INTRODUCTION

These rules and class descriptions have been developed over many years to serve as the uniform basis of 4-H Horse Shows in Maricopa County. Every effort has been made to conform to the State 4-H Horse Show Rules except where unique conditions in Maricopa County dictate otherwise.

The purpose of our 4-H Horse Shows is to provide an opportunity for our 4-H horse project members to demonstrate their horsemanship ability and the type of performance they are able to elicit from their project horse in a competitive setting. Safety, good taste, sportsmanship and the establishment of a good public image are paramount.

Grateful appreciation is expressed to the many individual 4-H Horse leaders who contributed their input and the Maricopa County 4-H Horsemanship Committee who contributed to this publication through review, suggestions and many late night meetings.

Prepared by Bryan Chadd, Extension Agent, 4-H Youth Development, Maricopa County

MARICOPA COUNTY 4-H HORSE COMMITTEE’S POLICY STATEMENT
CONCERNING HORSE SHOWS FOR THE YEARS: 2015-2017

The Maricopa County 4-H Horsemanship Committee’s (HAC) official policy statement is published yearly to supplement and clarify Maricopa County 4-H Horse Show requirements. This includes criteria and information that changes more frequently than the general rules and requirements.

The County 4-H Horse Program is dependent on volunteers and clubs to provide leadership for events and competitions. The annual list of Horse Program responsibilities will be offered to all county 4-H horse clubs to fulfill roles until November 1. After that time, tasks will be drawn randomly to be fulfilled by clubs who have not yet accepted a responsibility for the county program. Individuals may petition HAC to participate in the County Horse Finals if their club does not accept an assigned responsibility.

The Agent and Committee will approve up to six pointed English, Western, Roping/Gymkhana and Team Penning/Sorting contests during the 4-H year. Show dates must be submitted and approved through HAC and the Extension Agent; host clubs will be provided with a list of HAC approved judges. Should the desired judge not be on the list, the host club’s Show Committee may submit the judge’s qualifications to the HAC/Extension Agent for consideration/approval. Judges must be provided a current copy of the Maricopa County 4-H Horse Rules no less than two days prior to the show. English and Western shows may be held on separate days or combined on one day; if held on one day, the second discipline may not start until the first show has completed all classes and presented awards. Event advertising shall indicate start times so exhibitors riding exclusively in the later discipline may arrive later for their show. Gymkhana/Roping shows are considered as one show and may be alternated as to starting times. Every effort will be made to support only one English, Western, Team Penning/Sorting and Roping/Gymkhana Show to be held each month, excluding events cancelled due to weather conditions and special county authorized shows.

The purpose of our local shows is to provide 4-H members the opportunity to assess their competencies and compete against like skill level 4-H riders. It is not the purpose of the shows to provide an opportunity for coaching or training, nor to impose a financial hardship on members and their families. As such, every effort is made to keep costs as low as possible to encourage the maximum participation of all interested members. It is hoped that host clubs shall make a reasonable profit from their shows, but shows are not to be considered as primary fundraisers. Clubs hosting clinics, workshops, fun days, etc. may charge fees at HAC approved rates.

County local pointed show costs are as follows:
Entry fee - English, Western, Gymkhana, no more than $5.00 per class. ($1.50 per class will be forwarded to the HAC Committee for ribbon expenses). HAC sponsored shows which support the Maricopa County youth attending the Western National Roundup/Horse Classic are exempt from this fee.

**Entry fee - Roping fees may vary, due to cattle costs; however, the maximum will be $5.00 above the cost of cattle.**
Entry fee - Team Penning/Sorting fees are $15.00 per person per team, with additional cattle fees added if necessary as per the current market cattle charge.
Entry fee – County 4-H Horse Finals are not bound to these set fees, and may be higher due to the quality of the awards given and the cost of the event.
Additional Show fees - a $3.00 equipment fund fee per exhibitor is subject to approval on an annual basis. A minimum $5.00 County Finals fee per exhibitor is subject to approval on an annual basis. Clubs may assess an arena fee and/or number fee. Any additional fees MUST be approved by the Horse Committee.

Any personal insufficient check written for a 4-H show will be cause for disqualification of that participant at future shows until all monies are paid in full, including a $30.00 service fee assessed for each insufficient check. No further personal checks will be accepted for the remainder of the 4-H year from that family. A $30.00 service fee will be assessed in addition to the check amount on any club writing an insufficient check, no further club checks will be accepted for the remainder of the 4-H year. Any club sponsoring a show that does not abide by these rules shall be requested to discuss issues before the Horse Committee and actions may be taken.
IN ADDITION TO THE RULES POSTED IN THE ARIZONA STATE 4-H HORSE SHOW RULES, THE FOLLOWING CLASSES AND RULES WILL PERTAIN TO MARICOPA COUNTY SHOWS ONLY.

WESTERN CLASS LIST
ALL WESTERN CLASSES TO BE OFFERED AT APPROVED WESTERN 4-H HORSE SHOWS

WESTERN SHOWMANSHIP IN HAND:
Special Needs – all ages
Beginner – all ages
Intermediate Junior/Senior
*Advanced Junior
*Advanced Senior

WESTERN BAREBACK EQUITATION:
*Advanced Junior
*Advanced Senior

WESTERN PLEASURE:
Special Needs – all ages
Beginner – all ages
Intermediate Junior/Senior
*Advanced Junior
*Advanced Senior

WESTERN EQUITATION:
Beginner – all ages
Intermediate Junior/Senior
*Advanced Junior
*Advanced Senior

WESTERN RIDING:
*Advanced Junior
*Advanced Senior

WESTERN REINING:
*Advanced Junior
*Advanced Senior

TRAIL HORSE:
Beginner – all ages
Intermediate Junior/Senior
*Advanced Junior
*Advanced Senior

FOAL TRAINING: (Will be shown individually - not a group riding class)
Advanced Senior In Hand - Weanlings, Yearlings, 2 Year Olds
Advanced Senior Under Saddle - 3 and 4 Year Olds
* Only classes with an asterisk are eligible for the State 4-H Horse Show

ENGLISH CLASS LIST
ALL CLASSES TO BE OFFERED AT APPROVED 4-H ENGLISH SHOWS

ENGLISH SHOWMANSHIP IN HAND (Hunter & Saddle Seat Attire Combined/judged separately)
Special Needs – all ages
Beginner – all ages
Intermediate Junior/Senior
*Advanced Junior
*Advanced Senior

ENGLISH BAREBACK EQUITATION:
*Advanced Junior
*Advanced Senior

ENGLISH PLEASURE (Hunter & Saddle Seat Attire Combined/judged separately)
Special Needs – all ages
Beginner – all ages
Intermediate Junior/Senior
*Advanced Junior
*Advanced Senior

ENGLISH EQUITATION:
Beginner - all ages
Intermediate Junior/Senior
*Advanced Junior
*Advanced Senior

FOAL TRAINING: (Will be shown individually - not a group riding class)
Advanced Senior In Hand - Weanlings, Yearlings, 2 Year Olds
Classes Over Fences

Note: Each horse/rider combination shall be proficiency tested by a qualified person approved by the Horse Committee and supported by the 4-H agent working with the Horse program over a course of 6-8 jumps. Those riding in Hunter Hack may proficiency over two consecutive jumps at stated heights. Each horse and rider combination must be qualified separately and correctly designated on the proficiency form. Riders may enter only ONE height section per class.

Hunter Hack: (2 fences)
18"  Intermediate
18"  Advanced Junior
* 2’ Advanced Junior (+1 point)
  2’  Advanced Senior
* 2'6"  Advanced Senior (+1 point)

Working Hunter: (6-8 fences)
* 2’  Advanced Junior
  2’  Advanced Senior
* 2'6"  Advanced Senior (+1 point)

Hunter seat equitation over fences: (6-8 fences)
* 2’  Advanced Junior
  2’  Advanced Senior
* 2'6"  Advanced Senior (+1 point)

*Only classes with an asterisk are eligible for the State 4-H Horse Show.

Roping Class List

Team Roping - Heading (Judged):
  Intermediate
  *Advanced Junior
  *Advanced Senior

Team Roping - Heeling (Judged):
  Intermediate
  *Advanced Junior
  *Advanced Senior

Touch Calf Roping (Judged):
(Those entered in this class may not enter Tie-Down Calf Roping)
Intermediate

Breakaway Calf Roping:
Intermediate (Judged)
  *Advanced Junior (Timed)
  *Advanced Senior (Timed)

Tie-Down Calf Roping (Timed):
(Those entered in this class may not enter Touch Calf Roping)
  *Advanced Junior
  *Advanced Senior

Dummy Roping (Judged):
Beginner (ropers not ready to rope on horseback)
  * Only classes with an asterisk are eligible for the State 4-H Horse Show

Gymkhana Class List

Goat Tying (Timed):
  Beginner
  Intermediate
  * Advanced Junior
  * Advanced Senior

Pole Bending (Timed):
  Special Needs
  Intermediate
  * Advanced Junior
  * Advanced Senior

Mountain Cow Horse (Timed):
  Special Needs
  Intermediate
  * Advanced Junior
  * Advanced Senior

Barrel Racing (Timed):
  Special Needs
  Beginner
  Intermediate
  * Advanced Junior
  * Advanced Senior

Bow Tie (Timed):
  Special Needs
  Beginner
  Intermediate
  Advanced Junior
  Advanced Senior

* Only classes with an asterisk are eligible for the State 4-H Horse Show
TEAM PENNING CLASS LIST - ALL CLASSES TO BE OFFERED AT APPROVED 4-H TEAM PENNING SHOWS

Junior: Three (3) Junior members only
Senior: Three (3) Senior members only
Mixed: Three (3) Any combination of three (3) Junior/Senior members

Horse sharing members may compete in Team Penning contest provided one rides on either a junior or senior team ONLY (dependent on their age) and the other rides on a mixed team ONLY.

RANCHSORTING CLASS LIST - ALL CLASSES TO BE OFFERED AT APPROVED 4-H RANCH SORTING SHOWS

Junior: Two (2) Junior (9-13) members only
Senior: Two (2) Senior (14-19) members only
Mixed: One (1) Junior member and One (1) Senior member

MARICOPA COUNTY 4-H HORSE SHOW REQUIREMENTS

FFA MEMBERS MAY COMPETE IN 4-H SHOWS, ONLY IF THEY ARE ALSO A CURRENT 4-H MEMBER AND MEET ALL 4-H RIDER, HORSE AND COMPETITION REQUIREMENTS.

* ALL SHOW RESULTS WILL BE TURNED IN TO THE 4-H AGENT IN CHARGE OF HORSE WITHIN ONE WEEK.
* A County Horse club will work with the Extension Agent and be responsible for keeping copies of results throughout the 4-H year.
* English, Western and Gymkhana/Roping classes will rotate on an annual basis for local and county pointed shows

A recognized 4-H qualifying Horse Event in Maricopa County is one that has been scheduled and approved with the 4-H Agent in charge of the horse program at least 30 days prior to the show/event, supported by the 4-H Horse Committee, and open to all 4-H horse project members, and where accurate accounting of points, members participating and winners is filed with the Agent in charge of the Horse Program. All qualifying shows and events must be in print a minimum of 30 days prior to the close of entries for County Horse Finals unless unforeseen circumstances allow the 4-H Agent to schedule shows and events accordingly. Members may ride in pointed shows being conducted after close of County Horse Finals entry deadline and still qualify provided they meet all other requirements for riding in County Horse Finals.

The number of recognized shows per year will be required by the Horse Committee’s Yearly Policy Statement. Judges shall be selected from the approved list compiled by the 4-H Horse Committee, if available, or can be submitted for prior approval by the Committee, and no individual Judge will be used more than once per classification per year. Judge(s) may be used to judge a local show and County Horse Finals, but not in the same discipline and skill level – exceptions must come before the Horse Committee and agent for approval. Placing, participation and Danish system ribbons will be furnished by the Horse Committee. The County Finals is the only show allowed to give out any additional awards other than ribbons. POINTED SHOWS SPONSORED BY CLUBS MAY GIVE OUT CLASS RIBBONS AND RIBBON SASHES FOR ALL AROUND HIGH POINT AND RESERVE HIGH POINT AWARDS ONLY. The rules and requirements contained herein will be supplemented by a yearly Policy Statement issued by the Horse Committee and approved by the 4-H Extension Agent.

The County 4-H Horse Finals will be governed by the County 4-H Horse Committee and the prevailing conditions at the time of the show. This could result in certain deviations from class scheduling, or combination of classes, type of awards and other standard rules and procedures with prior approval of the 4-H Agent working with the horse program.

GENERAL RULES GOVERNING THE 4-H HORSE PROGRAM AND SHOWS

GENERAL BEHAVIOR STATEMENT: The 4-H Youth Development program is for the positive development of youth. This is a time to promote responsibility, learn and demonstrate leadership, acquire and demonstrate new horsemanship and personal skills, have fun and make friends. Parents, leaders and club members should encourage and celebrate positive behaviors exhibited at shows. Verbal assistance while in the warm-up ring is permitted, but coaching from the rail in judged events is not permitted. Any positive encouragement is welcome. Primary teaching is to be done at a local club meeting. To truly develop youth, parents and leaders should minimize “hands on” participation and should be there to encourage and support youth - not do their work. LEADERS WILL BE RESPONSIBLE TO MAINTAIN AND ENFORCE RECORDS AND RULES.

1) All participants must successfully complete two proficiency tests in the Maricopa County 4-H Horse Level program. The Riding Proficiency Skills Test is conducted through their 4-H Club leader and a riding level is assigned annually for the member. For guidance, leaders’ may want to consult the Colorado 4-H Horse Advancement Levels Guidelines (see Resources at back of the rule book). The results of this riding proficiency test must be submitted to the Maricopa County 4-H Office prior to the member being allowed to participate in any 4-H horse riding experiences or to compete in any 4-H Approved Pointed Show (members should keep a copy of the proficiency certificate and take with them to riding events/shows). Over fences, driving, and tie-down calf roping riders and their horse(s), must be proficiency qualified by a member of the certification panel, recommended by the Horse Committee and approved by the 4-H Agent working with the 4-H Horse Program BEFORE they may participate in any over fence, driving or tie-down calf roping class. Members may take and pass (70%) the Written Proficiency and Knowledge Test any time prior to County Finals. The written proficiency test will be given to leaders to administer to their members. Rules regarding Proficiency Testing for Jumping, Driving and Tie-Down Calf Roping are listed under their class description.
2) The member must own or have leased project horse(s) by December 15 of the current 4-H year. ALL LEASES MUST BE IN WRITING AND A COPY OF THE LEASE SUBMITTED TO THE CLUB HORSE LEADER(S) AND THE 4-H OFFICE WITH APPROPRIATE FORM AND PHOTO FOR EACH PROJECT HORSE. HORSE ID CERTIFICATES COMPLETE WITH PHOTOS MUST ALSO BE FILED WITH THE 4-H OFFICE FOR EACH MEMBER BY December 15th. (For exceptions, see Rule 2B). Other mandatory eligibility rules are:

A. Properly completed 4-H Member Enrollment and payment of membership fee by December 15th is required for competing in County 4-H Horse Finals and/or State 4-H Horse Show – NO EXCEPTIONS.

B. Horse Identification Certificates and Horse Leases must be completed and submitted with photo attached with member enrollment. All members must be enrolled by December 15 and a horse must have been the exhibitor’s project horse by the December deadline or the January deadline in the case of holiday horse(s) in order to exhibit at the 4-H County Horse Show Finals and the State 4-H Horse Show. A “Holiday horse(s)” is one or more owned or leased after the December deadline as a holiday gift and is/are the one of two exception(s) to the rule and must be registered by January 7th. The other exception is a lame project horse or death of a project horse (see 2F). A “Project horse” is one identified by a properly completed Horse ID form and submitted by the appropriate deadlines determined by the 4-H office.

C. Any new 4-H member joining the Maricopa County 4-H Horse Program after December 15th or January 7th for Holiday horse must complete and submit Horse Identification Certificate(s) on their horse(s) prior to being eligible to compete in any pointed 4-H Horse Show and they will not be eligible to compete in the Maricopa County 4-H Horse Finals.

D. A completed Maricopa County 4-H Equine Science Requirement Passport (signed and verified by the appropriate 4-H leader) must be submitted annually prior to or with County Horse Finals Entry Form to be eligible for showing at Finals and awards.

E. A completed, acceptable quality record book for Juniors and Seniors must have been submitted in the previous 4-H year by date required by the 4-H faculty, and a minimum score may be required to participate in the State 4-H Horse Show, County Horse Finals, or be eligible for scholarships, trips and awards. If a judging panel determines the judging was unfair for a low scoring book, note will be made of this for State Horse Show, County Finals and Awards/Trips/Scholarship qualifications. Failure to comply will result in disqualification of the horse and rider for the current project year.

F. A member may apply for a substitute if their primary project horse becomes lame or dies. Lameness is determined as an issue that will affect its’ ability to perform in the 4-H program for a minimum of eight weeks. Lameness issues must be identified and a date for the ability to perform or death of the animal certified by a veterinarian on letterhead and submitted to the agent in charge of the horse program. The member and the member’s leader or parent must attend a regularly scheduled meeting with all new horse identifications, lease agreements, and proficiency form in hand to be considered - No determination nor consideration will be made outside of a regularly scheduled committee meeting and all project horses must be declared and accepted 60 days prior to County 4-H Horse Finals or 90 days prior to the State 4-H Horse Show. A horse accepted within that 60 day window will not be allowed to compete at County 4-H Horse Finals or within the 90 day window will not be allowed to compete at State 4-H Horse Show. There are no restrictions on the number of horses that may be carried as a 4-H Project, only the number that may be shown at any one show. Rules regarding use of number of horses apply to the State 4-H Horse Show will be listed in the State 4-H Horse Show Rulebook.

