

2021 - 2024 Maricopa County 4H Horse Rulebook



Table of Contents

INTRODUCTION.....	2
ELIGIBILITY RULES TO COMPETE AT CLUB SHOWS AND THE COUNTY 4-H FINALS.....	2
ELIGIBILITY RULES TO COMPETE AT THE STATE 4-H HORSE SHOW.....	2
GENERAL RULES GOVERNING THE 4-H HORSE PROGRAM AND SHOWS.....	2
HORSE ID AND ELIGIBILITY.....	3
GENERAL SHOW RULES	3
GENERAL GROUNDS FOR DISQUALIFICATION.....	3
RIDER CLASSIFICATIONS.....	4
MARICOPA COUNTY 4-H HORSE PROGRAM POINTS SCORING SYSTEM.....	5
COMPLAINTS, DISAGREEMENTS AND GRIEVANCES.....	6
ENGLISH.....	7
Showmanship.....	8
Pleasure.....	9
Hunt Seat Equitation (Flat).....	9
Hunter Hack.....	10
Hunt Seat Equitation (Over Fences).....	10
Working Hunter.....	10
English Bareback Equitation.....	11
WESTERN.....	12
Showmanship.....	13
Pleasure.....	14
Equitation.....	14
Bareback Équitation.....	14
Western Riding.....	15
Reining.....	15
Trail.....	16
TIMED EVENTS.....	17
Gymkhana.....	17
Roping.....	20
Sorting.....	24
GLOSSARY.....	27
APPENDIX.....	29

**MARICOPA COUNTY 4-H HORSE COMMITTEE'S
HORSE SHOW RULEBOOK 2021-2024**

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 County 4-H Horse Program is dependent on volunteers and clubs to provide leadership for events and competitions.

ELIGIBILITY RULES TO COMPETE AT CLUB SHOWS AND THE COUNTY 4-H FINALS:

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

1. Are active in participation and attendance at their local club
2. Are registered in Maricopa County 4H
3. HAC will provide three shows. Expectation to compete in 2 of 3. HAC has the right to amend this requirements based on circumstances out of their control, i.e., weather, arena availability, etc
4. Have competed in two of pointed 4-H English, Western, Roping or Gymkhana Show or Team Penning/Sorting events during the current competition year.
5. Have a Member horse(s) identified and registered as a Maricopa County 4-H project horse by county deadlines.
6. Have a 4-H Passport signed by your club leader.
7. Proficiency riding level & written test approved by your 4-H Club Leader

ELIGIBILITY RULES TO COMPETE AT THE STATE 4-H HORSE SHOW:

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

1. Are a member in good standing in Maricopa County 4-H.
2. Are an advanced junior or senior rider in the classes designated with an asterisk (*) preceding them.
3. Member is one of the top riders per the County eligibility requirements defined in the State Horse Show Rule Book
4. 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 a qualified project horse is lame or lost. Members must provide proof of lameness or loss and acceptance is on a case by case basis and not guaranteed.

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 show dates must be submitted and approved through the Horse Advisory Committee.
2. The HAC will approve shows and publish the shows in the online 4-H calendar.
3. The selected judge for the horse show should be submitted to HAC for approval.
4. Judges class comments/notes are welcome and Judges can provide feedback and comments to exhibitors.
5. At no time will an expensive outfit or tack be given merit over a neat, clean outfit or tack in good repair.
6. At the conclusion of the show, the show results turned into HAC within one week.
 - a. HAC will record and maintain member points.
 - b. HAC has the ability to make adjustments due to prevailing conditions at the time of the show.
7. English, Western and Gymkhana/Roping classes will rotate show days for Maricopa County Finals.
8. ASTM or SEI approved equestrian protective headgear with three-point harness is required

HORSE ID AND ELIGIBILITY:

1. A member must upload a Horse ID Google Form on a horse they own or have leased by January 15 of the current 4-H year. The exception is a lame project horse or death of a project horse. To seek an exception, please submit a brief description of the issue, a note from your veterinarian, the new horse identification and lease agreement (if applicable) to the HAC to be considered.
2. There are no restrictions on the number of horses that may be carried as a 4-H Project.
3. If leased, the 4-H lease agreement must be on file with Horse ID Google Form.
4. No member may show a horse that is being shown or trained by another individual or being used as a lesson horse during the 4-H year which is October 1st through September 30th, with the following exceptions: a member's immediate family, another 4-H member, club leader or sharing of a properly ID'd/leased horse.
5. A trainer may NOT show a member's project horse for any reason during the project year (October 1st to September 30th).

