitor enters arena and will not end until contestant has left the arena.
11. Roping reins are required. Mechanical hackamores, tie-downs, bell, skid and splint boots are the optional choice of the exhibitor.
12. No contestant will begin his or her run without first hearing the signal, “Timers or flaggers are ready”, from the announcer.
13. Western hats must remain on the head past the start of the run unless management states hats are not required.
14. In the final placings of all judged roping classes, no contestant who has missed both loops may place over a contestant who has made a legal catch.
15. Catch pens will be closed during the run in all roping events.
16. All contestants entered in roping classes will be scored and placed regardless of whether or not they catch unless there is a disqualification.
17. In Goat Tying, only flagger or person handling the goat may be within 20 feet of the stake at any time during an exhibitor’s run.
18. Roping events will be timed by two hand-held digital stopwatches only. Hand –held timers of the above description will be provided for the field judge in goat typing and tie-down calf roping. A flag person will be provided at the start and end of each run as a backup.
19. Exhibitors will have one minute, with a warning at 30 seconds, to calm his/her horse in the roping box. If the rider is not successful, the rider will be disqualified.

Faults
1. Breaking the barrier.
2. Unnecessary whipping or slapping.
3. Jerking reins
4. Not catching
5. Jerking the rope
6. Any unnecessary action to induce the horse to perform better.
7. Faults will be scored accordingly.
ROPING

Disqualifications
See WESTERN GENERAL RULES

Permissible Appointments
1. Bell, skid or splint boots
2. Mechanical hackamores, tie-downs and Western-type equipment

OFFICIALS
1. The Judge shall score the run, assess any penalties and make decisions regarding any infraction of rules.
2. The Field Flagger shall be mounted and flag the end of the run.
3. The Line Flagger shall flag the start of the run in the event of: an electric timer/barrier is not being used or no barrier flag is being used. The Line Flagger shall be positioned on the score line.
4. The Barrier Official will check roper’s equipment, set the flag at the score line and signal to the Judge if barrier is broken.
5. The Timers shall be responsible for timing the run and signaling the elapse of the time limit to the announcer.

TIMING -- STARTS AND FINISHES
1. Time will start when the barrier flag drops as the calf’s nose crosses score line or when the Line Flagger drops his flag as the calf’s nose crosses the score line.
2. Time stops when the Flagger drops the flag as soon as the exhibitor touches the calf signaling the completion of the run.

For additional Rules and Regulations
See BASIC RULES
See WESTERN GENERAL RULES
ROPING

ROPING CLASSES

GROUNDWORK ROPING

This class is open to all levels of classifications.

CLASS ROUTINE

1. Exhibitors will be required to rope a steer head dummy.
2. Standing behind a start line, **walk-trot and beginner** exhibitor must “catch” the dummy and may be asked to rope from three (3) different positions: left side, middle, and right side.
3. **Beginner** level classified exhibitors will also be asked to “catch” the dummy, pull their slack, and dally to the horn while seated in a saddle which has been placed on a secure saddle stand.
4. **Intermediate and Advanced will chose 2 of the 3 styles of Dummy Rope:**
   1) Calf head and pulling slack correctly
   2) Steer head and pulling slack correctly
   3) Heel loop

JUDGING

There will be one Judge in this event.

SCORING

1. Exhibitors will be scored on their ability to coil a rope, build a loop, swing the rope, catch the dummy and pull their slack.
2. The **Beginner** level classification will also be scored on their ability to dally.
3. **Walk/Trot** and **Beginner** level classifications will be placed:
   - Blue  80 – 100 Points
   - Red   50 – 79 Points
   - White 0 – 49 Points

4. Intermediate and Advanced levels will be judged on their ability with ropes, their delivery, the catch and their ability to pull slack correctly

Appointments

See WESTERN GENERAL RULES
See ROPING GENERAL RULES
BREAKAWAY CALF ROPING

Class Description
This is both a timed and judged event. All contestants will be judged. Those who catch will have their time used as the method for placing.