3) No member may show a horse that is being shown or trained by another individual or being used as a lesson horse during the period of October 1st through and including the 4-H County Finals, with the following exceptions:

a) Any person in the member’s immediate family may ride or show the member’s project horse outside a 4-H function (Mother, Father, Guardian, Sister, and/or Brother living in the same house).

b) The member’s club leader may ride member’s project horse to demonstrate to the member or aide in teaching the member.

c) Any two members submitting a beginner/intermediate rider contract with the Agent responsible for the 4-H Horse Program prior to showing in any local show or County 4-H Horse Finals. No advanced riders/horses. (see contract/description sheets)

d) A trainer at an official club project meeting may ride a member’s project horse for the same reasons as “B”.

e) A trainer at a paid clinic or a paid lesson may ride a member’s project horse for the same reasons as “B”.

f) A trainer may NOT show member’s project horse for any reason during the project year (October 1st to September 30th).

g) Infractions of all rules are to be brought before the Horse Committee for recommendations to the 4-H Agent in charge of the Horse Program.

4) The member may take riding lessons for self-improvement and may use his/her horse for this improvement. No member may show a horse that is being ridden in individual lessons by anyone other than the member, with the exception of the member’s immediate family members.

5) Between all showmanship & riding classes, there will be a minimum 20 minute warm-up and tack change for each arena.
6) **RIDER CLASSIFICATIONS - AGE AND COMPETITION SKILL LEVEL DETERMINATIONS:**

**Junior Members** are 4-H members who have not reached their 14th birthday on January 1st of current 4-H club year. **Senior Members** are 4-H members who are 14 as of January 1st, but not 19 as of January 1st of the current 4-H club year. A rider may finish the year in the classification in which he/she started competing in October 1st through September 30th, or may move up at his/her parents’ or leaders’ discretion, but may not go back down except by petitioning such request to the Horse Committee. The Horse Committee may request that a member be moved up or down based upon that member’s riding skills/abilities. However, if there is an objection to do so by the member’s leader, parent(s) or by the member themselves, a written appeal must be submitted by one of the above to the Horse Committee for their review and vote and recommendation to the 4-H Agent/staff responsible for the Horse Program for the final decision.

**SPECIAL NEEDS:** A Special Needs Rider is any 4-H member who, because of physical or mental disability, cannot ride and control the horse without a designated handler unless approved by the Horse Committee that the rider is capable to ride without a handler (must be re-petitioned each year and on file in the 4-H office). A Special Needs rider may NEVER progress to a higher level/class. It is a non-competitive class and participants will only be awarded participation ribbons. Horses used for this classification could be horses that are used as lesson horses, but only ONE rider per class may use said horse. In addition, contestants and coaches for the Western National Roundup Horse Classic must volunteer at a HAC sponsored show or appoint a worker to take their place in order to receive HAC Roundup scholarship funds.

**WESTERN AND ENGLISH SHOWS**

Western and English shows, even though often held on the same day, shall be considered as two separate and different shows and disciplines; therefore a rider may be at a skill level as an Intermediate or Advanced rider for all of their Western classes, but be considered a Beginner or Intermediate for all of their English classes, if they are just beginning to compete in English events. When competing at a show, either Western or English, an exhibitor must compete in all of the classes entered at the same skill level, Beginner, Intermediate or Advanced (example: exhibitor cannot show Western Pleasure as an Intermediate and Trail as an Advanced exhibitor; they must ride either all as Intermediate or all as Advanced).

**BEGINNER:** A Beginner Rider is any 4-H member in their first year of competing in Western and/or English events including any other non 4-H related competitive Western or English shows or any Junior or Senior 4-H member who cannot lope/canter their horse in a group situation. The rider must advance if they have shown in ANY 4-H or non 4-H related Western or English show at a lope/canter. If a parent/leader feels the member needs to remain a Beginner beyond the first year, an appeal to the 4-H Horse Committee may be made. Any 4-H leader may petition the 4-H Horse Committee to have the member advanced.

**INTERMEDIATE:** An Intermediate Rider is any 4-H member in their first or second year of competing in Western and English events including any other non 4-H related competitive Western or English Shows. They and the horse have the ability to Walk/Trot/Lope or Walk/Trot/Canter. If a parent/leader feels the member needs to remain an intermediate beyond the second year, an appeal to the 4-H Horse Committee may be made. Any 4-H leader may petition the 4-H Horse Committee to have the member advanced.

**ADVANCED:** An Advanced Rider is any member in their third year or beyond of competing in Western and English events including any other non 4-H related Western or English Shows or who has sufficient skills/abilities determined by the leader.

**ROPING SHOWS**

For Roping Shows **ONLY**, a Rider may compete in one class as an Intermediate rider and in another class as an Advanced rider. (Example: Member competes in Team Heeling as an Intermediate and Breakaway Calf Roping as Advanced, provided the class entered in as an Intermediate is the first year they have ever competed in the specific class (event).

**INTERMEDIATE:** An Intermediate Rider is any 4-H member in their first or second year of competing in that specific class, including competing at any other non 4-H related competitive Roping shows, recognized or not. If a parent/leader feels the member needs to remain an intermediate beyond the second year, an appeal to the 4-H Horse Committee may be made. Any 4-H leader may petition the 4-H Horse Committee to have the member advanced.

**ADVANCED:** An Advanced Rider is any member in their third year or beyond of competing in that particular class including any other non 4-H related Roping Shows, recognized or not or who has sufficient skills/abilities as determined by the leader.

**GYMKHANA SHOWS**

A Rider must compete in **ALL** gymkhana classes at the same skill level (Example: a rider cannot compete in Pole Bending Intermediate and Mountain Cow Horse as an Advanced Junior. Riders must ride all classes as an Intermediate or as an Advanced rider). All riders (except special needs) may lope their horse.

**BEGINNER:** A Beginner Rider is any 4-H member in their first year of competing in Gymkhana events including any other non 4-H related competitive Gymkhana shows. If a parent/leader feels the member needs to remain a Beginner beyond the first year, an appeal to the 4-H Horse Committee may be made. Any 4-H leader may petition the 4-H Horse Committee to have the member advanced.
INTERMEDIATE: An Intermediate rider is any 4-H member in their first or second year of competing in Gymkhana events including any other non-4-H related competitive Gymkhana Shows. If a parent/leader feels the member needs to remain an intermediate beyond the second year, an appeal to the 4-H Horse Committee may be made. Any 4-H leader may petition the 4-H Horse Committee to have the member advanced.

ADVANCED: An Advanced Rider is any member in their third year or beyond of competing in Gymkhana events including any other non-4-H related Gymkhana Shows or who has sufficient skills/abilities as determined by the leader.

RANCH SORTING SHOWS

JUNIOR: A junior beginner ranch sorter is any 4-H member competing in Ranch Sorting events and is ages 9 – 13 by January 1 of current 4-H year.

SENIOR: A senior beginner ranch sorter is any 4-H member competing in Ranch Sorting events and is ages 14 – 18 by January 1 of current 4-H year.

7) HORSE CLASSIFICATIONS - AGE AND COMPETITION SKILL LEVEL DETERMINATIONS:
A Horse shall be considered one year of age on January 1st following its actual foaling date and will be considered another year older on each following January 1st thereafter.

8) FOAL TRAINING: Only Senior Advanced 4-H Members are eligible to compete in this class. This class is open to any filly, colt or gelding involved in a basic 4-H training program as outlined in this rulebook. Stallion colts are eligible only in their weanling year.

MISCELLANEOUS ELIGIBILITY RULES TO COMPETE IN 4-H POINTED SHOWS:

9) No members shall show a horse under saddle that is under three years of age except in Showmanship in Hand, provided the horse is not in Foal Training, no stallion over 12 months of age will be allowed at a show. No foal may be brought to a show unless being shown.

10) All horse show entrants must be 4-H members who have carried a horsemanship project for the year and meet all requirements for the 4-H Horse project (enrollment, horse ID, proficiency, and passport). The project year is considered October 1st through September 30th.

11) All county recognized pointed shows are considered as individual discipline shows even if they are combined into one day. Roping and Gymkhana are to be held together on the same day. Any and all shows may be co-hosted by two or more clubs.

12) All horses entering the show grounds shall immediately proceed to the stabling or trailer parking area. Horses are only to be exercised in assigned areas. No riding will be permitted in the spectator area.

13) Exhibitor must prepare their own animal for all classes without help except from members of the family or other 4-H members working along with the exhibitor. The exhibitor must take the leadership role and participate in the preparation. (i.e. when a member cannot lift a saddle, or reach a horse's head, but exhibitor must be present).

14) No professional attendant or trainer will be permitted to assist an entrant at a 4-H Horse Show with the exception of the parent or leader of the exhibitor. From the time any project horse enters the grounds, no trainer or person other than the 4-H exhibitor may ride the horse, with the exception of a team roping event.

15) Lunging - If a 4-H member needs to be assisted in lunging their horse, they must take the active leadership role in the activity such as directing the lunger as to gaits, speeds, etc. Only the parent, leader or family member may lunge the 4-Her's horse.

16) No person is allowed through the gate with the exhibitor. Leading to the gate is acceptable. In non-judged events such as gymkhana, timed roping classes and team penning, mounting in the arena is acceptable. Only special needs exhibitors are exempt from this rule.

17) Special Needs riders (see page 6 for rider classification description) will be able to compete in those classes designated as such on class sheets. Special Needs riders will be permitted to ride with a handler with the following restrictions:
   a) Handler must be in touch with the horse on a lead rope at all times.
   b) Handler must keep horse and member in safe riding form throughout the class.
   c) Member must designate classification on entry form.
   d) As these are non-competitive classes, Special Needs 4-H members will be awarded evaluation participation ribbons.

18) The same horse may be used in individual-type classes in either age group by members of the same family. Each member may only show one horse per each individual-type class at each show.

19) All sick, lame and unmanageable horses will be disqualified at the discretion of the Judge or Show Management.

20) Riders must keep their horses under control at all times.
21) **The fall of a rider off their horse or a horse fall in any discipline/class while being judged or timed after the start of each class, will be an immediate disqualification.** The start of the class for judged classes is when the gate is closed and the judge is starting to judge the rider. The start of the class for timed events is when the gate is closed and the judge/announcer has called or “timers ready.” This does not pertain to goat tying, where the rider dismounts to goat tie.

22) Potential causes for disqualification of exhibitors from further participation in classes or the show are (but not limited to): Whipping, batting or spurring in front of the cinch, except for proper use of English crops or bats; unnecessary roughness, abuse to animals; unsportsmanlike conduct, abusive language, disrespectful behavior, purposeful deceit on the part of the exhibitor, parents or leader; weapons wielded by members, parents or leaders; use of tobacco products by members; disregard for rules of this guide. Rewarding your horse after the final crossing is acceptable. Show Superintendents, and/or Judge(s) will determine the ruling.

23) Absolutely **NO** riding double, bareback (unless exhibiting in bareback class) or riding horses with halters will be allowed on the show grounds.

24) Rider’s hands cannot touch the horse or saddle while being judged. Exceptions: Over fences & roping, gymkhana classes. **Rewarding your horse after the final crossing is acceptable. Show Superintendents, and/or Judge will determine ruling.**

25) Each class will be called two times prior to entering the show ring. The gate will then be closed.

26) Fancy dress or equipment will not count over a good working outfit in neat, clean condition.

27) Bandages, leg wraps and protective boots are **only** allowed in Roping/Gymkhana events, Team Penning/Sorting, Reining, Western Riding and Jumping classes, or with a veterinarian statement on file which needs to be reviewed on a yearly basis.

28) Junior Advanced, Beginner, Intermediate and Special Needs riders may not be asked to dismount/mount during any class.

29) **ABSOLUTELY NO ALCOHOLIC BEVERAGES WILL BE ALLOWED ON THE SHOW GROUNDS AT ANY TIME.**

30) Judges class comments/notes are required from the judge(s) at all shows. They are required as they help to develop our riders and young people. Judges will provide feedback and comments to exhibitors on the judges score sheet(s). Exhibitor will be allowed to see comments/notes after the completion of the entire show. Comments to exhibitors should be specific and constructive.

**ELIGIBILITY RULES TO COMPETE AT THE COUNTY 4-H FINALS IN ADDITION TO THE PRECEDING RULES:**

A member may participate in the County 4-H Finals if they:

* Are active in participation and attendance at their local club
* Submitted a new and acceptable quality record book on time for the previous 4-H year and scored at least the minimum points (if applicable) unless they are a new member.
* Have actively participated in at least two educational events - two county approved educational events OR one approved county educational event and one county approved local educational event (4 hours total), one service learning project (2 hours) and shown in at least one pointed 4-H show or contest.
* Have competed in the same class or its’ higher level in at least one local pointed 4-H English, Western, Roping or Gymkhana Show or Team Penning/Sorting event during the current competition year.
* Have submitted the required Maricopa County 4-H Equine Science Program Passport completed in its entirety, met all the basic requirements prior to the Maricopa County 4-H Horse Finals deadline.
* Member horse(s) identified and registered as a Maricopa County 4-H project horse by county deadlines.
* Have worked with their local club to find **$50.00 per exhibitor** in sponsorships for County Final Awards
* With respect to Team Penning/Sorting: if at least two Team Penning/Sorting competitions are held in a 4-H calendar year, prior to County 4-H Finals, members will be required to attend at least one to compete at the County 4-H Finals. If one or none are offered, then at least one clinic, lesson or event **MUST** be attended and signed off by the 4-H Club leader in order to compete at the County 4-H Finals Team Penning/Sorting. For a list of approved events and shows, members must contact their leader.

**ELIGIBILITY RULES TO COMPETE AT THE STATE 4-H HORSE SHOW IN ADDITION TO THE PRECEDING RULES:**

A member may qualify to participate in the Arizona State 4-H Horse Show if they:

* Are a member in good standing in Maricopa County 4-H.
* Are an advanced junior or senior rider in the classes designated with an asterisk (*) preceding them.
* Are one of the 6 top riders in Maricopa County for the entire year leading up to and including County 4-H Horse Finals.
* Member horse(s) identified, registered and ridden as a Maricopa County 4-H project horse at least 90 days prior to the State 4-H Horse Show. Members may petition the Horse Committee and seek approval to show at the State Horse Show on another identified project horse if qualified project horse is lame or lost. Member must provide proof of lameness or loss and acceptance is on a case by case basis and not guaranteed.

**MARICOPA COUNTY 4-H HORSE PROGRAM POINTS SCORING SYSTEM:**

The scoring system for class placings, High and Reserve High Point placings at local 4-H Pointed Shows and County Finals shall be:

- 10 points for 1st; 9 for 2nd; 8 for 3rd; 7 for 4th; 6 for 5th; 5 for 6th; 4 for 7th; 3 for 8th; 2 for 9th; and 1 for 10th.

These points are for all classes, all levels, and all disciplines regardless of number of riders per class.

In the case of ties, both contestants will receive equal points, and the next place down will be deleted. There will not be runoffs.
Ties for High Point and Reserve High Point will not be broken for local shows or the County Finals. The scoring system for county representatives to the State 4-H Horse Show will be accumulated by counting up to three 4-H Advanced Classes in which the member participated and received their highest scores at local pointed 4-H Horse Shows, plus their score for the County 4-H Finals. Points earned at County Finals counting towards the State Horse Show selection shall be: 15 points for 1st; 13.5 for 2nd; 12 for 3rd; 10.5 for 4th; 9 for 5th; 7.5 for 6th; 6 for 7th; 4.5 for 8th; 3 for 9th; and 1.5 for 10th.

* These points are for all levels, and disciplines regardless of number of riders per class.
* In the case of ties, both contestants will receive equal points, and the next place down will be deleted.
* The top six point positions will qualify for State.
* Point tiebreakers for State Horse Show qualifiers will be: *Member in good standing, *Highest placing at County 4-H Finals, *Highest placing in local pointed show with most entries in class, *Number of local shows participated in class, *Highest placing in class.

**COMPLAINTS, DISAGREEMENTS AND GRIEVANCES:**

31) **THE DECISION OF THE JUDGE(S) WILL BE FINAL.** Any verbal communication between parent, leader and Judge(s) will be done through the Show Chairperson of the club which is in charge of hosting the show. Harassment or unssportsmanlike conduct by the parent, leader or child will result in a discipline action, up to and including immediate disqualification or dismissal of child, parent or leader from activity or show grounds. *(See Appendix A at the end of the Rule Book)*

32) **GRIEVANCE PROCEDURES:**
To file a grievance, protest or appeal, write a complete statement concerning facts. Statement must include:
1. Date
2. Time
3. Problem/Issue
4. Signatures of members/parents posting grievance and incident witnesses
5. Grievance member Address, Phone, E-mail
6. Other
   a) Grievance must be delivered or postmarked within 48 hours of the event to the County Extension Office addressed to the 4-H Agent in charge of the 4-H horse program and the Maricopa County 4-H Horsemanship Committee.
   b) Grievances regarding qualifying must be addressed prior to the next pointed show if it is scheduled before the next Committee meeting. All other grievances will be addressed at the next regular Committee meeting.
   c) Grievances between persons not pertaining to the show/activity participants will be handled by the 4-H Agent in charge of the 4-H Horse Program.

33) Any questions shall be governed by the Maricopa County 4-H Horse Show Rules & the Maricopa County 4-H Horse Committee with final approval by the 4-H Agent working with the 4-H Horse Program.