GENERAL SHOW RULES

1. SAFETY COMES FIRST
2. Four exhibitors may use the same horse as long as:
 - a. The classes are individual work classes and no more than 2 exhibitors/disciplines.
 - b. In roping classes no more than 4 exhibitors per horse.
 - c. Tack changes do not delay the show.
 - d. Exhibitor notifies show management of joint use on entry form to allow for more appropriate scheduling.
3. Riding Etiquette
 - a. Do not cut off other riders; look before making turns.
 - b. All horses should be moving in the same direction.
 - c. If you are having problems with your horse, ride to the center of the arena. Stand until excused, the class is over, or someone assists you.
4. Senior members may show a horse that is under three years of age in Showmanship in Hand. No foal may be brought to a show unless being shown.
5. The exhibitor must prepare his/her own animal(s) at a show without the assistance from any adult, professional attendant or trainer, except where there is a question of safety.
6. From the time the horse enters the grounds; no trainer or person other than a 4-H exhibitor may ride the horse and/or assist the exhibitor.
 - a. This rule does not apply to shared project horses or an adult co-contestant in team roping classes.
 - b. The only time assistance is allowed is when safety of horse or rider is at risk, including lunging of the horse.
7. Poise, Alertness and Merits (English & Western disciplines)
 - a. Keep alert and be aware of the position of the judge at all times.
 - b. Do not be distracted by persons or things outside the ring.
 - c. Respond quickly to requests from the judge and officials.
 - d. Recognize quickly and correct faults of your horse.
 - e. Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed otherwise.
 - f. Judging begins when the exhibitor enters the arena or ring and ends when the class is dismissed.
8. The use of drugs in horses participating in the Show is prohibited unless the drugs are prescribed, for therapeutic reasons, by a licensed veterinarian and do not pose a safety hazard. Violations of this rule may result in disqualification from the show or the revocation of awards and placings.
9. Pre-register and SAVE the \$25 Office/Admin Fee. On-site same day show entries will have an Office/Admin fee of \$25.00 <https://4h-horse-maricopa.square.site>

GENERAL GROUNDS FOR DISQUALIFICATION

1. The judge may take an award away from any contestant for unsportsmanlike conduct even after the class has been placed.
2. There will be no refund of entry fees when exhibitors are disqualified for any reason.
3. Misrepresentation of a horse or exhibitor in any way will be grounds for forfeiture of all prizes won and disqualification of exhibitor for this show. (such as but not limited to: entering in class not in exhibitor's classified level, exhibiting a horse not listed on exhibitor's project/show registration, age of horse, etc.).

4. In all performance disciplines: ABSOLUTELY NO coaching toward any exhibitor in the show ring, verbal or otherwise will be permitted. This could result in the disqualification of the exhibitor by the Judge and/or Show Officials. Coaching is permissible in both gymkhana and sorting. In sorting no spotting of cows is permitted.
 - a. Cheering or general encouragement is acceptable. Specific direction to an exhibitor or horse is not allowed.
5. Any horse that becomes unmanageable, endangers the safety of the rider, other exhibitors, spectators, or other horses (in the opinion of the Judge and/or Show Officials) will be disqualified from the class and excused from the arena.
 - a. If the horse remains unmanageable, it may be disqualified from the show.
6. All lame and sick horses may be excused from any or all classes at the discretion of the Judge and/or Show Officials.
7. The judge will have the authority to disqualify any exhibitor for any appointments that, in the judge's opinion, are inhumane.
8. Unnecessary roughness and abuse of animals will not be permitted. Unnecessary spurring, striking or beating of the horse in any manner at any time on the show grounds will be cause for disqualification of the rider/exhibitor by the Judge and/or Show Officials for the remainder of the show. This decision will be final.
 - a. Whipping, batting or spurring in front of the cinch, except for proper use of English crops or bats.
9. Any discourtesy or acting unmannerly towards any Judge, Show Official, spectator(s) and other exhibitors by exhibitors, spectators, and/or leaders will NOT be permitted. Such behavior reported to a show official may result in the exhibitor being disqualified for the remainder of the Show. Additionally, spectator(s) may be asked to leave the Show Grounds.

RIDER CLASSIFICATIONS - AGE AND COMPETITION SKILL LEVEL DETERMINATIONS:

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 a 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.

Junior Members: 4-H members who have not reached their 14th birthday on January 1st of current 4-H club year

Senior Members: 4-H members who are 14 as of January 1st, but not 19 as of January 1st of the current 4-H club year.

Special Needs: The rider's leader should notify and communicate with the Horse Advisory Committee.

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).

Each horse/rider combination shall be proficiency tested by a qualified person approved by the Horse Committee 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.

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 the 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 the current 4-H year.

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. Ties will be broken at the discretion of the show superintendent.