Class Routine
1. Tie rope to horn or swell with cotton string or suitable tying material provided by show management.
2. Enter box at timer’s signal.
4. Rope calf and set horse, causing string to break away.

Class Requirements
1. Legal catch is any loop that goes over the calf’s head and draws up on the neck, causing the string to break and come away from the saddle horn or swell.
2. Field judge signals “time” when rope comes free of saddle and horse.
3. Exhibitor will carry only one rope.
4. Exhibitor may throw two loops, but must recoil rope.
5. There will be a one-minute time limit and 2 loops.

Judging Criteria
The horse will be judged on manners entering the arena, behind the barrier, scoring, speed to the calf and stopping. The exhibitor will be judged on ability in handling a rope and ability in handling the horse. The ability in the box category is judged from the arena gate to the box, in the box area, and timeliness in getting out of the box.

See the illustration of the scorecard.

<table>
<thead>
<tr>
<th>Exhibitor Number</th>
<th>Ability in the box-scoring</th>
<th>Rating position</th>
<th>Catch</th>
<th>Stop</th>
<th>Exhib. Ability w/rope</th>
<th>Exhib. Ability w/horse</th>
<th>Total</th>
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<tr>
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<td>10</td>
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Penalties
A no-time will be assessed if the following occur.
1. Rope does not go over calf’s nose, but catches another part of the calf’s body.

Disqualifications
No time given and judging score not used.
1. Rope becomes detached from saddle before calf is caught.
2. Roper cannot release rope, or in any way assist the release of the rope from the saddle by using his or her hand.
3. If rope is not tied onto saddle prior to run.

Appointments
See WESTERN GENERAL RULES
See ROPING GENERAL RULES
TOUCH CALF ROPING

This class is open to the Intermediate level classification only. Exhibitor and his/her horse must qualify prior to entering this class.
This is a timed and judged class.
Exhibitors must use a neck rope, neck collar, or other suitable device on his/her horse to prevent dragging the calf.

CLASS ROUTINE
1. Contestants will only be allowed two loops. Exhibitor may carry only one rope and must recoil the rope before throwing a second time.
2. A catch will be considered legal when the rope goes over nose and pulls tight at any part of the calf’s body.
3. Exhibitor must catch the calf, dismount, go down the rope and touch the calf.
4. The rope must stay on the calf until the roper touches the calf.
5. Timing stops when the calf is touched by the exhibitor. At that time, volunteers will run to the calf and take the rope off.
6. Each roper must adjust his/her rope and the reins in a manner that will prevent the horse from dragging a fallen calf. A neck rope, neck collar or other suitable device must be used to keep the horse from dragging the calf. If this equipment fails to work or breaks, causing the horse to drag the calf, the exhibitor will be given a “no time”. This decision is to be determined by the Judge.
7. There will be a one-minute time limit and 2 loops.

JUDGING
1. The exhibitor’s score will be penalized twenty (20) points for each of the following:
   a. The Barrier Official signals that the barrier was broken.
   b. The exhibitor fails to hold calf until the “untie crew” arrives.

SCORING
1. Exhibitor will be scored using a time and point system. See the chart below for points:
   2. In the event of a tie in the total points scored, the exhibitor with the highest score and the fastest time will break the tie. No exhibitor may place higher than the placing he/she originally scored.

Appointments

<table>
<thead>
<tr>
<th>Exhibitor Number</th>
<th>Ability in the box-scoring</th>
<th>Speed to calf</th>
<th>Rating position</th>
<th>Stop &amp; dismount</th>
<th>Backing &amp; Rope Work</th>
<th>Exhib. Ability w/rope</th>
<th>Exhib. Ability w/horse</th>
<th>Exhib. Ability w/calf</th>
<th>Total</th>
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1. A neck rope or a metal ring attached to the headstall will be used.
2. See WESTERN GENERAL RULES

See ROPING GENERAL RULES
TIE-DOWN CALF ROPING

Class Description
This is a timed and judged event. All contestants will be judged. Those who catch will have their time used as the method for placing.