34) **Acceptable Saddles, Bits and Equipment:**

**Roping/Gymkhana Classes:** A standard stock saddle and a bridle with browband, shaped ear, split ear or double ear. Combination gag cavesson may be used at the Judge’s discretion, none other cavesson wire or rawhide device may be used in conjunction with any bit. Snaffles are allowed regardless of horse’s age. **Helmets ONLY may be worn.** Chaps are permitted in Gymkhana and Roping classes.

**Western Classes:** Spurs, hobbles and rope (riata) are optional in both Junior and Senior Divisions of the Western Performance classes. **Chaps are permitted for Special Needs, Beginner, Intermediate and Advanced riders in Western performance classes but are OPTIONAL.** No tapaderos are allowed on any saddle used in Western 4-H Horse show classes. A standard stock saddle without tapaderos and a bridle with browband, split ear, shaped ear or double ear. Horses six years and older must show in a curb bit with solid or broken mouthpiece with shanks and which acts with leverage, and may only be ridden with one hand. Shanks can be fixed or loose and not over 8 1/2 inches in length. Mouthpieces must be round, oval or egg shaped measuring 5/16 inches to 3/4 inches in diameter. Mouthpieces can be one, two or three pieces. The port can be no higher than 3 1/2 inches. A chin strap (also known as a curb strap) a minimum of 1/2 inch in width is to be used with shank bits. This can be made of chain links, leather or nylon, but must lay flat and be 1/2 inch or wider. Slip or gag type bits, donut and flat polos are not acceptable. A horse five years and under may show in a curb bit, snaffle or bosal type hackamore; however, once shown in a curb bit the horse may not be shown at future shows in a snaffle or bosal type hackamore (not mechanical hackamore), but must stay in a curb bit. Legal western snaffles include conventional O-ring, egg-butt or D-ring with a ring no larger than 4 inches and the mouthpiece must be round, oval or egg-shaped in a minimum diameter of 5/16 inches measured 1 inch from the cheek or ring. No noseband or cavesson can be used in conjunction with any western bit. No martingales, draw reins or tie downs can be used while showing. Split or roman reins are equally acceptable. Stock Australian saddles may be used.

**English Classes:**

**Hunter:** A skirted saddle or a forward saddle of hunt seat type and a bridle of hunter type with a snaffle (no shank), kimberwick, pelham, and/or a full bridle with two reins, all with cavesson nosebands and leather brow bands must be used. Solid or broken mouthpieces can have nothing protruding below it nor have a port higher than 1 1/2 inches. Mouthpieces must be a minimum of 5/16 inches in diameter with snaffles being measured 1 inch from the cheek or ring. Smooth, round, oval or egg-shaped, slow twist, cork-screw, single-twisted wire, double-twisted wire mouthpieces or straight bar or solid mouthpieces with a maximum of 1 1/2 inch high ports are allowed. No draw reins are permitted; rubber reins are permitted. Standing or running Martingales are allowed in all Over Fences classes (except Hunter Hack), but are prohibited in all flat classes. Splint boots or galloping boots are only permitted in over
fences classes. Stock Australian saddles may not be used in English classes. Crops are not permitted in flat classes, but are optional in Over Fences classes.

**Saddle Seat:** A flat or cut-back saddle (no forward seat saddles allowed) and a bridle of English (Saddle Seat) type, including a browband and cavesson. A snaffle (no shank), single curb, curb and snaffle or pelham bit are acceptable. No Hunter-type bridles are to be used.

**Pleasure Driving:** (Please refer to page 18)

35) **Proper Attire:**

**Western, Team Penning/Ranch Sorting and Roping/Gymkhana Classes:**

a) Long sleeved shirts (rolled down) and buttoned if cuffed, and collars (including tuxedo and/or stand-up type). No \( \frac{3}{4} \) length sleeved shirts. Jeans or western-type slacks. **Chaps are permitted for Special Needs, Beginner, Intermediate and Advanced riders in Western performance classes but are OPTIONAL.**

In all Roping and Gymkhana classes shirt must be tucked in completely when entering the arena and vest, if worn, must be open (for safety reasons). No warning will be given once the member enters the arena to compete.

b) **Helmets and safety hats:**

As of January 1, 2015 - An industry approved ASTM/SEI equestrian helmet be worn by all Arizona 4-H members when they are mounted on a horse and participating in an Arizona 4-H horse event/activity/project meeting. The harness must be secured and properly fitted. Any rider violating this rule at any time will be immediately prohibited from further riding until such headgear is properly in place. It is the responsibility of the rider, or the parent or guardian of the youth exhibitor to see to it that the headgear worn complies with the appropriate safety standards for protective headgear intended for equestrian use, is properly fitted, and in good condition. Absolutely no baseball caps, visors or other head apparel.

c) Belt Optional
d) Western boots. No sport/riding tennis shoes, etc.

**English Classes:**

**Helmets and safety hats:**

As of January 1, 2015 - An industry approved ASTM/SEI equestrian helmet be worn by all Arizona 4-H members when they are mounted on a horse and participating in an Arizona 4-H horse event/activity/project meeting. The harness must be secured and properly fitted. Any rider violating this rule at any time will be immediately prohibited from further riding until such headgear is properly in place. It is the responsibility of the rider, or the parent or guardian of the youth exhibitor to see to it that the headgear worn complies with the appropriate safety standards for protective headgear intended for equestrian use, is properly fitted, and in good condition. Absolutely no baseball caps, visors or other head apparel.

**Hunter:**

a) Proper Hunter Coat (can be omitted due to excessive heat at Judge’s discretion). Proper Hunter shirt (if coat not worn, shirt must be short sleeve or long sleeve - no sleeveless hunter shirts to be worn without coat). Tie or choker required.
b) Breeches or jodhpurs. Half chaps in clean and proper condition are acceptable for wear in all classes.
c) Hunt (dress or field) boots or jodhpur boots (members 12 years and under, only). No sport/riding tennis shoes, etc.
d) A hard hat **with safety harness is mandatory** for all Hunter type classes.
e) If you are showing Saddle Seat, attire is:
   1) Matching Saddle Seat Suit or Day Coat and jodhpurs. Long sleeved shirt, tie and vest (optional).
   2) Jodhpur boots (no sport/riding shoes, etc.).
   3) Derby, soft hat or safety helmet.

Fancy dress or equipment will not count over a good working outfit that is in neat, clean condition.

**WESTERN HORSE SHOW CLASS DESCRIPTIONS**

**WESTERN SHOWMANSHIP IN HAND:**

Listed below are points on which youth are to be judged. Only the showman is to be judged. The horse is merely a prop to show the ability of the showman. Showmanship at halter must be a separate class from all other classes. This performance class will be judged strictly on the contestant’s ability to fit and show in a halter class. Western or breed specific halter and lead rope are required. No whips allowed.
FITTING OF THE HORSE (40 Points):
Includes condition and thriftiness of the horse; grooming and trimming of the horse; and the tack and equipment used.

APPEARANCE OF EXHIBITOR (10 Points):
Includes attire and showman/woman - neatness and cleanliness (See General Rules, Rule 35 for Attire):

SHOWING HORSE IN RING (50 Points):
Includes leading, posing and showing the horse properly, courteously and with quickness and poise.

WESTERN PLEASURE:
Horses are to be shown at a walk, jog and lope on a reasonably loose rein without undue restraint. Horses must work both ways of the ring at all three gaits. Judge must ask that horses be backed. Horses are to be reversed to the inside (away from the rail). Horses may be required to reverse at a walk or jog at the discretion of the Judge, but horses shall not be asked to reverse at the lope or to extend the lope. Rider shall not be required to dismount from the horse for any reason. Entries shall be penalized for being on wrong leads. Excessive speed is to be penalized.

This class will be judged on the ability of the contestant to show the horse according to the Judge’s instructions and the performance of the horse. Conformation of the horse is not to count in this class.

The use of shoes other than standard horseshoes (or extended hooves) is to be discouraged and may be penalized by the Judge.

Reins shall be held in one hand and cannot be changed during the class, with the exception of snaffle bits and bosals on horses five years and under, where two hands are permissible. The free hand shall not be used to support the rider by being placed on any part of the saddle or horse while being judged.

WESTERN PLEASURE: SPECIAL NEEDS
This is a non-competitive class designed for children with Special Needs in the show ring. All efforts will be made to accommodate those needs, including allowing a handler to assist leading the horse. The class routine will be to enter the ring counterclockwise at a walk and proceed around the ring. The jog may be called for by individual participants or as a group at the judge’s discretion. There will be no cross-entering into any other classes.

WESTERN PLEASURE: BEGINNER
Same as Western Pleasure, but using two gaits only, the walk and the jog.

WESTERN EQUITATION:
Riders will be judged on seat, hands, ability to control and show their horse and suitability of horse to rider. Results as shown by the performance of the horse are NOT to be considered more important than the method used by the rider in obtaining them.

CLASS ROUTINE:
Contestants will be required to perform both individual and rail work. Judging of individual work will begin at the signal of the Judge. The Judge may excuse part of the class after rail and individual work, and may require further rail or individual work of the remaining contestants until the class can be placed. Judge’s instructions will be posted or announced to the public and contestants before implementation of individual work. Cone pattern distance should be a minimum of 21’ from cone to cone.

The following tests may be performed either collectively or individually, but no other test(s) may be used:
1. Back
2. Lope and stop
3. Figure eight at the jog (To perform a figure eight pattern, imagine it as two capital D’s back to back)
4. Figure eight at the lope on the correct lead, demonstrating a simple lead change (this is a change whereby the horse is brought back to a walk or jog and restarted into a lope on the opposite lead)
5. Figure eight at the lope on the correct lead, demonstrating flying change of lead
6. Change of leads down center of ring, demonstrating simple changes of leads
7. Ride a serpentine course, demonstrating change of lead at each change of direction
8. Demonstrate a sliding stop
9. Execute 360 degree turns (spins)
10. Roll backs
11. Ride without stirrups
12. Lope on the counter lead (incorrect lead for the direction performing)
13. Demonstrate a mount or dismount (only Senior Open Riders can be asked to perform the mount or dismount).

WESTERN EQUITATION: BEGINNER
Same as Western Equitation, but using two gaits only, the walk and the jog. Using tests 1, 3, and 9 only as listed under Western Equitation below.
WESTERN BAREBACK EQUITATION:

This class is open to Advanced Riders only. Use class description for Western Equitation (below) for judging procedures for this class. Riders will not be asked to dismount and/or mount in this bareback class.

WESTERN RIDING:

This class is open only to Advanced Riders. The Judge will select one pattern from the approved two patterns described hereafter to be used by all contestants in the class and it will be posted prior to the class beginning. Each exhibitor will perform the required pattern individually & separately. Western Riding is neither a stunt nor a race. It is a test of the performance of a sensible, well-mannered, free & easy moving ranch horse which can get the rider around on the usual ranch chores, over the trails, or give a quiet, comfortable & pleasant ride in open country through & over obstacles. The Judge may require an exhibitor to repeat or reverse any part of the routine.

The competing horses will be judged on riding qualities of gaits (jog and lope), changes of leads, response to the rider, manners, disposition and intelligence. Lead changes may be simple or “flying” but must be consistent throughout the pattern.

The eight small (x’s) or (o’s) represent markers (cones, barrels, kegs or standards recommended). They should be separated by a uniform distance of not less than thirty, nor more than fifty feet.

The open rectangles represent an obstacle (one small log recommended) just high enough to break the horse’s stride.

The long and sometimes twisting line indicates the direction to travel and the gaits at which the horse is to move. The dashed line (- - -) indicates the jog, and the solid line (___), the lope. The exhibitor will proceed through the routine as indicated by the pattern. Any horse not following the exact pattern will be disqualified.

Only one hand may be used on the reins and hands must not be changed unless horse is five years or under and in a snaffle or bosal where two hands are permissible. The hand is to be around the reins. Index finger may be between reins when using split reins, but not with romal reins. Split rein ends are to fall on the same side as the rein holding hand. Romal rein end must fall on opposite side of rein holding hand. While horse is in motion, rider’s hands shall be clear of horse and saddle. Spurs or romal shall not be used forward of the cinch.

WESTERN RIDING PATTERN #1:
1. To begin, jog and jog over log
2. Transition to lope and lope at mid-point of far end of pattern (refer to pattern)
3. First line change
4. Second line change
5. Third line change
6. Fourth line change and lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop and back

WESTERN RIDING PATTERN #2:
1. To begin jog and jog over log
2. Transition to lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope log
11. Lope, stop & back

WESTERN REINING:

This class is open only to Advanced Riders.
The Judge will select one National Reining Horse Pattern Book (http://nrha1.com/media/pdf/2015/patterns.pdf) to be used by all contestants in the class and it will be posted prior to the class beginning. Each contestant will perform the required pattern individually and separately. Horse shall rein and handle easily, fluently, effortlessly and with reasonable speed throughout the pattern. Any horse not following exact pattern will be disqualified.
Scoring will be on the basis of 60 to 80 points, with 70 denoting an average performance. Each will be judged on the neatness, dispatch, ease, calmness and speed with which it performs the pattern. A Judge may require any contestant to repeat their performance of any or all of the various parts of the pattern.

Faults against the horse include:
1. Opening mouth excessively when wearing bit.
2. Excessive jawing.
4. Lack of smooth, straight stop on haunches or bouncing or being sideways on the stop.
5. Refusing to change leads.
6. Anticipating signals.
7. Stumbling or falling.
8. Wringing tail.
10. Knocking over markers.

Faults against the rider include:
1. Changing hands on reins.
2. Using two hands on the reins, with the exception of when using a snaffle or bosal on a horse five years old or under.
3. Losing stirrups or holding on.
4. Any unnecessary aid given by the rider including talking, petting, spurring, quirking, jerking of reins, etc.

Entries shall be shown with a western stock saddle without tapaderos and an acceptable western bit, snaffle or bosal. No wire curbs, regardless of how padded or taped, or no chin strap narrower than 1/2 inch, or nose bands or tiedowns or draw reins will be permitted. Chain curbs are permissible, but must be at least 1/2 inch in width, lying flat against the jaw of the horse. Skid and/or splint boots and leg wraps are permissible.

Only one hand may be used on the reins and hands must not be changed, with the exception of when riding horses five years or under which can be ridden with two hands if shown in a snaffle or bosal. Spurs or romal shall not be used forward of the cinch. While the horse is moving, rider’s hands must be clear of the horse and saddle. Judges should pay particular attention to the hands of Juniors, as a light hand is essential for becoming a good horseman.

TRAIL HORSE:

This class will be judged on the contestant’s ability to properly show their horse in the various gaits and through the various obstacles according to the Judge’s directions. Conformation of the horse will not be considered in this class. The gait between the obstacles shall be at the discretion of the Judge. The horse shall be judged on its work over the obstacles and at their option, the Judge has the right to ask for additional work from any rider including rail work. A minimum of six obstacles will be used, three of which will be mandatory and the others will be selected from the approved list below. Horse trailers and tires are NOT to be used. There is to be NO schooling over the course by any exhibitors prior to exhibiting in the class, otherwise those schooling over the set-up trail course may be disqualified from competing in the class. Exhibitors may bring their own objects to school over prior to exhibiting. No gate with a ground bar at the gate opening may be used to back through. *Beginner riders will not be asked to back an “L” or cones or barrels in cloverleaf pattern, side-pass objects or open & close a gate. They can pass (walk) through an open gate and back straight through an obstacle only. No loping in their class. Show host clubs should try to design one course that will allow all three riding levels to use it simultaneously.

Mandatory Obstacles Are:
1. **Beginner only passes through an opened gate.**
   Opening, passing through & closing a gate: Care should be exercised to select a gate which will not endanger the horse/rider. No gate with a ground bar at gate opening may be used to back thru.
2. Ride over a minimum of four logs raised no more than 12 inches.
3. Ride over a wooden bridge - minimum width of 36 inches.

Optional Obstacles May Include:
1. Water hazard (ditch or shallow pond containing no plastic or slippery bottom) - Advanced
2. Ground-tie horse (only in an enclosed arena) - Advanced
3. Carry an object from one part of the arena to another. Only objects which reasonably might be carried on a trail ride may be used - Advanced
4. Pick up slicker – may be carried over or through obstacles. - Advanced
5. Dismount and lead horse over obstacles not less than 14 inches high or over 24 inches. Only Advanced Seniors will be asked to do this. Intermediate, Junior Advanced and Beginner Riders are not required to dismount and remount in ANY class.
6. Side pass over a rail or log placed on the ground – if raised, maximum height of 12 inches. - Intermediate & Advanced
7. Side pass – any combination of directions.
8. Back around any design course (barrels, cones, etc.) with a minimum width of 30 inches width between each element of the design course (pattern). Intermediate & Advanced. * Beginner to only walk through opened gate.
9. Distances between raised obstacles shall be as follows:
   Walk-overs – minimum 20 inches apart
   Jog-overs – minimum 3 feet apart
Lope-overs – minimum 6 feet apart
10. Any other safe obstacles approved by the Maricopa County 4-H Show Committee.

FOAL TRAINING:

PROJECT FOALS FOR FOAL TRAINING CLASSES MAY NOT BE HANDLED BY A PROFESSIONAL TRAINER. HOWEVER, THE 4-H MEMBERS MAY BE ASSISTED BY THEIR IMMEDIATE FAMILY OR PROJECT LEADER.

FOAL TRAINING AND SHOWING RULES:
1. Only Senior 4-H Advanced members may participate in this program (See pages 5 and 6, rule #5 for definition of a Senior Advanced member).
2. The member/foal team may not be used in any form of employment (See Labor Section of Arizona Revised Statutes).
3. 4-H member participants must show Arizona hauling Card and/or registration papers for proof of age at each show.
4. All breeds permitted.
5. Foal Training is a pointed class offered at English & Western shows. Foals are to be shown according to their breed specifications. Foals may be shown In Hand (weanlings, yearling, two-year olds) or Under Saddle (3 & 4 year olds).
6. ONE YEAR MAXIMUM FOR STALLION COLTS.
7. Exhibitors must submit complete and update accomplishment form created by member describing the member/foal training process. Forms should include skills, training/learning with dates, with form updated & signed by leader prior to each show.
8. Member may opt to show in English Showmanship or Western Showmanship instead of Foal Training In Hand.
9. English foals under 3 years of age used in English Showmanship will be shown in Halter only.
10. No tack (saddles, bridles) allowed on foals 2 years and under at horse shows.

FOAL TRAINING CLASS SPECIFICATIONS:
WEANLINGS, YEARLINGS, TWO YEAR OLDS:
1. Training:
   A. Teach to stand tied quietly. Use breakaway halters and lead ropes.
   B. Teach to lead well, quietly and easily.
   C. Teach to stand quietly while being curried and handled all over including feet. Foals should be trained not to be nervous or approached.
   D. At appropriate age, lunge freely in both directions, at all three gaits, stop and reverse.

THREE AND FOUR YEAR OLDS (In addition to above skills)
   A. Work under saddle freely, moving quietly and responding to snaffle bit or bosal in stops, turns and backing.
   B. Do not rush or push foal into too many routines: for example, reining, roping and barrels. Choose one or two disciplines and take your time. Never ask for speed and not whip or spur. Work always for quietness, freedom of movement and correct lead.
   C. Do not let foal disobey a command
   D. Teach both rein and leg pressure to execute commands. Spurs are optional.

WEANLINGS, YEARLING, TWO YEAR OLDS:
2. Class Procedure:
   A. Exhibitor shall present updated and signed Accomplishment Form, along with proof of Foal’s age to judge upon entering the arena.
   B. Foal should be shown with breakaway halter and lead rope.
   C. Exhibitor/foal will demonstrate following skills:
      a. Walk, trot, stop, back and circle on lead.
      b. Stand quietly in the arena.
      c. Stand quietly while being handled by the judge.
      d. Stand quietly while the judge picks up feet.
   D. Judge may request additional demonstration of up to three skills noted on the Accomplishment Form, or ask for member/foal to complete a pattern.
   E. Foals will be evaluating according to their age/training level.

THREE AND FOUR YEAR OLDS:
Class Procedure:
A. Exhibitor shall present updated and signed Accomplishment Form, along with proof of Foal’s age to judge prior to entering or upon entering the arena.
B. Exhibitor/foal shall ride or walk into the arena at a walk.
C. Foals should be ridden with snaffles or bosals only.
D. Exhibitor/foal will demonstrate following skills:
   a. Walk, jog/trot, lope/canter
   b. Reverse smoothly and quietly
   c. Stand quietly for safe dismounting/mounting
   d. All protection for horse and rider are encouraged and allowed.
E. Judge may request additional demonstration of up to three skills noted on the Accomplishment Form, or ask for
member/foal to complete a pattern.
F. Foals will be penalized for tail wringing, incorrect leads and unwillingness to obey rider.
G. Foals will be evaluated according to their age/training level.

ENGLISH HORSE SHOW RULES AND CLASS DESCRIPTIONS

ENGLISH SHOWMANSHIP IN HAND:

Listed below are the points on which English Showmanship In Hand at 4-H Shows are to be judged. Only the showman is to be judged. The horse is merely a prop to show the ability of the showman. Showmanship In Hand shall be a separate class from all other classes. This class shall be judged strictly on the exhibitor’s ability to fit and show in a halter class.

FITTING OF HORSE (40 points):
Includes condition and thriftiness of the horse; grooming and trimming of the horse; and tack and equipment used.

APPEARANCE OF EXHIBITOR (10 points):
Includes attire and showman/woman - neatness and cleanliness (See General Rules, pages 10 and 11, Rule 33 for proper class attire).

SHOWING HORSE IN THE RING (50 points):
Includes leading, posing and showing the horse properly, courteously and with quickness and poise. Horses to be shown in an English Bridle - no halters and no whips. Lead may be used in addition to the bridle.

ENGLISH PLEASURE:

Horses will enter the arena at a posting trot in a counterclockwise direction. They will be shown at a walk, trot and canter both ways of the ring. Horses are to be reversed to the inside (away from the rail). Horses may be required to reverse at the walk or trot, but shall not be asked to reverse at the canter. Horses are to stand quietly and back readily. Judges must ask horses to back. Riders shall not be required to dismount horse for any reason.

Horses are to be judged on performance, apparent ability to give a good pleasurable ride and manners. Rider’s hands should not touch horse or saddle.

Tack and Equipment: See page 9, rule #34
Attire: See page 10, rule #35

ENGLISH PLEASURE: SPECIAL NEEDS

This is a non-competitive class designated for children with Special Needs in the show ring. All efforts will be made to accommodate those needs, including allowing a handler to assist leading the horse. The class routine will be to enter the ring counterclockwise at a walk and proceed around the ring. The trot may be called for by individual participant or as a group at the Judge’s discretion. There will be no cross-entering into any other than Special Needs classes.

ENGLISH BEGINNER: PLEASURE

Same as English Pleasure, but using two gaits only, the Walk and the Trot.

ENGLISH EQUITATION (FLAT):

Riders will be judged on seat, hands, and ability to control and show their horse and suitability of horse to rider. Results as shown by the performance of the horse are NOT to be considered more important than the method used by the rider in obtaining them.

CLASS ROUTINE:
Contestants will be required to perform both individual and rail work. Exhibitors shall enter the ring at a trot going counterclockwise.

The Judge may excuse part of the class after rail and individual work, and may require further rail or individual work of the remaining contestants until the class can be placed. Judge’s instructions will be posted or announced to the public and contestants before implementation of individual work. Riders must remain on the same mount throughout all phases of an Equitation class until the Judge requests a change. No rider shall be asked to perform a test on another’s mount before they have performed the same test on their own mount. When additional tests are desired, the Judge’s instructions to the riders shall be publicly announced. It is suggested that the Judge go over these instructions with the announcer immediately before they are announced to assure mutual understanding of the wording. If eliminations for a class are separated from the final phase, the performance in each phase shall have equal consideration in selecting the winner. The final phase shall be conducted in the same manner as that elimination, except different tests may be used in all classes. The fall of horse or rider shall eliminate a contender. If such a fall occurs during a ride-off, the exhibitor shall be placed last of those chosen for the ride-off.

Tests may be performed either collectively or individually, but no other test may be used. Instructions must be publicly announced or posted. Cone pattern distance should be a minimum of 21’ from cone to cone.
Tests from which Judges must choose include:
1. Back.
2. Gallop and pull up.
3. Figure eight at a trot, demonstrating the change of diagonals. At the left diagonal, the rider should be sitting in the saddle when the horse’s left front leg is on the ground. At the right diagonal, the rider should be sitting in the saddle when the horse’s right front leg is on the ground. When circling clockwise at the trot the rider should be on the left diagonal and when circling counterclockwise the rider should be on the right diagonal. To perform a figure eight pattern, imagine it as two capital D's back-to-back.
4. Figure eight at the canter on correct lead demonstrating simple change of lead. A simple lead change is where the horse is brought back into a walk or trot and restarted into a canter again on the opposite lead. Figures are to be started in the center of two circles so that one change of lead is demonstrated.
5. Dismount and mount. Novice and Junior Open riders shall not be required to dismount or mount.
6. Ride without stirrups (open only - stirrups crossed over front of saddle).
7. Execute a serpentine at a trot and/or canter on the correct diagonal lead demonstrating correct diagonal changes and/or simple or flying changes of the lead. A series of left and right half circles off of the center imaginary line is where correct diagonal or lead changes must be shown.
8. Canter on the counter lead (incorrect lead for direction performing).
9. Demonstrate a half turn on the forehand and/or a half turn on the haunches.
10. Demonstration ride of approximately one minute. Rider must advise the Judge beforehand of what ride they plan to demonstrate.

**Tack and Equipment:** See page 9, rule #34

**Attire:** See page 10, rule #35

**ENGLISH EQUITATION: BEGINNER**

Same as English Equitation (Flat) using only two gaits. The Walk Trot Riders will never change mounts. Tests that may be asked are 1, 3, 7, 9 and 10, as listed below under Hunt Seat Equitation (Flat).

**ENGLISH BAREBACK EQUITATION:**

Exhibitors in this class must be Advanced Riders, only. This class is an Equitation class and is to be ridden WITHOUT the use of any type of saddle or bareback pad. Exhibitors may not touch horse with their hands. Riders are expected to execute a rising or posting trot, unless a sitting trot is specifically requested by the Judge, and to maintain the basic saddle position at all gaits. Horses are to be shown in an acceptable Hunter or Saddle Seat Bridle **ONLY** as described on page 10, rule #32. **See judging requirements and class description for English Equitation for procedure for exhibiting in this class.**

**CLASSES OVER FENCES/CROSSRAILS**

ANY MEMBER COMPETING IN ANY CLASS OVER FENCES, MUST BE PROFICIENCY TESTED BY A QUALIFIED PERSON IN JUMPING AS APPROVED BY THE HORSE COMMITTEE AND SUPPORTED BY THE 4-H AGENT WORKING WITH THE 4-H HORSE COMMITTEE. EACH HORSE AND RIDER COMBINATION MUST BE QUALIFIED SEPARATELY AND CORRECTLY DESIGNATED ON THE PROFICIENCY FORM. MEMBERS MAY RIDE ONLY ONE ID'D AND PROFICIENCY TESTED HORSE IN ENGLISH JUMPING DIVISIONS.

There will be a 2 minute maximum for all warm-up prior to the start of the jumping classes.

**HUNTER HACK:**

This class over fences shall be conducted in two height sections for Junior & Senior Advanced with height sections judged together as one overall class. As height is but one of many considerations judges are to make their placements regardless of heights jumped. As greater heights do increase difficult the bonus points noted on the class list will be added to placement points of those completing the course at the higher levels. Flatwork is to be done as one group. Horses are to be shown both ways on the rail at a walk, trot and canter. As in Hunter Seat Equitation, the horse should be obedient, alert, responsive and move freely. Horses’ style of jumping should be smooth and consistent such that he could be relied on to take its rider over fences in a safe, obedient manner at an even hunting pace.

**CLASS ROUTINE:**

1. All contestants will enter the ring at a posting trot in a counterclockwise direction, until otherwise directed by the Judge. They then will go at least once around the entire ring at each of the three gaits - walk, trot and canter. They will be asked to reverse and repeat the same procedure. The reverse shall be done away from the rail.
2. The Judge may continue to work the horses at the walk, trot and canter as before or he may ask for a hand gallop, **EXCEPT** for intermediate class, where no hand gallop is required. No more than eight horses are to hand gallop at one time.
3. At the hand gallop, the Judge may ask the group to halt and stand quietly on a loose rein.
4. Judge may ask a rider to back their horse in a straight line.
5. After the horses have been worked on the flat, the Judge will ask each horse to jump two fences. It is required that all horses being considered for an award shall be asked to jump.
6. The maximum height of jumps will be:
Intermediates: 18" crossrails (crossrail height to be measured at intersection of the cross)
Advanced Juniors: 18" crossrails or 2' - depending on class entered
Advanced Seniors: 2' or 2'6" - depending on class entered.

7. Three refusals cumulative will eliminate the rider. The fall of horse or rider shall disqualify the exhibitor
8. Riders who go off course will be disqualified.

Tack and Equipment: See page 9, rule #34
Attire: See page 10, rule #35

HUNT SEAT EQUITATION OVER FENCES:

This is an Equitation Class over fences. The exhibitor will demonstrate their ability in controlling their horse while going over fences at a balanced, even pace while maintaining a safe and suitable Hunt Seat riding position. Only Advanced Riders may enter this class.

NOTE: The Advanced Senior class shall be conducted in two height sections, but judged as one class. As greater heights do increase difficulty, the bonus points noted on the class list will be added to the placement points of those completing the course at the higher levels.

CLASS ROUTINE:

1. The performance of the horse is not to be considered unless it is the result of the rider’s ability.
2. Each exhibitor may circle once, if desired, before approaching the first jump. They shall then proceed once or twice around the course, jumping not less than six jumps, keeping an even pace throughout.
3. The maximum height of jumps will be:
   Advanced Juniors: 2'
   Advanced Seniors: 2' or 2'6" - depending on class entered.
4. Three refusals cumulative will eliminate the rider.
5. The fall of horse or rider shall disqualify the exhibitor.
6. If a refusal occurs in a double or triple, the rider shall re-jump all elements of the combination.
7. Riders who go off course will be disqualified.
8. Any or all exhibitors may be called back to perform at the walk, trot and canter, or to execute any appropriate tests included in the class requirements.
9. If a fall or three refusals occur during a ride-off, the exhibitor shall be placed last of all those chosen for the ride-off.

Tests may be performed either collectively or individually, but no other test may be used. Instructions must be publicly announced or posted.

Tests from which Judges must choose include:
1. Back.
2. Gallop and pull up.
3. Figure eight at a trot, demonstrating the change of diagonals. At the left diagonal, the rider should be sitting in the saddle when the horse’s left front leg is on the ground. At the right diagonal, the rider should be sitting in the saddle when the horse’s right front leg is on the ground. When circling clockwise at the trot, the rider should be on the left diagonal and when circling counterclockwise the rider should be on the right diagonal.
4. Figure eight at the canter on correct lead demonstrating simple change of lead. A simple lead change is where the horse is brought back into a walk or trot and restarted into a canter again on the opposite lead. Figures are to be started in the center of two circles so that one change of lead is demonstrated.
5. Dismount and mount. Junior riders shall not be required to dismount and mount.
6. Ride without stirrups.
7. Execute a serpentine at a trot and/or canter on the correct lead demonstrating correct diagonal changes and/or simple or flying canes of the lead. A series of left and right half circles off of the center imaginary line is where correct diagonal or lead changes must be shown.
8. Canter on the counter lead (incorrect lead for direction performing).
9. Demonstrate a half turn on the forehand and/or a half turn on the haunches.
10. Demonstration ride of approximately one minute. Rider must advise the Judge in advance of the ride they intend to demonstrate.

Additional tests for demonstrating skills over jumps:
1. Jump low fences at a walk, trot and canter.
2. Halt between fences, except in a combination.
3. Jump fences on a figure eight course.
4. Jump a fence in the middle of the ring at right angles to the course.
5. Jump serpentine course, demonstrating change of lead at each change of direction.

Tack and Equipment: See page 9, rule #34
Attire: See page 10, rule #35
WORKING HUNTER: OVER FENCES

The Working Hunter class is designed to test the horse and rider’s performance over obstacles found in the hunting field. The class is to be judged on performance and manners. Only Advanced Riders may enter this class. NOTE: The Advanced Senior class shall be conducted in two height sections, but judged as one class. As greater heights do increase difficulty, the bonus points noted on the class list will be added to the placement points of those completing the course at the higher levels.

CLASS ROUTINE:

1. The horse is to be judged over a designated course on hunting pace, manners, style of jumping and way of moving.
2. Horse must be placed first on performance before examination and consideration of conformation and soundness.
3. The judging will start when the horse enters the arena or 50 feet before the first obstacle on an outside course. Their performance is over when the horse leaves the arena or goes 50 feet beyond the last obstacle.
4. Light touches are not to be considered in the judging, but may be recorded for reference in extremely close competition. Touching brush only on brush jumps is not to be scored as a touch.
5. In case of refusal or run-out on an obstacle that contains more than one jump or element, entry must re-jump all elements of that obstacle.
6. Course must be posted in advance of class by the show management.
7. Course must have a minimum of four different obstacles and horse must make at least six to eight jumps, with at least one change of direction. An obstacle may consist of one or more elements, such as an in and out.
8. Fences shall simulate obstacles found in the hunting field. Possible obstacles might include brush, in and out box, rails, over, crossbar, gate, etc. A pole over brush jumps, triple bar, and hog backs are not to be used.
9. Obstacles should be located a minimum of at least 48 feet apart and can be increased in 12 foot increments (example: They can be set up with a distance between each obstacle in distances of 48 feet, 60 feet, 72 feet, 84 feet, etc.).
10. The distance between elements of an obstacle containing more than one element, for example an in and out, should be set 24 feet to 26 feet in a ring or 26 feet to 28 feet in a field.
11. The judged course may be used as a practice field, at the discretion of the show committee.
12. Maximum height of obstacles will be:
   Advanced Juniors: 2'
   Advanced Seniors: 2’ or 2’ 6” - depending on class entered.
13. Three refusals cumulative will eliminate the rider.
14. The fall of horse or rider shall disqualify the exhibitor
15. Riders who go off course will be disqualified.

Tack and Equipment: See page 9, rule #34
Attire: See page 10, rule #35

PLEASURE DRIVING:

GENERAL: Exhibitors must be proficiency qualified to exhibit in this class by a qualified person of driving horses as approved by the Maricopa County 4-H Horse Committee. Each horse and additional new horse(s) which will be exhibited by the 4-Her must be individually proficiency qualified to ensure that every horse will be able to be safely exhibited in driving classes and is suitable as a driving horse.