Judging Criteria
1. Use of jerk lines is optional; scoring will be at the judge’s discretion.
2. See the illustration of score card.

Class Routine
1. Exhibitor may throw only two loops.
2. Exhibitors will carry only one rope. Exhibitors may throw two loops but must recoil the rope for the second loop.
3. There will be a one-minute time limit.
4. Any catch that holds is legal.
5. Rope(s) must be tied hard and fast
6. Contestant must rope calf, throw calf by hand, cross and tie any three legs with not less than one wrap and a half hitch.
7. If calf is down when the exhibitor reaches it, the calf must be let up and thrown by hand.
8. Rope must hold calf until roper gets his or her hands on it.
9. Tie must hold and three legs must remain crossed until passed on by the field judge.
10. Calf must stay tied six seconds after calling for time.
    a. Six seconds will start from the moment exhibitor remounts and moves horse so as to create slack in the rope.
    b. Rope must remain slack until the field judge has passed on the tie.
    c. Rope will not be removed from the calf by the roper.

<table>
<thead>
<tr>
<th>Exhibitor Number</th>
<th>Ability in the box-scoring</th>
<th>Speed to calf</th>
<th>Rating position</th>
<th>Stop &amp; dismount</th>
<th>Backing &amp; Rope Work</th>
<th>Exhib. Ability w/rope</th>
<th>Exhib. Ability w/horse</th>
<th>Exhib. Ability w/calf</th>
<th>Total</th>
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Field Judge (Flagger) Requirements
1. Field judge will judge the time and use a stopwatch to time six seconds from the time roper mounts and moves horse forward, creating slack in the rope.
2. Rope will not be removed from the calf until the field judge has passed on the tie.
3. Watch will be stopped when calf kicks free.
4. The field judge’s decision is final.

Appointments
1. A neck rope or a metal ring attached to the headstall will be used.
2. See WESTERN GENERAL RULE
See ROPING GENERAL RULES
TEAM ROPING – HEADING and HEELING

Class Description
This is a timed and judged event. All contestants will be judged. Those who catch will have their time used as the method for placing.

Judging Requirements
1. The horse being judged will start from behind a barrier.
2. See illustration of scorecards

TEAM ROPING – HEADING

<table>
<thead>
<tr>
<th>Exhibitor Number</th>
<th>Ability in the box-scoring</th>
<th>Speed to cattle</th>
<th>Rating &amp; checking position</th>
<th>Handling of cattle turn &amp; face</th>
<th>Catch-Horns ½ head or neck</th>
<th>Exhib. Ability w/rope</th>
<th>Exhib. Ability w/horse</th>
<th>Total</th>
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</tbody>
</table>

TEAM ROPING – HEELING

<table>
<thead>
<tr>
<th>Exhibitor Number</th>
<th>Ability in the box-scoring</th>
<th>Position</th>
<th>Rating &amp; checking position</th>
<th>Stop &amp; back</th>
<th>Catch-2 leg 1 leg or none</th>
<th>Exhib. Ability w/rope</th>
<th>Exhib. Ability w/horse</th>
<th>Total</th>
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Class Routine – Heading
1. The header being judged must dally.
2. Legal catches
   a) Both horns
   b) Half head
   c) Around the neck
3. Non-legal catches:
   a) Half-hitch
   b) Figure eight
   c) Any front leg
4. Any catch made by the partner not being judged is considered acceptable.

Class Requirements
Heading and Heeling
1. The roper being judged may throw only two loops
2. Total run must be done within a one-minute time limit.
3. The non-judged partner may use two loops within the one-minute time limit.
4. For safety, only one rope will be carried per roper. If more than one loop is to be thrown, the roper must recoil and build another loop.
5. During the heeling class, the non-judged header must place the loop on the steer in the chute.