CLASS ROUTINE:

Exhibitors will enter the arena at a normal trot and will show their horse in both directions of the arena at a walk, normal and strong trot. The Judge will consider each gait equally. Horses must stand quietly and back readily for the Judge. At the discretion of the Show Management, one header per exhibitor may be allowed to ensure the safety of the exhibitors. This class is judged on manners and the performance of the proper gaits of the horse.

Appointments: Horses are to be shown in a light harness, bridle with blinkers, over check or side check and a snaffle, according to breed shown. Either a two wheeled or four wheeled vehicle suitable to the horse is acceptable, with a two wheeled vehicle being encouraged.

Attire: Neat attire including a long sleeve shirt and appropriate pants, long skirt/dress, or a short dress/skirt with a lap covering are equally acceptable.

FOAL TRAINING:

PROJECT FOALS FOR FOAL TRAINING CLASSES MAY NOT BE HANDLED BY A PROFESSIONAL TRAINER. HOWEVER, THE 4-H MEMBERS MAY BE ASSISTED BY THEIR IMMEDIATE FAMILY OR PROJECT LEADER.

FOAL TRAINING AND SHOWING RULES:

1. Only Senior 4-H Advanced members may participate in this program (See pages 6, rule #6 for definition of a Senior Advanced member).
2. The member/foal team may not be used in any form of employment (See Labor Section of Arizona Revised Statutes).
3. 4-H member participants must show Arizona hauling Card and/or registration papers for proof of age at each show.
4. All breeds permitted.
5. Foal Training is a pointed class offered at English & Western shows. Foals are to be shown according to their breed specifications. Foals may be shown In Hand (weanlings, yearling, two-year olds) or Under Saddle (3 & 4 year olds).
6. ONE YEAR MAXIMUM FOR STALLION COLTS.
7. Exhibitors must submit complete and update accomplishment form created by member describing the member/foal training process. Forms should include skills, training/learning with dates, with form updated & signed by leader prior to each show.
8. Member may opt to show in English Showmanship or Western Showmanship instead of Foal Training In Hand. English foals under 3 years of age used in English Showmanship will be shown in Halter only.
9. All foals will do pattern work for their class individually.
10. Any abusive acts will cause disqualification.
11. No tack (saddles, bridles) allowed on foals 2 years and under at horse shows.

FOAL TRAINING CLASS SPECIFICATIONS:

WEANLINGS, YEARLINGS, TWO YEAR OLDS:
1. Training:
   A. Teach to stand tied quietly. Use breakaway halters and lead ropes.
   B. Teach to lead well, quietly and easily.
   C. Teach to stand quietly while being curried and handled all over including feet. Foals should be trained not to be nervous or approached.
   D. At appropriate age, lunge freely in both directions, at all three gaits, stop and reverse.

THREE AND FOUR YEAR OLDS (In addition to above skills):
A. Work under saddle freely, moving quietly and responding to snaffle bit or basal in stops, turns and backing.
B. Do not rush or push foal into too many routines: for example, reining, roping and barrels. Choose one or two disciplines and take your time. Never ask for speed and not whip or spur. Work always for quietness, freedom of movement and correct lead.
C. Do not let foal disobey a command
D. Teach both rein and leg pressure to execute commands. Spurs are optional.

WEANLINGS, YEARLING, TWO YEAR OLDS:
2. Class Procedure:
   A. Exhibitor shall present updated and signed Accomplishment Form, along with proof of Foal’s age to judge upon entering the arena.
   B. Foal should be shown with breakaway halter and lead rope.
   C. Exhibitor/foal will demonstrate following skills:
      a. Walk, trot, stop, back and circle on lead.
      b. Stand quietly in the arena.
      c. Stand quietly while the judge picks up feet.
   D. Judge may request additional demonstration of up to three skills noted on the Accomplishment Form, or ask for member/foal to complete a pattern.
   E. Foals will be evaluating according to their age/training level.

THREE AND FOUR YEAR OLDS:
Class Procedure:
A. Exhibitor shall present updated and signed Accomplishment Form, along with proof of Foal’s age to judge prior to entering or upon entering the arena.
B. Exhibitor/foal shall ride or walk into the arena at a walk.
C. Foals should be ridden with snaffles or bosals only.
D. Exhibitor/foal will demonstrate following skills:
   a. Walk, jog/trot, lope/canter
   b. Reverse smoothly and quietly
   c. Stand quietly for safe dismounting/mounting
   d. All protection for horse and rider are encouraged and allowed.
E. Judge may request additional demonstration of up to three skills noted on the Accomplishment Form, or ask for member/foal to complete a pattern.
F. Foals will be penalized for tail wringing, incorrect leads and unwillingness to obey rider.
G. Foals will be evaluating according to their age/training level.
ROPING SHOW RULES AND CLASS/EVENT DESCRIPTIONS

- A contestant may ride only one horse in a class.
- Riders may qualify at different skill levels for each event.
- Riders must qualify for each Roping Class event by getting their leader’s approval prior to exhibiting for the first time in that specific Roping Class.
- When two or more go-arounds are held, each team of horses & ropers must do the same and work in identical and consecutive order.
- Horses being judged must start from behind a barrier, when available, except in heeling events.
- For Safety: All Roping Events allowing two loops will recoil rather than carrying a second rope.
- A one minute time limit will apply to all timed roping events.
- Horses are to be clean and groomed or they may lose points or become disqualified.
- Any unnecessary whipping, jerking of reins, slapping, jerking rope or any unnecessary action to induce the horse to perform better will be grounds for disqualification.
- An approved neck rope must be used in Tie-Down Calf Roping and Touch Calf Roping classes.
- Contestant has the option of using a tie-down.
- Catch pen shall remain closed during the run.
- On Judged Roping Events:
  - Only performance (including manners behind the barrier and at all other times) of the horse being judged is to count.
  - The scoring will be done on the basis of 50 percent on the horse and 50 percent on the contestant.
  - Judges shall use the score card provided by the 4-H Office.
  - The horse will be judged on the following criteria:
    - In box
    - How horse travels to the steer or calf, i.e. speed and rate
    - Turns steer (Heading, only)
    - Logging (Heading, only)
    - Turning and facing up (Heading, only)
    - Stops and backs (Heeling and Breakaway only)
    - Manners (including entire time in the arena)
    - Equipment - serviceable and safe
- Individual judging will begin as horse enters box and will end as horse leaves the arena. Start of the run is defined as when timing clock starts or when you break from the box.
- In judged roping events, the roper need not catch to be judged; however, in the final placings of all judged roping classes, no contestant who missed both loops may place over a contestant who has made a legal catch. Roper with the highest composite scores will place.

TEAM ROPING HEADING AND HEELING (Timed & Judged Event):

1. These are timed and judged events - one minute time limit. Times are used as tie-breakers.
2. Adult partner is required to comply with the Western attire rules. Non-compliance will result in disqualification.
3. An eligible partner in a Team Roping class must be at least 18 years of age and a non-4-H member.
4. Intermediate riders may be assisted during the event at the discretion of the Judge.
5. In heeling the header must dally.
6. Each team will have two steers possible for the header to catch. If the header misses the steer the first time, the team will come right back and take their second steer. The second time out, it will be mandatory for the header’s rope to be placed on the steer in the chute so as to insure the healer has a chance to attempt to rope the heels.
7. Each healer will have two loops at the heels within the one minute time limit. If two loops are required, roper must recoil.
8. Heeler has options to be tied on, dallying, or tied on with breakaway string. Intermediate riders may be tied on with a breakaway string.

TOUCH CALF ROPING (Timed & Judged Event):

1. This is a timed and judged event - one minute time limit. Times are used as tie-breakers.
2. This event is open to INTERMEDIATE calf ropers only.
3. The horse and rider combination must be pre-certified by an approved member of the Horse Committee Certification Panel.
4. Contestant will show in tie-down or touch, but not both events. Contestant will be moved to Tie-Down Calf Roping at discretion of their leader or the Horse Committee certification panel.
5. Exhibitor may throw only two loops
6. Exhibitor must recoil rope
7. Any catch that holds is legal
8. Rope must be tied hard and fast
9. The exhibitor must rope the calf, dismount and touch the calf on any part of the body to end the time
10. Approved Neck rope must be used
11. Metal ring/leather/string attached to bit or headstall may be used.
BREAKAWAY CALF ROPING (Timed Event):

1. This is a timed event - one minute time limit.
2. Roper will be allowed two loops; however, if a second loop is required, roper must recoil for safety reasons.
3. A rope is to be fastened to the horn or swell by a cotton string or ribbon at any length determined by the rider.
4. A legal catch is to be any loop that goes over the calf’s head and draws up on any part of the calf’s body, causing the rope to breakaway from the saddle horn.
5. Roper cannot assist rope from breaking away from horn.

INTERMEDIATE BREAKAWAY CLASS (Timed & Judged Event):

1. This is a timed and judged event - one minute time limit. Times are used as tie-breakers.
2. The class will be judged as follows:
   A. Scoring, speed to calf, rating calf, stop and manners - 50 percent
   B. Horsemanship of the contestant - 50 percent
3. Contestants will be allowed two loops and must recoil.

TIE-DOWN CALF ROPING (Timed Event):

1. This a timed event - one minute time limit.
2. This class may be entered by ADVANCED calf ropers only.
3. The Horse & Rider combination must be pre-certified by an approved member of the Horse Committee Certification Panel.
4. If an electric timer is used, a backup watch must be used.
5. Roper may throw two loops; however, if a second loop is required, the roper must recoil for safety reasons; catch as catch can.
6. Contestant will be disqualified if there is assistance of any kind from outside.
7. Rope must be tied hard and fast.
8. Contestant must rope calf, dismount, go down rope and place calf by hand and cross and tie any three feet. If calf is down when roper reaches it, the calf must be let up, and thrown by hand.
9. Tie must hold and three legs remain crossed until passed on (okayed) by the Judge.
10. Roper must not touch calf after giving the Judge their finish signal until the Judge has completed examination.
11. If tie comes loose or calf gets to its feet before the tie has been ruled as a fair one, the roper will receive a "NO TIME".
12. The field flag Judge will pass on the tie of calves through use of a stop watch, timing six seconds from the time the rope horse takes his first step forward after the roper has remounted. Flagger must watch calf during the six second period and will stop watch when a calf kicks free using the time shown on the watch to determine whether calf was tied long enough to qualify.
13. Roper will be disqualified for removing rope from calf after signaling for time, until after the tie has been passed on by the Field Judge.
14. Jerk lines are permissible
15. Approved Neck ropes must be used
16. Metal rings attached to the headstall may be used.

DUMMY ROPING:

Objective: The contestant (beginner who is not ready to rope on horseback) must rope mounted horns, standing behind specified line & must rope from behind a line at least 1 foot behind the bale or Dummy.

Line will be moved back at 1 foot increments during a rope off. A steer head dummy inserted in a bale of hay or other portable device will be used for this event.

This event uses the point system, and if needed, there is a process of elimination - moving the line further away from the target (horns).
1. Each contestant may enter only one time and may not be entered in any other roping event(s)
2. Each contestant will rope 3 times from the beginning line
3. Points are as follows:
   - Horns: 2 points
   - Neck: 1 point
   - Half-head: 1 point
4. A dropped loop is considered a thrown loop
5. Fishing is allowed
6. The rope must pass over the nose completely to be a legal half-head catch
7. If the rope goes over the back of the dummy catching the whole dummy, that is considered a miss and no points will be awarded
8. Illegal head catches receive no points and include a Figure 8 (anytime a loop crosses over itself forming a “figure 8” as part of the catch and a “hickey” on the horn (a hondo goes over the horn)
9. Contestants stepping over the designated line will not receive points in that round
10. Points are then totaled to determine a winner
11. Ties will be roped off (process of elimination)
12. A parent/leader familiar with legal head catches in team roping may score this event
**Rope off:** For all ropers who catch on the beginning line, the competing line will be moved back 1 additional foot from the target. One at a time, each contestant will have a one minute time limit to catch as many times as they can moving back one foot at a time. Contestants will have one throw at two feet, one throw at three feet, etc. until they no longer catch. Ties will be broken by total points earned by each contestant on catches.

Contestants are allowed to participate in Dummy Roping for a maximum of 2 years only. Any participation prior to the 2014-2015 season will count toward those 2 years.

There will be no assistance from leaders, family members or judges once the class begins. Any assistance will be grounds for disqualification.

**GYMKHANA SHOW RULES AND EVENT/CLASS DESCRIPTIONS**

For all Gymkhana events, the courses (patterns) will be raked 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 so that all contestants have safe footing during their run. However, there will be a maximum of ten runs without raking. Contestants must enter and exit the arena at a controlled walk. For all “timed” events, an electric timer will be used when available. If an electric timer is used during a timed event, one backup watch must also be used. The times of both the electric timer and the watch will be recorded for each contestant. If failure of the electric timer occurs for one-half or more of the class, the recorded hand time of the watch will be used to determine the official placings. The timer and the flagger must remain the same persons throughout the entire class. If an electric timer is not used, then at least three watches shall be used with the average of the two closest times to become the official times for placings. The same process for timing must be used for the entire class so that timing and times will be as consistent as possible for all contestants.

If after stopping the time at the finish of a run, the contestant crosses the timer again, there will be a NO TIME with no re-runs.

Tack for all Gymkhana events shall include a stock western saddle and a bridle and bit as described in General Rules, page 9, rule #34. Bits of other styles are subject to the approval by the Judge prior to running pattern. Severe bits will not be approved. Judge may disallow equipment considered too severe or unsafe.

**Attire:** See General Rules, page 10, Rule #35

**GOAT TYING:**

This is a “timed” event. If an electric timer is used, a backup watch must be used. When using a flagger as a Judge, the flagger must be from the Judges list or approved through the same process as show Judges. The same process, either electric timer or flagger, must be used for the entire class so as to keep consistent with timing and times of each contestant. Any contestant tying the goat at the Show except during the event will be disqualified. Goat Tying will be run during the Gymkhana portion of the show.

**CLASS ROUTINE:**

The contestant must be mounted on a horse, ride from behind the starting line to the goat, dismount from the horse, go to the goat, pick up the goat by hand, and cross and tie any three feet with any type of rope, leather string or piggin string. Care should not to injure the goat. Wire is NOT permitted. If the goat is down when the contestant reaches it, the goat must be picked up to its feet and placed down by hand.

Between each run, the goat must be untangled and taken to a point at the end of the rope behind the stake to which the goat is tethered to. The goat must be released when the flag drops at the starting line. Only the flagman and the person handling the goat may be within 20 feet of the stake at any time during the contestant’s run. Fresh goats will be thrown three times before being used by contestants and goat will be changed after every fifth contestant. Contestant may be held financially responsible for any damage done to the goat.

**TIMING:**

Time will start when the contestant crosses the starting line. It will stop when the contestant releases the string (or rope) and signals the completion of their tie. Flagger is responsible for designating the completion signal and designation will be announced prior to start of class. Contestant may not touch goat after giving the finish signal. If the tie is not secure for six seconds, or to the satisfaction of the field flag Judge, the contestant will receive a “NO TIME”. The six seconds will start when contestant stands up and steps away after their tie. Should the horse contact the rope or the goat at any time during the run, contestant will be disqualified, and the contestant may be held financially responsible for any damage done to the goat. If the goat should break away because of the fault of the horse, the contestant will be disqualified. If the goat should break away at any other time, it will be left to the discretion of the field flagman whether contestant will get a re-run, and if so, when the contestant will be allowed to run again.

**SETTING UP COURSE:**

Each age group goat must be thrown and tied three times before event by a non-contestant. There is no set distance from the starting line to the goat, but a minimum of 100 feet is desirable. Arena conditions will govern this distance. The goat must be tied to a stake with a rope ten feet long. Stake is to be pounded completely into the ground so that no part of it is visible.
**POLE BENDING:**
This is a timed event. An electric timer will be used when available.

The Pole Bending pattern is to be run around six poles. Each pole is to be 21 feet apart and the first pole is to be 21 feet from the starting line. Poles shall be set on top of the ground and must be at least six feet in height and with a base diameter of no more than 14 inches.

A clearly visible starting line shall be provided. A contestant may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly (see pattern example).

Failure to correctly follow the pattern shall be considered a broken pattern and will be cause for a “NO TIME”. A five second penalty shall be added for each pole knocked over while running the pattern. A broken pattern occurs if the rider does not complete the pattern correctly, or if the rider commits any cross-over which is not the standard 6 cross over pattern. See diagram below for examples of a good pattern, a good correction and an incorrect pattern correction. (Note: diagram shows rider starting on the right side, but the rider may start on left side as well). A broken pattern also occurs if the rider crosses through the row of poles before correcting the pattern since this would cause and extra crossover in the pattern.

**POLE BENDING PATTERN:**

**POLE BENDING SET-UP AND DIMENSIONS:**

1. The pattern shall consist of six poles evenly spaced 21 feet apart, starting with the first pole being placed 21 feet from the Starting/Finish Line.
2. All poles will be evenly spaced and in a straight line with each other (see diagram).
BARREL RACING:

- This is a timed event.
- An electric timer will be used when available.
- A five second penalty shall be added for each barrel knocked over while running the pattern.
- Failure to correctly follow the Barrel pattern shall be considered a broken pattern and will be cause for a “NO TIME”.
  A broken pattern occurs if the rider does not complete the pattern correctly, or if the rider commits any cross-over which is not in the standard 3 cross-over pattern. See diagram below for examples of a good pattern correction at Point A and an incorrect pattern correction at Point B.

- The course (pattern) must be measured exactly. REMEMBER TO LEAVE adequate space (at least 20 feet) between barrels and any obstacle. If the standard course is too large for the available space, then the pattern should be reduced by five feet at a time, until the pattern fits the arena. The distance from barrel number three to the finish line need not be reduced five feet at a time if there is sufficient room for the horse to stop. A clearly visible starting line shall be provided.

- This cloverleaf pattern is designed to test the speed and maneuverability of the horse. When measuring the arena for the barrel course, remember to leave ample room for the horse and rider to complete their turns and also to pull to a stop at the finish. This cloverleaf pattern may be run in either direction, beginning at either the barrel on the right or left.

- At a signal from the starter or time, such as “Timers are Ready”, the contestant will go to barrel number one, passing on the left of this barrel, complete a 360 degree turn, then go on to barrel number two, this time passing the right side of this barrel completing another 360 degree turn. At barrel number three, the same passage to the right of the barrel and a 360 degree turn is accomplished. As soon as the turn is completed around barrel three, the contestant will sprint their horse to and past the finish line. The time or watches will be stopped as soon as the horse’s nose passes the finish line.

- This barrel course may also be run to the left. For example (using the same barrel numbers as above), the contestant will start to barrel number two first, turning left around this, then to barrel number one, second, turning to the right, then proceed to barrel number three, turning again to the right, followed by the final sprint to the finish line.

STANDARD BARREL RACING PATTERNS

BARREL RACING PATTERN SET-UP AND DIMENSIONS:
1. Barrels #1 and #2 shall be placed 40 or 60 feet from the start line depending on arena size.
2. There shall be 90 feet between Barrels #1 and #2.
3. Barrel #3 shall be placed 105 feet from each of barrels #1 & #2 directly halfway between the distance of barrels #1&#2
4. The pattern can be run either to the right, beginning with barrel #1, or to the left beginning with barrel #2.
MOUNTAIN COWHORSE:

- This is a timed event.
- The course (pattern) shall consist of three small barrels or standard poles and one large barrel. Riders must begin to the right-hand side of the first barrel, weaving to the left of the second barrel, then to the right of the third barrel and continuing to the right side of the last barrel, proceeding around the outside of it and then sprint to and across the finish line.

- Failure to correctly follow the pattern shall be considered a broken pattern and will be cause for a "NO TIME". A five second penalty shall be added for each pole or barrel knocked over while running the pattern. A broken pattern occurs if the rider does not complete the pattern correctly, or if the rider commits any cross-over which is not the standard pattern. See diagram below for examples of a good pattern. (For examples of a good correction and an incorrect pattern correction, see Pole Bending or Barrel Racing patterns). A broken pattern also occurs if the rider crosses through the row of poles before correcting the pattern since this would cause and extra crossover in the pattern. Riders passing two barrels or poles without weaving will receive a NO TIME.

MOUNTAIN COWHORSE PATTERN SET-UP & DIMENSIONS:

1. Pattern shall consist of three poles or small barrels placed in a straight line, with the first one being placed 21 feet from the starting line, and an additional 21 feet between 1 and 2 and 3.

2. Pattern shall also consist of one large barrel set 45 feet over and 45 feet back from the last pole or small barrel. Pattern weaves through the poles or small barrels with the first pole or small barrel to the rider’s left side, the second on the rider’s right, the third on the left side. The rider then continues on to the fourth or large barrel and goes around it with the barrel on the rider’s left side and continues on to and across the finish line.
**BOWTIE:**

- This is a **timed** event.
- The contestant may start the pattern with either the right or left barrel. If the contestant begins with the barrel to the left, they will proceed from the starting line to and around the left barrel keeping it to their left side. After completely going around the left barrel they will proceed in a straight line across the arena to the second (or right) barrel, going around it keeping it to their left side, and once completely around it, will then sprint to and across the finish line. If the contestant begins with the right barrel, they will proceed from the starting line to and around the right barrel keeping it to their right side. After completely going around the right barrel they will then proceed in a straight line across the arena to the second (or left) barrel, going around it keeping it to their right side, and once completely around it, will then sprint to and across the finish line.

- The course (pattern) must be measured exactly. **REMEMBER TO LEAVE adequate space (at least 20 feet) between barrels and any obstacle, such as the arena fence.** If the standard course is too large for the available space, then the pattern should be reduced by **five feet** at a time until the pattern fits the arena. The distance from the barrels to the finish line need not be reduced five feet at a time if there is sufficient room for the horse to stop. A clearly visible starting line shall be provided.

- Failure to correctly follow the pattern shall be considered a broken pattern and will be cause for a “**NO TIME**”. A five second penalty shall be added for each pole or barrel knocked over while running the pattern. A broken pattern occurs if the rider does not complete the pattern correctly, or if the rider commits any cross-over which is not the standard pattern. See diagram below for examples of a good pattern. (For examples of a good correction and an incorrect pattern correction, see Pole Bending or Barrel Racing patterns).

![BOWTIE Pattern Diagram](image)

**BOWTIE PATTERN SET-UP AND DIMENSIONS:**

1. The Bowtie pattern shall consist of two barrels, each placed 40 or 60 feet from the Start/Finish Line depending on arena size and identically to what measurements were used for the barrel racing pattern.
2. Both barrels shall also be placed in a straight line opposite each other with a distance of 90 feet between them.
3. Pattern can be run beginning either with the right barrel or with the left barrel, at the discretion of the competitor.

**TEAM PENNING RULES AND CLASS DESCRIPTIONS**

The object of this fun spectator and participant sport of Team Penning is to pen cattle, not make it hard for the contestants

**TEAM PENNING RULES:**

1. Within a 90 second time limit, a team must cut and pen three head of cattle with the correct assigned number from a herd of 30 head. All cattle will have numbers from 0 through 9, with there being three cattle numbered with 0, three cattle numbered with 1, etc. The fastest time with the highest number of cattle penned wins. A warning must be given to the team 30 seconds prior to final time being called. If the warning is not given, the team will have the option of a re-run at the end of the round with the cattle settled.

2. All cattle must be bunched tightly on the cattle end of the starting line within the designated area before the team begins. There will be two people on horseback that will settle the cattle in this designated area. The line Judge will raise the flag to indicate when the arena is ready. Time begins and contestants will be given their cattle number when the flag drops as the nose of the first horse crosses the start/foul line. No team member will be permitted to enter the arena after the team’s cattle number has been announced. Infraction of the rule will result in a “**NO TIME**”.
EXPLANATION: The cattle will be bunched in the center of the back wall of the arena before the signal is given that the arena is ready. When the line Judge signals everything is ready, the announcer will announce that the cattle are ready. Once the announcement is made, the settlers will immediately depart the arena along the side rails of the arena. They will not stop to pick up a hat, turn a cow back or any other action that might delay their departure or interfere with the team that is penning.

JUDGES: There shall be two flagmen, one at the entrance to the pen and one at the start/foul line. The Judge must be located at the start/foul line. There shall be at least two timekeepers. The first timer shall be the official time and the second timer shall be the backup time, in the event the first timer misses the time or his watch fails. The start/foul line must be designated by markers located on the arena.

3. To call for time, one rider must break the plane at the opening of the pen with one hand raised in a distinct manner above their shoulder. The pen Judge will drop the flag, stopping time once the nose of the first horse has broken the plane and cattle are completely in the pen. No rider may ride all the way into the pen. Only the nose and shoulder of any horse may enter the pen when cattle are in the pen. If there are any unpenned cattle on the pen side of the start/foul line, time will continue until all unpenned cattle are on the cattle side of the start/foul line. Should an animal escape the pen after time is called for and prior to all unpenned cattle being on the cattle side of the start/foul line, the team will be judged a “NO TIME”. If an animal escapes as a team is calling for time, they will be judged a “NO TIME”. If a rider comes off their horse at any time, a “NO TIME” will be given for everyone’s safety. DEFINITION: “Escaped animal is one with any part of the animal coming out of the pen.” Time may be called by any team member after one or more cattle have been penned. Time may also be stopped by one or more team members pulling up and waiving off the run.

4. A team may call for time with only one or two assigned cattle penned. However, teams penning three head place higher than two or one, regardless of the time. Each team will compete in two runs with each run on a different herd. The teams that pen in each run will beat teams that fail to pen in one of their runs.

5. A team calling for time with any wrong numbered cattle in the pen will be judged a “NO TIME”.

6. Contact with cattle with hands, feet, hats, ropes, bats, romals or any other equipment or hazing with hats, equipment or any other apparel will result in a “NO TIME”.

7. In the event that a team draws a number where more or less than three identical numbers are in the herd at the time of their run, that team must have a rerun at the end of that set of cattle and on the same numbered cattle. Times for all other teams in the miss-numbered herd will remain the same.

8. In the event a team is given a number that has already been used in that herd, a rerun must be given at the end of that set, using the correct number in the same herd. In the event of scoreboard failure, the backup timer will become the official timer. If the team’s assigned number cattle leaves the arena, the team can either be given a “NO TIME” for unnecessary roughness or be given a re-run depending on the Judge’s decision. All re-runs will be in the same herd, on the same number at the end of that set of cattle. If more than one re-run is given in any go-round, they will be run in the order of occurrence. Should a team pull up questioning the condition or number of any cattle in the arena, the run will stop and the herd will be checked. If the herd is found to be sound and intact, the team will receive a “NO TIME”. If the herd is not sound and intact, Judges may award the team a re-run at the end of that set of cattle.

9. Too Many Cattle DQ: Any part of the fifth cow breaking the plane of the start/foul line will result in a “NO TIME”.

10. Judges: Pen Judge and Line Judge. Line Judge serves as the primary or head Judge and Judges decisions area FINAL.

11. Cattle may be rotated after ten teams have used the herd.

12. A team shall be judged “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. EXPLANATION: A judge must be consistent in his/her rulings regarding roughness. Perhaps the most important call against roughing is the first one. Listed below are some guidelines for roughing:
   A. The rider must give the cattle an avenue of escape, meaning if the animal has nowhere to go but through or over the fence - it is roughing.
   B. The rider must keep his/her horse off the cattle. A horse following so closely as to “hock” the cattle’s back legs can cripple the animal as well as cause a potential wreck. The Judge should look for continual pressure by the rider on the cattle. Riders should allow space for their horses to respond which prevents them from being too close to the cattle. A rider in control of his horse will not hit an animal.
   C. Knocking an animal over, then stepping on it is always a roughing call.
   D. In the process of calling for time, a rider may not run the cattle into the back of the pen so hard or it could be roughing.
   E. Not letting up on an animal when a rider can see a fence, herd or fellow rider collision is coming is a roughing call.

13. General Rules section: Verbal assistance while in the warm-up ring is permitted, but coaching from the rail in judged events is not permitted. Any positive encouragement is welcome. Primary teaching is to be done at a local club meeting. To truly develop youth, parents and leaders should minimize “hands on” participation and should be there to encourage/support youth - not do their work. Spectators spotting cattle will be asked to leave the grounds competing and their competing child(ren) will be disqualified.
HELMET REQUIREMENTS

As of January 1, 2015 - An industry approved ASTM/SEI equestrian helmet be worn by all Arizona 4-H members when they are mounted on a horse and participating in an Arizona 4-H horse event/activity/project meeting. The harness must be secured and properly fitted. Any rider violating this rule at any time will be immediately prohibited from further riding until such headgear is properly in place. It is the responsibility of the rider, or the parent or guardian of the youth exhibitor to see to it that the headgear worn complies with the appropriate safety standards for protective headgear intended for equestrian use, is properly fitted, and in good condition. Absolutely no baseball caps, visors or other head apparel.

TEAMS: A team consists of three riders. Each rider may participate on three teams. Members riding more than three runs must select the three runs to count for class and high point awards prior to the competition. Each team must change at least one rider for each run. A rider may be requested by the judge or contest superintendent to complete an additional team. Penning teams are based on age divisions. Teams should be pre-registered. Once a team and its members are assigned, team designation changes will not be allowed the day of the show, unless required to complete additional team(s).

DIVISIONS: 
A. Junior Division will consist of three riders that are all Junior 4-H members.
B. Senior Division will consist of three riders that are all Senior 4-H members.
C. Mixed Division will consist of three riders; one (1) Senior 4-H member and two (2) Junior 4-H members; or two (2) Senior 4-H members and one (1) Junior 4-H member.
*Horse sharing members may compete in Team Penning contests provided one rides on either a junior or senior team ONLY (dependent on their age) and the other rides on a mixed team ONLY.

ENTRY FEES: Entry fees are based on cattle charges. Due to the wide range of cattle charges, it is possible that the exact cost for the event will not be known until the total number of teams registered has been determined.

AWARDS: High Point & Reserve High Point Rosettes will be awarded to individuals based on points at local contests. County Horse Finals 1st Place Buckles & Reserve High Awards will be awarded to participants in Junior, Senior & Mixed divisions will be decided by the fastest time with the highest number of cattle penned in each division.

ATTIRE: See General Rules, pages 10/11, Rule 35. Shirts must be tucked in!

JUDGES: There will be two Judges, one on the start/foul line and one at the pen opening. The Judge that starts a division must Judge the entire division except in an emergency.

DRAW: Team positions & cattle numbers will be assigned by an impartial draw. Once the draw order has been established, it may not be changed other than by hardship or mutual consent of the teams involved. If a team pulls out after the division begins, their number will be drawn & announced in the order the team would have run and the drawn number will not be used in that set of cattle.
RANCH SORTING AND CLASS DESCRIPTIONS

HELMET REQUIREMENTS

As of January 1, 2015 - An industry approved ASTM/SEI equestrian helmet be worn by all Arizona 4-H members when they are mounted on a horse and participating in an Arizona 4-H horse event/activity/project meeting. The harness must be secured and properly fitted. Any rider violating this rule at any time will be immediately prohibited from further riding until such headgear is properly in place. It is the responsibility of the rider, or the parent or guardian of the youth exhibitor to see to it that the headgear worn complies with the appropriate safety standards for protective headgear intended for equestrian use, is properly fitted, and in good condition. Absolutely no baseball caps, visors or other head apparel.

DRESS REQUIREMENTS

All classifications:
1. Western Boots with a well-defined heel (riding tennis or combat boots will not be allowed).
2. Long sleeve shirt with a collar and cuffs (shirts are to be buttoned or snapped, tucked into pants and closed at the wrists).
3. Tie (optional)
4. Belt
5. Spurs (optional)
6. Helmets required.

TACK

1. Western saddles and bridles must be used.
2. Roping, closed or split reins are permitted.
3. Gag bits are allowed.
4. Use of mechanical hackamores, tie-downs (no wire or cable type tie-downs) or other types of equipment are optional. However, show officials may prohibit equipment they consider severe or unsafe.
5. No wire device may be used in conjunction with any bit.
6. Neither wire curbs, regardless of how padded or taped nor any chinstrap narrower than one-half inch will be permitted.
7. Curb chains are permitted but must be at least one-half inch in width and of the type that lies flat against jaw of the horse.

GROUNDS FOR DISQUALIFICATION

1. Entering a arena without appropriate attire or helmet.
2. Inappropriate tack for the class.
3. Misrepresentation of horse or exhibitor in any way.
4. Any riders not having his/her mount under sufficient control and is endangering the safety of the rider other horses and riders.
5. Lame sick or improperly fed horses.
6. Unnecessary spurring, striking, or beating of the horse at any time.
7. Spurring, striking, beating the horse for any reason and in any manner whatsoever forward the Cinch after entering the arena.
8. Any discourtesy or use of profanity or acting unmannerly toward any Judge, Show official, other members or spectators. Any infractions of the rules for a specific class.
9. Any disqualifications of one (1) team member while in the arena will result in the disqualification of the entire team.
10. 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.

MISCELLANEOUS

1. All members MUST be evaluated by the county ranch sorting proficiency team PRIOR to any pointed county show.
2. All Sorting classes are timed events.
3. All Ranch Sorting competitions will consist of two (2) timed runs for each qualifying team. (One run going down the list and one run going back up the list)
4. All 4-H warm up arena rules apply.
5. Any changes must have the approval of the majority of the Horse Advisory Board members present.
6. 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. (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.)
**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 12 cattle *(if available)* 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’ 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 signal go event, the most cattle sorted in the least amount of time wins. In a multiple go round event, the team that sorts the number cattle in the least amount of time wins. 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; 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.
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.

**CATTLE**

1. Each team works on a herd of twelve cattle. Herds will be rotated, or given a break after every ten (10) runs.
2. Contact by horse, hands, rommels, reins, hat or any other equipment will result in a NO TIME.
3. 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. EXPLANATION: THE JUDGE ASSUMES THAT YOU WILL EXHIBIT GOOD JUDGEMENT AND BE IN COMPLETE CONTROL OF YOUR HORSE AT ALL TIMES. ANYTHING YOU DO FROM THAT POINT FORWARD IS A RESULT OF A CONSCIOUS DECISION ON YOUR PART. A JUDGE CAN NOT CONTROL YOUR THINKING OR REFLEXES. THE JUDGE CAN ONLY MAKE A CALL FROM THE RESULTS OF YOUR OWN DECISIONS AND ACTIONS.
   - The rider must give the cattle an avenue of escape. If you are going down a wall toward a corner and pen the cow into a no escape situation and that cow jumps, or attempts to jump, or crashes into the wall you will be called for roughing.
   - The rider must keep his/her horse off the cattle. A horse following so closely as to hock a cows back legs, or bump or push the cow: can cripple the animal as well as to cause a potential wreck.
   - If a horse hocks, steps on, or knocks a cow off its feet, it will be considered roughing and the team will receive a NO TIME.
   - Not letting up on an animal when a rider should see a collision is coming with the fence, herd, or other rider is a roughing call.
4. In the event that a sick or injured animal is in a herd, the team must stop and ask for a judge. Time will be stopped, and the arena director will determine how to proceed. Often, the animal may be replaced and time then restarted. Team should make every effort to keep all previous cattle behind the start/foul line during the delay. If cattle injury is a result of an unnecessary roughness on the part of the team they will be disqualified.
5. If any cattle are brought across the start/foul line out of sequence, the judge will drop the flag signaling the timer to stop the clock. Team will receive a NO TIME.
6. If a good cow returns to the cattle side of the arena after it is brought across the line, the team will be given a NO TIME.
7. If a non-numbered cow crosses the start/foul line, the team will be given a NO TIME.
8. In the event a team is given a number that has already been used improperly within a given herd, a rerun must be given immediately using the correct number in the same herd.
9. In the event a mechanical or official error, the participating team may get a rerun at the end of that set of cattle with the same number cattle. If a ride falls off, that will result a disqualification.
10. If for any reason a team does not show after the order of go has been drawn, their cattle number will be drawn to avoid changing the order of go for the contestants.