Appointments
See WESTERN GENERAL RULES
See ROPING GENERAL RULES
GOAT TYING

Class Description
This is a timed event and is considered a game on horseback in the West. The event tests the ability of an exhibitor to ride to the goat, dismount and tie in the fastest possible time.

Class Routine
1. Ride from behind the starting line to the goat.
2. Dismount.
3. Throw and tie the goat.
4. Tie any three legs with a rope or leather string.
5. Time will stop when exhibitor releases the string or rope and signals completion of the tie by raising both hands.
6. Goat must stay tied for six seconds. The six seconds will start when the exhibitor’s hands are up.

Class Requirements
1. Only one goat in the arena at a time.
2. Each goat will be thrown three times before being used by exhibitors.
3. If goat is down when exhibitor reaches it, the goat must be picked up to its feet and thrown by hand.
4. Wire for tie is not permitted.
5. The goat must be untangled and taken to the end of the rope behind the stake after each run.
6. The goat must be released when the flag drops at the starting line.
7. The goat will be changed after every third exhibitor.
8. Exhibitor may not touch the goat in any manner after signaling for “time”.
9. There is a one minute time limit.

Measurements
1. There is no set distance from the starting line to the goat. A minimum of 50 yards is recommended
2. The goat must be tied to a stake with a rope 10 feet long.
3. The stake is to be pounded completely into the ground so that no part of it is visible.
Disqualifications
   1. Goat breaking away due to the fault of the horse.
   2. Goat not staying tied for six seconds after completion of tie.
   3. Any exhibitor tying the goat at the show, except during the event.
   4. Exhibitor touching goat, tie or rope in any manner after signaling for time before field judge’s signal that six seconds is up.
   5. Tie not actually being tied, at the discretion of the field judge.
   7. The field judge’s decision is final
   8. A no-time will be assessed should the horse come in contact with the rope or the goat at any time.

Re-Runs
   1. If the goat should break away at any other time, the field judge/flagger will decide if the exhibitor will get a re-run.
   2. All re-runs will be run at the end of the go-round.

Appointment
See WESTERN GENERAL RULES
See ROPING GENERAL RULES

OBSTACLE SACK ROPING

This class is designed to test the ability of the rider to use his/her horsemanship skills to move his horse in a controlled and safe manner while holding a coiled rope, a loop and reins. The course will test the horse’s ability to respond to the rider, work a rope, stand quietly in the roping box, and be a willing partner to the rider. The course must be reviewed by the Judge for the proper pattern and distance between obstacles to be worked prior to the first horse entering the course. Patterns must be posted one half hour before the start of the class.

CLASS ROUTINE
   1. All classifications must demonstrate a walk, trot and lope.
   2. A minimum of three obstacles will be used - no more than five.
   3. Contestant will be given three chances to perform each obstacle.
   4. All exhibitors will carry a rope with coils in one hand and the loop in the other while completing the course.
   5. After exhibitor ropes the obstacle, he/she will pull their slack by backing horse, dally on a tight rope, check with judge, and release the rope.
PATTERN POSSIBILITIES
There will be one course used by all divisions, modified for each skill level. This is a list of possibilities for exercises (will be subject to change at coordinator’s discretion).
   a. Coil and recoil rope.
   b. Positioning in box.
   c. Backing horse.
   d. Side pass.
   e. Correct leads.
   f. Rope dummy and dally from horseback.

JUDGING
1. This class will be judged on the exhibitor’s ability to guide horse through the obstacles and gaits as required on the posted pattern while carrying a coiled rope in one hand and a loop in the other.
2. Three (3) refusals per obstacle will be allowed. After the third refusal, the exhibitor will be asked to go to the next obstacle and will be scored accordingly.
   Exception: The sack obstacle. The exhibitor will be given three (3) opportunities to successfully rope the sack obstacle.