11. At the end of the time limit the team will be given credit for cattle sorted within the allotted time.

TEAMS
1. Junior and Senior classes will consist of two (2) 4-H members QUALIFIED for that class.
2. Mixed classes will consist of one (1) junior 4-H member and one (1) senior 4-H member.
3. 4-H members may be denied participation if deemed to be unsafe by the arena director at any given contest or clinic.
4. There will be no coaching or spotting (advising the team where the next cow is, what color it is etc...) from the audience. Cheering the team on and providing positive reinforcement is encouraged. Riders need to develop into a “team” thereby relying on each other to sort the cattle in the allotted time.
5. Good sportsmanship will prevail at all times. Any acts of misconduct by any teams or team member, i.e., arguing with judges, using profanity towards judge or official, etc., will be ground for disqualification or penalty assessment to be determined by the arena director.
6. Sixty seconds after the last member of the team finishing, leaves the arena, the team on deck must be in the arena ready to ride. Any delay will be judged a NO TIME, unless waived for a good cause.
7. Members may participate on a maximum of five (5) teams at local and County 4-H Horse Finals shows.
8. Team Selection for entry into the Arizona State 4-H Horse Show will be based on top four overall placing teams in Junior, Senior and Mixed divisions. State 4-H Horse Show rules allow riders to qualify and participate on a maximum of five (5) teams. Rider teams may be made from highest placing riders who have not met the maximum number of riding teams.
The primary objective of these contests in a friendly but competitive setting, is to provide an opportunity for youth enrolled in the 4-H Horse Program to demonstrate the breadth of their knowledge and understanding of equine science and management and in particular, the practical application of this knowledge and skill, as well as a forum to express their knowledge through public speaking. It is hoped the contests will generate new friendships and be a rewarding experience for the contestants.

Seniors may earn the opportunity to advance to the 4-H Western Regional Round-Up competitions held annually in January. The following Maricopa County Rules are based on the Western Regional Round-Up Horse Classic Rules and have been only adjusted to accommodate junior competitors and individual scoring in the national team contests. Complete national contest rules for the Horse Classic may be found at: http://www.westernnationalroundup.org/contests-horse.aspx

Participant fees will be $5.00 per member per event/contest day.

### Excellence in Equine Education Contests:
- Horse Individual and/or Team Demonstration/Illustrated Talk Contest
- Horse Speech Competition
- Hippology Contest
- Horse Bowl Competition
- Horse Judging

### Awards/Recognition:

In an effort to recognize individuals participating in these non-riding competitions, awards will be presented in all contests as follows.

- Members will compete in one of three age divisions:
  - Junior Youth ages 9-11
  - Junior Youth ages 12-13
  - Senior Youth ages 14 and up (as of December 31st of the current 4-H year).

(Please note that all Juniors may be judged together, however 1-10 placing and points will be compiled based on the age category.)

- Ribbons will be presented to all contestants via the Danish Ribbon system (blue, red, white)
- Contestant will also be ranked from 1st – 10th place according to score and will receive rosette ribbons
- The contestant ranked #1 in their contest, provided they earned a blue ribbon, will be awarded a “Champion” contest award.
- The contestant ranked #2 in their contest, provided they earned a blue ribbon, will be awarded a “Reserve Champion” contest award.
- Members accumulate points over the course of the 5 contests listed below to determine a High Point & Reserve in each age group.
- The Hi-Point member in each age group will receive a trophy buckle.
- The Reserve Hi-Point in each age group will receive a trophy jacket.
- Points for the High Point Awards will be distributed as follows:
  - Members receive one point for participation in each of the five competitions listed below.
  - Members earn points based on a “top ten” scale for the Top Ten placings - 10,9,8,7,6,5,4,3,2,1
  - Members tying will have placing points totaled and split by the number of tying contestants

### 4-H Horse Demonstration/Illustrated Talk Contest Rules

1. Subject matter must pertain to the horse industry. Demonstrations or presentations not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
2. Presentations may be either of demonstration or illustrated talk format. No live animals may be used.
3. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
4. A public address system will not be used in the contest.
5. Creative audio visual aids may be used, but the contestants must be involved in making or designing them.
6. During the competition, the contestants may introduce themselves by name, club, age and presentation topic.
7. **Sr. Members**: Presentations should be 10-15 minutes in length. One point will be deducted from the total score for each minute or fraction of a minute under 10 minutes or over 15 minutes by each of the judges. After the individual or team has been introduced by the superintendent, the time will start once the contestant(s) begin(s) to speak.
   **Jr. Members**: Presentations should be 3-10 minutes in length. One point will be deducted from the total score for each minute or fraction of a minute under 3 minutes or over 10 minutes by each of the judges. After the individual or team has been introduced by the superintendent, the time will start once the contestant(s) begin(s) to speak.
8. Contestants should cite their major reference materials at end of the presentation. This time will not be counted in the allotted time.
9. Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time. Contestant should repeat the question then answer it.
10. Contestant order will be determined by a random drawing and announced at the beginning of the contest by event chair.
11. For educational purposes the management may videotape all demonstrations with individual or team consent.
12. Once an individual or team has started their demonstration (in this case it is after they have been introduced by the superintendent), they may not receive assistance from any coach, parent, audience member, or other person, which includes, but is not limited to, the stroking of any key on a computer, other audio visual device, **holding posters, demo props, etc.** Violating this rule is disqualification. However, the Superintendent may assist Jr. members if a problem occurs with audio visual equipment or visual aids.
13. If 1st-10 place is to be determined: Ties will be broken by first the judges’ accumulated delivery score, second by the judges accumulated organization score and third on content and accuracy scores.
14. A “Team Demonstration” will consist of two (2) participants who actively share in the presentation. It is preferable that two (2)
Seniors work together or that two (2) Juniors work together. If one participant is classified as a Junior and the other a Senior, the presentation will be judged with the Seniors and neither participant can qualify for the Western National Round Up. Equipment - Contest officials will supply two tables and two easels. Any other equipment needs must be made through special arrangements with superintendents on registration form and are not guaranteed. Management will not be held responsible for failure of A/V equipment to operate properly.

15. Ideally, Demonstrations/Illustrated talks should be a new topic and material each year; however members may build on their demonstrations/illustrated talks planned to be presented the following year if they have not received a blue ribbon on that specific demonstration/illustrated talk. An earned blue ribbon will disqualify that topic/information.

4-H Horse Public Speaking Contest Rules

1. The subject matter must pertain to the horse industry. Speeches not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
2. No visual aids may be used, including the use of handouts such as bibliographies and pamphlets. Contestants will be disqualified for using any visual aid, including handouts, prior to, during and after the speech.
3. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
4. A public address system will not be used, but a podium will be provided which may or may not be used.
5. During the competition the contestants may introduce themselves by name, club, age and speech topic.
6. Sr. Members: Speeches should be 7-10 minutes in length. One point will be deducted from the total score for each minute fraction of a minute under 7 minutes or over 10 minutes by each of the judges. The speech time limit will begin once the contestant begins to speak after being introduced by the contest superintendent.
   Jr. Members: Speeches should be 2-7 minutes in length. One point will be deducted from the total score for each minute fraction of a minute under 7 minutes or over 10 minutes by each of the judges. The speech time limit will begin once the contestant begins to speak after being introduced by the contest superintendent.
7. Contestants should cite their major reference materials at end of the competition. This time will not be counted in the allotted time.
8. Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time. Contestant should repeat the question then answer it.
9. Contestant order will be determined by a random drawing and announced at the coaches meeting.
10. Ties will be broken by: first, the judges accumulated delivery score, second, the judges accumulated organization score; and, third, on content and accuracy scores.
11. For educational purposes the management may videotape all speeches with individual consent.
12. Ideally, speeches should be a new topic and material each year; however members may build on their speech planned to be presented the following year if they have not received a blue ribbon on that specific speech. An earned blue ribbon will disqualify that topic/information.

4-H Hippology Contest Rules

This is a team contest at the National level and individual contest at the County level. Stations & materials should be age appropriate.

1. Examination Phase (100 points) This phase of the contest may include: Written Exam; Projected slides to be identified as to breed, color, color pattern, activity, proper appointments, etc.; Anatomy which may include external, skeleton, internal organs, parts of gastrointestinal tract, male and female reproductive organs, detailed anatomy of the foot and detailed lower limbs.

2. Station Phase (100 points) This phase will consist of a series of stations or tables where all contestants will respond to the requirements of the station. Senior members will be allowed two (2) minutes at each station. Examples of stations which may be used include but are not limited to: Identification of: Various types of saddles (actual or pictures) and parts of shoes; Tools and equipment, and assembly of specific parts of various pieces of equipment; Grains and forages used in equine rations including various forms of methods of preparation; Internal and external parasites based on actual samples, pictures, life cycle charts and/or damage caused; Blemishes and unsoundness: Age of equines based on teeth; Use of pulse rate, respiration rate, temperature, dehydration, anemia, etc., to assess horse health; Measurements such as, but not limited to, wither height, shoe size, girth, collar size, gullet width, seat length of saddle, etc. may be required.

3. Judging Phase (100 points) Contestants will be required to place at least two (2) classes consisting of one (1) halter or conformation classes and one (1) performance classes. Classes may be fewer at the County level and may be pictorial or video classes. Nationals Contest Only: Every effort will be made to use the same horses as are being used in the judging contest, with the placing to be simultaneous with contestants in the judging contest, with the same official placings and cuts as apply to the judging contest. In extreme emergency, pictorial, video and/or classes may be used, in which case they would be especially prepared for the event.

4. Team/Individual Problems (100 points) All teams/individuals will be presented with the same problem(s). Each team/individual will have equal time to discuss among themselves/think about the problem, immediately after which they will have to present an oral solution or series of suggested procedures relative to the problem. Evaluation will be based on the understanding of the problem, completeness of the response, the probability of success of the solution or procedures, and the logic used in making the oral response. Teams: Each member of each team is encouraged to contribute to the oral presentation. The official may ask questions of any or all of the team members to clarify the presentation. Examples of the possible team problems might include: Balancing a horse’s ration. Farm management recommendations for specific horse operations (i.e., breeding, training, boarding, nursery, lay-up, etc.). Considerations for the establishment of a new horse facility (stable to be used for a specific purpose). Recommendations for selecting, locating, and purchasing horses for specific uses. Behavior problems - causes, management of and corrections. Training and conditioning programs - equipment, schedules, methods, nutrition, problem avoidance. Breeding and/or leasing contracts – specific clauses for insurance, liability, payments, care, termination, transport, etc. Teaching lessons in horse management (specific subject to be announced) to a group of 9-11 year old beginner 4-Her's: where, how long, how much information, hands-on
experience, reinforcement, testing evaluation, will be considered. Explanation of use or assembly of specific equipment. Demonstrate skill/ability to use specific equipment.

National Contest Only: Team problem scores will not be included in determining the rank of individuals in the contest, but will be added to the team scores of the other three phases to determine overall team standing.

Tie-Breaking: All ties overall, individual and team, will be broken using the following sequence:

1. Examination scores
2. Station scores
3. Judging scores (National Contest)
4. Problem Score (County Contest)

Ties within any phase are to be broken using the overall score first and then the same sequence as above. If further tie breaking is needed, the scores at each station, in order may be used.

* Contestants will be provided an opportunity to view their tests and scores, but will not be allowed to view the documents.
* County reference material is listed in the Horse Bowl Rules under "Source Material List".

4-H Horse Judging Contest Rules

1. A team may have three (3) or four (4) members; when four (4) are entered, the three (3) highest overall scores will make up team totals. (National contest is a team contest. County competition is an individual contest.)
2. All contestants will report to the Superintendents where they will receive full instructions and be given placing cards. All contestants will remain with the assigned group throughout the contest. Reasons & official placings will be given at a location to be announced.
3. Contestants shall wear no clothing, accessories or other marks of identification that may reveal their identity or the state or club represented. Hats are prohibited in the judging arena.
4. While the contest is in progress, there shall be no conferring between the contestants or between contestants and anyone else except as directed by the Contest Superintendents or their representatives.
5. Three (3) to six (6) halter classes will be judged. The following breeds may be represented in the halter classes: American Saddlebred, Quarter Horse, Appaloosa, Arabian, Paint, Morgan, Draft Breeds and Miniature Horses. Contestants will give oral reasons on two or three halter classes. All halter classes will be judged as sound of limb, eye, wind, mouth and reproductive. Less than 3 classes may be offered at County qualified judging events and oral reason may be given on 1 class only. Oral reasons are optional for junior members.
6. Three (3) to six (6) performance classes will be judged. The performance classes will be chosen from Western Pleasure, English Pleasure, Hunter Under Saddle, Hunt Seat Equitation, Saddle Seat Equitation, Western Riding, Reining, Western Equitation and Hunter Hack. Oral reasons will be given on one or two performance classes. Performance horses will be judged as sound (unsoundness to be penalized accordingly). Less than 3 classes may be offered at County qualified judging events and oral reason may be given on 1 class only. Oral reasons are optional for junior members.
7. The animals and showmen will be designated by numbers 1-2-3-4 and numbered from left to right as viewed from the rear.
8. Horses will not be handled by the contestants, but time will be provided in halter classes for close inspection and to observe the horses at a walk and trot.
9. Fifteen (15) minutes will be allowed contestants to judge non-reason classes and seventeen (17) minutes will be given contestants during reasons classes to make their observations, take notes and fill out their placing cards.
10. Two (2) minutes will be allowed for each contestant to give oral reasons to the judge. Contestants are not permitted to use notes while giving reasons. Contestant's placing card will not be offered to them upon entering the reasons room.
11. All tack and attire will be considered legal providing it is used properly.

Contest Superintendents:
It shall be the duty of the Superintendents to see that all rules and regulations are carried out. The Superintendents will take no part in rating the contestants. They shall have charge of all records and shall have all ratings received, tabulated and totaled. The superintendents will be responsible for all cuts on official placings.

Support Staff:
Assistants, including the announcer, group leaders, timer, gate persons, tabulators, etc., shall be directly responsible to the superintendents and shall assist them in conducting the contest.

Judges:
1. Classes will be placed in accordance with the rules of the respective breed association rules.
2. The judges shall place the classes while the contestants are working in the arena. The judges shall enter their placings on the placing card, indicate the cuts to be made, and file that card with the Superintendents for final review and approval. Referee judge(s) may be used at the discretion of the Superintendents.
3. When the contestant has finished giving reasons, the reason listener will place the reason score upon the contestant's computer sheet for tabulation.

Determination of Ratings:
1. Fifty (50) points shall constitute a perfect mark on placing and 50 points shall constitute a perfect mark on reasons.
2. Priority order for breaking ties (All awards may not be offered at County contest):
a. If tied for a division award in Halter or Performance, the contestant or team having the highest reason score in that division will be listed first.
b. If tied for an award in reasons, the contestant or team having the lowest placing score on the reasons classes will be listed first.
c. If tied for individual or team overall award, the contestant or team having the highest overall reason score shall be listed first.
d. If still tied for either (a) or (c) above, the contestant or team having the highest score in placing reason classes shall be listed first.
e. If still tied, the contestant or team with the highest overall placing score will be listed first.
f. If still tied, the contestant or team with the highest single class reasons score will be listed first.
g. If contestants are still tied from above, the youngest contestant or team shall be listed first.

4-H Horse Bowl Rules - (Adapted specifically for Maricopa County)

Horse Bowl is similar to a trivia game, where members prove what you know about horses. Questions are asked of participants who will activate their buzzer if they know the answer. Participants will compete in heats or groups of up to 8 contestants playing at one time. Each player has an individual buzzer is playing for an individual score. Members will compete in their specific age division: Senior(14-19); Junior (12-13) and Young Juniors (9-11).

Question Categories: Horse Bowl questions will be from a number of categories including Color & Markings, Origins & Breeds, General Care of Horses, Conformation & Judging, Anatomy, Tack, Equipment and Appointments, Guidelines for Showing, Feeds & Nutrition, Medical Care, Medical Issues, Reproduction, Hoof Care, etc. See the source material list for details. When a question is asked, players will not be given the question category.

Play: There are three types of questions: One on One questions, Toss Up questions and Bonus questions. Each round of play will begin with one on one questions.

1. One on One questions will be asked to only two competitors. The pairing of competitors will be done at random by the Moderator, Judge(s) and/or the Contest Superintendent. Each competitor will have a minimum of two up to a maximum or four One on One questions per round or heat.
2. Toss Up Questions are asked to the entire group by the moderator. The number of Toss Up questions per round will be determined by the Contest Superintendent. There will be a minimum of 10 Toss Up questions and a maximum of 25 Toss Up questions per round or heat.
3. Bonus Questions are attached to random Toss Up questions. The Moderator will announce at the beginning of the Toss Up questions that there is a Bonus Questions attached. The competitor who answers the Toss Up question correctly will have the opportunity to answer the Bonus Question. No other competitor may answer. If the Toss Up questions is answered incorrectly, or not answered at all, the Bonus Question will move to the next Toss Up question. There will be four Bonus questions per round or heat and in general will be more difficult than Toss Up or One on One questions.

General Rules Of Play:

1. When a contestant knows the answer to the Toss Up or their One on One question, they activate their buzzer. The first participant to buzz in must be recognized by their name by the Moderator before they answer. Once acknowledged, Junior and Young Juniors will have 10 seconds and Seniors 5 seconds to begin speaking their answer (Note: repeating the question is not considered part of the answer)
2. Be careful during the One-on-One round – if the question is not directed to you, you may not buzz in! Contestants who buzz in when the questions is not directed to them will have one point subtracted from their score each time they buzz in improperly. At both Junior levels, if a contestant does this three times, they will be removed from the round by the Moderator. For Seniors, they will be removed after just to inappropriate buzzes!
3. Once a buzzer is activated by a participant, the moderator will immediately stop reading the question. In other words, the participant may buzz in before the Moderator is finished asking the question, but the remainder of the question will not be heard. If the question is answered incorrectly, the Moderator will begin the question again for the rest of the group to have the opportunity to answer.
4. Contestants will have 10 seconds to buzz in from the completion of the question. If no contestant buzzes in during that timeframe, the Moderator will go to the next question.
5. Participants who “excessively” pause or “stall” during their answer will be prompted to finish their answer. If they do not do so, moderator will rule the answer incorrect.
6. If a competitor buzzes in, but fails to wait for the moderator to recognize them by name, their answer will be ruled “incorrect”.
7. Once a contestant buzzes in, they cannot ask to have the question repeated.
8. Multiple choice questions, contestants may buzz in prior to the actual “letter answer” being read, and answer the actual answer. Judges will then rule if the answer is “correct” or “incorrect”. Other competitors will not be allowed to respond a second time to incorrect Multiple Choice questions.
9. Incorrect Answers: If a Toss Up Question is answered incorrectly, the board will be cleared and remaining contestants will have an opportunity to activate their buzzer. First remaining contestant to buzz in will get acknowledged by the Moderator by name. Once acknowledged, Juniors and Young Juniors will have 10 seconds and Seniors 5 seconds to begin speaking their answer (Note: repeating the question is not considered part of the answer). If question is a One on One question, only the remaining contestant will have the opportunity to buzz in and answer.

Judging of Contest:

1. One to three Judges per age division will be present to rule if an answer is correct; this may include the Moderator in a dual role as a Judge.
2. The Judges may ask contestant to clarify their answer or be more specific. If contestant disagrees with the decision of the Judge, they must immediately state “I’d like to Protest”. If play has moved on, they cannot protest. For example, once the moderator has offered the question to other players (if theirs was the first incorrect answer), began reading the next question, or has announced the conclusion of the round - contestant cannot protest.
3. If a protest is lodged, play will be immediately suspended. Contestant lodging the protest will be given three minutes to review the resource materials to support their protest; note the answer must be found within the source materials as listed in the Horse Bowl Source Material List. One leader or parent may help the contestant. If protest is not upheld, two points will be subtracted. If protest is upheld, contestant will receive the appropriate score (based on the type of question that was protested).

Other Rules:
1. The Contest Superintendent will determine the number of rounds and number of questions based on the number of registrations received.
2. The same questions will be asked in each heat of Young Juniors; the same questions are asked in each heat of Juniors, and the same questions are asked in each heat of Seniors.
3. Senior heats will generally have more advanced questions.
4. Juniors and Young Juniors will have no more than 40% multiple choice Toss Up questions. One on One and Bonus questions will not be multiple choice. If a multiple choice question is answered incorrectly, other competitors will NOT be allowed to answer.
5. Seniors will have no more than 25% multiple choice Toss-up questions. One-on-One and Bonus questions will not be multiple choice. If a multiple choice question is answered incorrectly, other competitors will NOT be allowed to answer.
6. Individuals may be asked additional questions to break ties to determine who advances to the next round. The scores of these additional rounds will NOT be added to the final competition score.
7. Holding Room- when not competing, members will be held in holding room where they will be monitored. Any member found talking about or discussing horses in any way will be disqualified.
8. An electronic buzzing system will be used. A timer may be part of this system or a separate timing device may be used.
9. Prior to the start of each round, the Moderator will have each contestant buzz in to verify that the equipment is working properly.

Denver Qualifying Round Play:
1. Following the county competition, Senior members who are eligible to compete at the next Western National Round-up National 4-H Horse Classic- Horse Bowl Contest may be selected to compete in an additional round of play. If there are not eligible Seniors competing, this round will not be held.
2. The same competition rules will apply; however the scores of the Denver Qualifying Round will be added to the County competition final scores to determine individuals to compete at Denver the following January.
3. If a state competition is held in the same 4-H year, the state competition will determine the Western National delegates. If a state competition is not held, the qualified individuals must submit in writing to their Extension Agent their wish to go. Submissions by the extension office to the state are due July 1st, so it is highly recommended that the extension office is immediately notified of an individuals wish to compete at Nationals.
4. Final determination of eligibility for Nationals will be by the extension office and the state 4-H director.

Scoring:
1. Correct One on One answers are awarded: 2 points
2. Correct Toss Up answers are awarded: 1 point
3. Incorrect Toss Up and One on One answers are penalized by subtracting:
   - If a Toss Up or One on One question is answered incorrectly a second time, the competitor IS NOT PENALIZED. In other words, - go ahead, take a guess!
   - There is no deduction for an incorrect or unanswered bonus question.
4. Bonus questions that are answered correctly are awarded: 2 extra points.
5. Individual scores are kept by a scorekeeper on a board in full view of contestants and spectators.
   - A second scorekeeper will tabulate responses on paper to each individual question. At the end of each round, the scores will be verified (note, the paper score keeper may also ask to verify questions during the round). In case of a discrepancy, the paper score used by the individual entering responses to each question will be utilized.

Horse Bowl Source Material:
At the Maricopa County level the main source materials are the 4-H manuals: “Horses and Horsemanship” and “Horse Science “, as well as the Ohio State Learning Laboratory Horse Kit. However, to prepare members for state and national competitions, questions, problems, and situations may also come from the sources listed below. If necessary, during competition answers can be verified from the sources by the judge.

Illustrated Dictionary of Equine Terms, New Horizons Equine Education Center.
AYHC Horse Industry Handbook, American Youth Horse Council.
Youth Leaders Manual, American Youth Horse Council.
DEMONSTRATION - ILLUSTRATED TALK SCORE SHEET
Judges will consider the questions listed under each section

Contestant Name:_______________________________ Title of Demonstration:__________________________

Points Awarded

A. INTRODUCTION (10 Points)
   1. Did the intro serve to create interest in the subject?
   2. Was the intro short and to the point?
   3. Was a catchy title used?

B. ORGANIZATION (25 Points)
   1. Was only one main idea presented?
   2. Did the discussion relate directly to the step as it was shown?
   3. Was each step shown just as it should be done in an actual situation?
   4. Could audience see each step?
   5. Were materials and equipment carefully selected, neatly arranged and well organized?
   6. Were charts and posters used if and when needed?
   7. Were keys points or each step stressed?

C. CONTENT AND ACCURACY (25 Points)
   1. Were facts and information accurate?
   2. Was there enough information?
   3. Were approved practices used?
   4. Was credit given to sources of information, if appropriate?
   5. Was content appropriately related to the horse industry?

D. STAGE PRESENCE (10 Points)
   1. Was presenter neat and appropriately dressed for subject of presentation?
   2. Did presenter speak directly to audience?
   3. Did presenter look at audience?
   4. Was the presentation too fast or too slow?
   5. Was good teamwork displayed? (Team presentation - generally not advisable for one person to do all the talking and the other all the presenting)

E. DELIVERY (15 Points)
   1. Did presenter enjoy giving demonstrations?
   2. Did presenter have good voice control?
   3. Were all words pronounced correctly?
   4. If notes were used, was it done without detracting from speech?
   5. Did presenter seem to choose words at the time they were spoken?
      (Avoid a memorized presentation)

F. EFFECT ON AUDIENCE (5 Points)
   1. Did audience show an interest in the presentation?
   2. Could audience go home and carry out the idea?

G. SUMMARY (10 Points)
   1. Was the summary short and interesting
   2. Were the key points briefly reviewed?
   3. Did summary properly wrap up the presentation?
   4. Could presenter handle questions easily?

100 points possible

Start Time____________________ Finish Time____________________ Minus Time Penalty Points __________

Judge Signature_________________________________________ Total Points ___________

Score for Danish Ribbons:
83 - 100 Blue
62 - 82 Red
61 and below - White
*Judge Comments on reverse
HORSE SPEECH CONTEST SCORE CARD
Judges will consider the questions listed under each section

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<th>Contestant Name: _______________________________________</th>
<th>Title of Speech: _____________________________________</th>
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<td>100 points possible</td>
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A. INTRODUCTION (10 points)
1. Did the introduction serve to create interest in the subject?
2. Was introduction short and to the point?

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B. ORGANIZATION (25 points)
1. Were the main points easy to follow?
2. Were the main points arranged in the best order?
3. Were sentences short and easy to understand?
4. Was speech interesting?

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C. CONTENT AND ACCURACY (25 points)
1. Were facts and information accurate?
2. Was there enough information concerning the subject?
3. Was credit given to sources of information, if appropriate?
4. Was content appropriately related to the horse industry?

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D. STAGE PRESENCE (10 points)
1. Was speaker neat and appropriately dressed?
2. Was the speaker friendly?
3. Did speaker talk directly to audience?
4. Did speaker look at audience?
5. Was posture erect, but not stiff?
6. Did speaker refrain from leaning on podium?
7. Did speaker seem relaxed and at ease?

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E. DELIVERY (15 points)
1. Did speaker have appropriate voice control?
2. Were all words pronounced correctly?
3. Did speaker’s facial expressions reflect the mood of the speech?
4. If notes were used, was it done without detracting from the speech?
5. Did speaker seem to choose words at the time they were spoken? (Avoid a memorized or read-type delivery).

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F. GENERAL (5 points)
1. Did speaker convey to the audience a sense of wanting to communicate?
2. Did speech reflect the thoughts and personality of the speaker?

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G. CONCLUSION (10 points)
1. Was the conclusion short and interesting?
2. Did the conclusion properly wrap up the speech?
3. Could the speaker handle questions easily?

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Judge Signature_________________________________________ Total Points _____________

Score for Danish Ribbons:
83 - 100 Blue
62 - 82 Red
61 and below - White
*Judge Comments on reverse
To assist you in answering questions that may arise regarding the Maricopa County 4-H Horse Project Rules, the following are procedures that you should follow:

1. RULE INTERPRETATION:
   
   * Contact the 4-H Office at (602)827.8200 and ask for the Agent/Staff responsible for the 4-H Horse Project.
   * For a written interpretation, send a letter, in care of the Agent/Staff responsible for the 4-H Horse Advisory Committee. You will receive a response as soon as possible.

2. VARIANCE OF THE RULES:
   
   * You may present your request in person as well as in writing to the 4-H Horse Advisory Committee. The Agent in charge of the 4-H Horse Program will advise you as to the time and place of the meeting or work out a mutually convenient time.

3. PROJECT QUESTIONS AND/OR PROJECT ASSISTANCE:
   
   * Should you have any questions regarding the 4-H Horse Project, please contact the 4-H Office at (602)827.8250 and the Agent/staff in charge of the Horse Program will attempt to answer your questions.

This handbook of “Rules” cannot cover all possible situations that may arise during a 4-H show or 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 Committee and Show/Activity Officials have the necessary competence, sound judgment, commitment to youth and absolute objectivity to reach a solution to a problem. Fairness, logic and a common understanding of the handbook will dictate their decision.

**Horse Helmet Policy for Arizona 4-H - Approved August 13, 2014**

Arizona 4-H places a high priority on providing for the health and safety of all our participants. Ensuring the safety of those in 4-H horse projects is a high priority. The potential for concussions or other traumatic brain injuries are very real possibilities in the horse program. In fact, the rate of serious injury per number of riding hours is estimated to be higher for horseback riders than for motorcyclists and automobile racers.

For many years, Arizona 4-H has required that helmets be worn in certain jumping events in English horsemanship. In addition, several county 4-H programs and 4-H horse clubs have been requiring that helmets be worn whenever a child is on a horse. The vast majority of state 4-H programs already require helmets to be worn during all horse events. Beginning January 1, 2015, Arizona 4-H will require that an industry approved ASTM/SEI equestrian helmet be worn by all Arizona 4-H members when they are mounted on a horse and participating in an Arizona 4-H horse event/activity/project meeting. The harness must be secured and properly fitted. Any rider violating this rule at any time will be immediately prohibited from further riding until such headgear is properly in place. It is the responsibility of the rider, or the parent or guardian of the youth exhibitor to see to it that the headgear worn complies with the appropriate safety standards for protective headgear intended for equestrian use, is properly fitted, and in good condition. Arizona 4-H, leaders, show committees, officials, and judges are not responsible for checking headgear worn for such compliance.

For safety purposes, Arizona 4-H strongly encourages helmets to be worn around horses at all times whether or not it is a 4-H event. In addition, 4-H horse leaders will be required to review and complete an equestrian safety training module in 4HOnline. We strongly encourage each family involved in the 4-H horse program to review the video, “Every Time, Every Ride” and learn about how the use of a helmet will help prevent serious brain injury. This video is available from your local county Extension office.

**Resources**

Current Maricopa County 4-H Program Horse Rule Book: Maricopa County website - http://extension.arizona.edu/4h/clubs/maricopa under Club Resources.


Current Arizona State 4-H Horse Show Rule Book: http://extension.arizona.edu/4h/sites/extension.arizona.edu.4h/files/attachments/2015-2017%204-H%20Horserulebook%20Helmet%20Revision-07-12-2015%20%2800000003%29.pdf


Western National Roundup Event Information: http://www.westernnationalroundup.org/contests-horse.aspx

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Appendix A

Appendix A is to be used in addition to the rules contained in the most current edition of the Maricopa County 4-H Horse Rulebook. Its purpose is to emphasize the rulebooks introduction statement of, “It is important that the primary usefulness of our 4-H Horse Shows are to provide an opportunity for our 4-H horse project members to demonstrate their horsemanship ability and the type of performance they are able to elicit from their project horse. While doing this, safety, good taste, sportsmanship and the establishment of a good public image are paramount.” At no time will Appendix A supersede any rule in existence within the current year’s rulebook, but rather the purpose of Appendix A is to enforce the rules contained in the rulebook.

1. Prior to the start of any pointed show, whether solely judged and placed, or timed with a judge, it will be predetermined if the judge is willing to provide feedback to the contestants for the purpose of youth development (in addition to the written feedback on class evaluation sheets).

2. The decision of the judge to provide feedback or not will be announced at the start of the show during judges introductions.

3. Feedback will take place no sooner than the completion of the show. In the event that two judges are used, feedback will be provided no sooner than the completion of the last class the hired judge is to place/judge. Feedback will be conducted with the Show Superintendent, Judge, contestant, and up to one adult may be present. The Show Superintendent will mediate the meeting. At no time will there be any arguing or contesting of places with the judge. If a disagreement occurs, the proper grievance procedure set forth in page 9, rule 31-33 will be followed.

4. Prior to any disqualification, be it from one class, or the show, the judge will first cite the reasoning as per the current edition of the Maricopa County 4-H Horse Rulebook to the Show Superintendent. Once confirmed, the disqualification will proceed. Disqualifications can include tack, attire or violation of rules. The class will not be placed until the disqualification issue is addressed and consensus is reached.

5. Performance based lack of points, penalties, etc. need not be confirmed with the Show Superintendent prior to placing a class, but do need to parallel the expectations of the class as designated in the current edition rules.

6. Judges are expected to arrive in appropriate attire and will maintain the adult code of conduct will on the show premises.

7. A chain of command when presenting a question or concern will have the following ascending order:
   - Contestant
   - Parent
   - Leader
   - Show Superintendent
   - Judge (if needed for clarification)
   - Most Senior Member of HAC present at event

   If a concern moves past the most Senior Member of HAC present at the event and cannot be resolved, proper grievance proceedings will need to be filed.

8. An audit of the Approved Judges list will be completed annually for all judges on the approved list. For Judges who have judged, participated, or have been active with a 4-H Horse Event, conduct, ability, and efficiency will be evaluated. For judges not recently in contact with 4-H Horse program, judges will be contacted to confirm their willingness to still be a possible judge for 4-H, rates range, and update contact information. The purpose of this list is to provide up to date options and variety of judges for Maricopa County 4-H Pointed Horse Shows who encompass the values of 4-H and ensure “our 4-H Horse Shows are to provide an opportunity for our 4-H horse project members to demonstrate their horsemanship ability and the type of performance they are able to elicit from their project horse. While doing this, safety, good taste, sportsmanship and the establishment of a good public image are paramount.”

Issued in furtherance of Cooperative Extension work, acts of May 8 and June 30, 1914, in cooperation with the U.S. Department of Agriculture, Jeffrey C. Silvettoth, Associate Dean & Director, Extension & Economic Development, College of Agriculture and Life Sciences, The University of Arizona.

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Persons with a disability may request a reasonable accommodation, such as a sign language interpreter, by contacting (602) 827-8200. Requests should be made as early as possible to allow time to arrange the accommodation.