SCORING
1. Exhibitors will be scored on Control of horse – Ability to handle Horse while carrying rope, loop and reins and Execution of the Pattern. One Hundred (100) possible points will be given with fifty (50) points given for successfully roping the obstacle. Each Obstacle will receive an obstacle score.

   2. **Beginner** level classification will be placed:
      - Blue  80 - 100 Points
      - Red   50 - 79 Points
      - White 0 – 49 Points

Appointments-
See WESTERN GENERAL RULES
See ROPING GENERAL RULES
**ROPING**

**RIBBON ROPING**

This is a time only class.

Runners may be a 4-H member from any classification and category.

**CLASS ROUTINE**

1. Calf shall have a ribbon at least six (6) inches in length fastened to the top of it’s tail, while in the chute. The ribbon must be fastened with a rubber band.
2. Only one rope may be carried. Two loops may be thrown within the time limit. If more than one loop is thrown the roper must recoil and build another loop. A dropped loop is considered as a thrown loop. Loss of rope shall be cause for disqualification.
3. If exhibitor misses with both loops, he/she will be given a “no time” and will not place on the run.
4. The roper must catch the calf, and may dismount, go down the rope, and hold the calf for the runner. Roper may have hands on calf while ribbon is being removed. Roper touching ribbon at any time shall be cause for disqualification.
5. Runner must start from a designated score line to be located near the chute and will only cross the score line after the calf’s nose has crossed the score line at the chute. If runner leaves before the calf’s nose has crossed the score line the team will be disqualified.
6. Runner may remove the ribbon after the calf is caught, run with ribbon back to designated score line, cross the line and hand the ribbon to the Official positioned at the line. The ribbon must be handed to the Official. If the ribbon is not handed to the Official, or is thrown on the ground, the team will be given a “no time” and will not place on the run.
7. Exhibitors will have a two (2) minute time limit to catch the calf and run across the score line with the ribbon. If time elapses before the run is completed the exhibitor will be given a “no time” and will not place on the run.

**TIMING -- STARTS AND FINISHES**

1. Time will start when the barrier flag drops as the calf’s nose crosses the score line or when the Line Flagger drops the flag as the calf’s nose crosses the score line.
2. Time will stop when the Flagger drops the flag as the runner crosses the score line and hands the ribbon to the Official positioned at the score line completing the run.

**SCORING**

One point will be awarded each exhibitor for participation. If a catch is made and the runner crosses the score line with the ribbon, the exhibitor will be awarded an additional point.

**Appointments**

See WESTERN GENERAL RULES
See ROPING GENERAL RULES
RANCH SORTING RULES

HELMET REQUIREMENTS
Riders must wear ASTM approved protective headgear with three point harness. An approved helmet must be worn by Exhibitors while in all Sorting Classes or practice arenas. An approved helmet is one that carries the approval stamp of the United States Pony Club (USPC) Safety Committee or any other recognized authority that establishes standards of safety for protective headgear. Helmets are REQUIRED in ALL classification levels.

ATTIRE
See WESTERN GERNERAL RULES

TACK
See WESTERN GERNERAL RULES

Grounds for Disqualification
1. Any disqualifications of one (1) team member while in the arena will result in the disqualification of the entire team.
2. In an event a team member is disqualified prior to his/her run, a replacement member must be randomly drawn from a draw pool and will not be asked to pay the entry fee.

See WESTERN GENERAL RULES

MISCELLANEOUS
1. All Sorting classes are timed events.
2. All Sorting competitions will consist of two (2) timed “go’s” for each team.
3. If one of the team members is unable to compete the other team member will be given the option of a draw partner.
4. The judge has the authority to assess a penalty, disqualify, or give a re-ride on the following instances: Roughing calls (horses and/or cattle) (see “Cattle” in this section); Escaped calf; Mechanical failure, Un-sportsman like conduct of an exhibitor or Act of God.

ARENA ENTRY AND EXIT
1. Each Contestant must enter and exit his/her horse through the gate in a safe and orderly manner.
2. The gate will be closed after the contestant enters and will remain closed until the contestant finishes his/her run and slows the horse to a walk.
3. (Exception: holders who must exit the arena after the working team begins their run. Holders must slow their horses to a walk before exiting the arena.)
RANCH SORTING

TIMING PROCEDURE
1. There shall be at least two (2) Timers.
2. The first timer shall be the official time and the second timer shall be the back up timer. A lap timer will be used at all times.
3. The same process of timing must be used for the entire show, insuring timing and times are as consistent as possible for contestants.

OFFICIALS
1. The Line Judge will act as the start/foul line Flagger and is responsible for making sure the herd is bunched and settled prior to each team’s run, dropping the flag to signal starts and finishes, watching for proper order of cattle pushed over line, making decisions regarding roughing of cattle, hazing of cattle and concerning safety issues.
2. The Timer will be responsible for starting the clock at the drop of the flag signaling the start of a run and stopping the clock at the drop of a flag signaling the end of a run.
3. The Gate official will be responsible for checking in on teams at the gate, making sure the proper team is ready to compete when called and for opening and closing the gate at the beginning and end of each run. It is not the gate official’s duty to insure exhibitor readiness to enter the arena.

CLASS ROUTINE
1. A two (2) rider team must sort 10 of 11-12 cattle within 60 seconds. Time begins when the nose of the first horse crosses the start/foul line. The pen size should be no larger than 60 x 60 with corners cut and a 12’-16’ gate (opening) between both pens (this will be the start/foul line).
2. The team is on one side of the arena with the cattle on the other. The judge signals to the announcer that the team, arena and cattle are ready. The line judge drops the flag to signal the timer to start the clock. As time begins the announcer calls a start number, cattle are then sorted in numerical order. Time is taken when totals body of the last numbered calf crosses start/foul line. In a singal go event, the most cattle sorted in the least amount of time wins. In a multiple go round event, the team that sorts in EACH run will beat the teams that fail to sort or have a NO TIME in runs, REGARDLESS of the number of cattle sorted or timed. FOR EXAMPLE: times in three (3) qualifying runs; beat times in two (2) qualifying runs. Times in two (2) qualifying runs; beats time in one (1) qualifying run. The goal is to have the most cattle sorted in the least amount of time, without a foul or disqualification. A foul or disqualification is assessed of any part of a calf out of sequence or un-numbered, crosses the start/foul line, or any part of any calf returns back across the line.
RANCH SORTING

3. Calves must be sorted in correct numerical order and total body must clear the line to be counted, but need not clear each other (may overlap in numerical order). If less than 10 heads are sorted within 60 seconds, the teams recorded time will be that number at the time the last calf crosses the start/foul line. FOR EXAMPLE: if the time ends while the next good calf is crossing the line; time will be given upon the previous good calf. Each calf will be timed to ELIMINATE the POSSIBILITY of a tie. At Least one judge will make final decisions from a position with a clear View of the start/foul line. Decisions of the judges are FINAL.

4. CATTLE
   a. Each team works on a herd of eleven to twelve cattle. Herds will be rotated, or given a break after every ten (10) runs.
   b. Contact by horse, hands, rommels, reins, hat or any other equipment will result in a NO TIME.
   c. A team shall be judged a NO TIME by the judge for any action the judge believes to be unnecessary roughness to the cattle. In the event the judge determines the action to be inhumane treatment of the cattle, the team may be DISQUALIFIED.

Permissible Appointments
1. Roping reins must be used by beginners, optional for intermediate and advanced
SEE GENERAL WESTERN RULES
GLOSSARY

Appointments: Appropriate equipment, furnishing, tact and attire for a specific event or class.
Basic Rules: Rules governing the entry into Pima County 4-H Horse Point Show.
Bosal (Hackamore): Use of flexible, braided rawhide or leather or rope bosal. No rigid material permitted.
Canter: Term used in English riding to describe a three beat gait of moderate speed.
Chaps: Full-length leather leg covers. May have fringe or scallops.
Chinks: Short chaps (approximately knee-length).
Class Description: Defines what is expected of both the horse and the exhibitor.
Class Routine: Procedures the exhibitors will follow in a specific class.
Conformation: The structure of the horse.
Convertible Collar: Same as traditional or standard collar; folds over with the capability of covering a tie.
Curb Bit: A bit that has a solid or broken mouth piece, has shanks and acts with leverage.
Diagonal: When posing – the rider should be posing to the outside diagonal, which means the seat is down at the same time the outside front foot is down.
Disqualification: No time given; in judged events, no score given.
Equitation: The posture or seat, hands and legs in the most proper position to obtain the desired results from the mount.
Equitation Classes: A class in which the exhibitor’s ability to maneuver their horse, while exhibiting poise, confidence, maintaining balance and correct body position is judged.
Faults: Errors made by exhibitor and/or the horse.
Fences: Obstacle over which a horse jumps in schooling or competition. Also known as jumps.
Field Judge: A person appointed by the show management to serve as a judge in events other than performance classes; this person makes decisions within the arena concerning exhibitors and rules.
Figure Eight: A figure that is closed in the center and usually started to the right, in the center, unless otherwise instructed.
Flagger: A person who signals with a hand-held signal the start and stop of the clocks; this person will not be the field judge.
Flatwork: Arena exercises of the horse in the English discipline that does not involve jumping fences.
Flying Change: A change of lead, front and back, while maintaining a lope, canter or gallop.
Full Bridle: For purpose of these rules, any bridle with two bits and four (4) reins.
Gaits: The various sequences of foot movements of the horse, such as walk, jog/trot, lope/canter and gallop.
Gallop and Hand Gallop: Lengthening of the stride from a lope/canter with a noticeable difference in speed.
Three judges will interpret, clarify and make decisions governing the rules, interpretations, clarifications and procedures of the show. This group will make decisions in any and all areas governed by the show. Decisions of this group will be by consensus and shall be final.
GLOSSARY

Gymkhana: Timed games on horseback, e.g. barrels.
Home: Foot is placed through stirrup or iron so as to be resting against front of heel.
Jog: Term used in Western Riding to describe a smooth two beat gait.
Judging Criteria: Basic guidelines of what the judge is looking for.
Lead: Term used to describe which foreleg is leading when the horse is in a Lope/Canter gait.
Lope: Term used in Western riding to describe a rhythmical three beat gait of moderate speed.
Mechanical Hackamore: A hackamore that has any metal, chains or hinges.
Obstacle: An item that the exhibitor must negotiate over, around or through to test the
ability and maneuverability of the horse and exhibitor.
Pivot: Can be on the forehand or haunches: example – on the haunches – the front moves
around while the inside hind is planted, usually performed slower than a spin.
Points: Method of keeping score for judged events. Points will be based on the number of
entries in each class.
Posing: Quarter Type – feet squarely under horse.
Thoroughbreds – feet squarely under horse.
Saddle Seat Types – hind feet stretched.
Hunter Types – front feet square and under: hind feet may be slightly off -set (one foot
more forward).
Posting Trot: A rhythmic rising and sitting of the exhibitor as the horse performs the trot.
Ring Steward: A person appointed by the show management to coordinate activities for
the judge within the arena or show ring.
Roping: Events in which cattle are roped in a manner governed by the particular event.
Serpentine: A series of “S” formations linked together.
Simple Change: A horse’s gait is decreased from a Lope/Canter to a Jog/Trot in order to
change to the opposite lead before resuming the Lope/Canter.
Snaffle Bit: A conventional O-ring, Egg-butt or D-ring with a 2 or 3 piece.