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: 20 points for 1st; 18 for 2nd; 16 for 3rd; 14 for 4th; 12 for 5th; 10 for 6th; 8 for 7th; 6 for 8th; 4 for 9th; and 2 for 10th.

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

* The top positions will be based on the State Rule book county quotas per class for the Arizona State 4-H Horse Show:

* Point tiebreakers for State Horse Show qualifiers will be: Highest placing at County 4-H Finals, followed by number of 1st places, 2nd places, etc. at County Finals.

COMPLAINTS, DISAGREEMENTS AND GRIEVANCES:

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 unsportsmanlike conduct by the parent, leader or child will result in a disciplinary action, up to and including immediate disqualification or dismissal of child, parent or leader from activity or show grounds.

GRIEVANCE PROCEDURES:

1. 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.
2. 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
3. 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.

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.

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.

ENGLISH

SECTION I- ENGLISH GENERAL TACK

***Tack should be neat, clean, and in good repair.**

Permissible:

1. Bridles and bits shall be of standard English type, i.e. English snaffle, Pelham (with four reins) or Kimberwick, all with a cavesson/noseband and browband.
2. Saddles will be English Hunt Seat, Flat, or forward seat/jumping. Saddles may have a suede seat and/or a suede insert on the skirt.
3. Breastplates are optional.
4. Crops are optional in jumping classes but not permitted in flat classes.
5. Spurs are optional but shall be of the un-roweled type.
6. Martingales are permitted in over-fences classes, but not permitted in flat classes, hunter or equitation.
7. Splint boots, galloping boots or leg wraps are permitted in over fences classes only.

Not Permissible:

1. Draw reins or jumping hackamores are not permitted in any classes.
2. Full/Double bridles are not allowed in any class.
3. Flash/Figure Eight nosebands are not allowed in Hunt Seat English Flat Classes.

SECTION II- ENGLISH GENERAL ATTIRE

1. ASTM or SEI approved equestrian protective headgear with three-point harness is required.
2. May include breeches and tall boots, breeches with half chaps and paddock boots, or jodhpur and paddock boots.
 - a. Skirts and split skirts are allowed for religious reasons.
3. English collared shirt or blouse.
4. Optional Tie - choker, stock or conventional men's tie.
5. Coats may be waived by the Show Superintendent in the event of heat.
6. Gloves (optional)

SECTION III- ENGLISH GENERAL RULES

Riders will be judged on their ability to ride the correct seat, regardless of the breed of horse.

1. Beginners, Intermediates and Juniors will not be required to dismount and mount.
2. Mane and tail braiding is optional for Hunters.
3. Judging will start when the exhibitor enters the arena. Exhibitor will enter and exit at a walk. When entering the arena, exhibitor will walk in a counterclockwise direction.
4. All riders must be at least 6 feet apart. Do not crowd the horse / exhibitor next to you when in a side-by-side position. Do not crowd the exhibitor in front when lined up head to tail. Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed otherwise.
5. Exhibitors and guests are not to approach the judge for feedback at any time and must refer to the Show Superintendent for questions or review.
6. When mounted, exhibitor may not touch horse or saddle.
7. The fall of a horse or rider shall disqualify the exhibitor.
8. Riders who go off course over fences will be disqualified.
9. Between all showmanship & riding classes, there will be an adequate amount of time to warm-up and tack change for each arena.

OVER FENCES

1. Three refusals, cumulative, will result in elimination.
2. If refusal or run-out occurs while attempting an in and out, exhibitors will re-jump all elements of the combination.
3. Exhibitors may circle once before the first jump of the course.
4. Jump Courses will not be used as practice courses at any time.
5. Contestants may be given an opportunity to walk (on foot, not on horseback) the jump course and/or measurements of the course will be shown on the posted pattern for the course.
 - a. If there is a walk through, it will be at a time designated by the show management prior to the start of the jumping competition.
 - b. It will be the show management's decision if there is a walk through or if the measurements are posted on a pattern.
6. Show Management will provide at least one practice jump in the warm-up area and assign a ring steward.

Suggested obstacles to be used*:

1. In and Out
2. Brush Jumps
3. Oxer
4. Rails
5. Coop
6. Cross Bar
7. Gate

Prohibited obstacles*:

1. Triple Bar
2. Hog backs
3. PVC Pipes

*In areas of question, 4-H rules will defer to the USEF (United States Equestrian Federation) Rule Book.

SECTION IV – ENGLISH CLASSES

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

ENGLISH SHOWMANSHIP IN HAND

Beginner – all ages (Walk/Trot Only)

Intermediate

*Advanced Junior

*Advanced Senior

ENGLISH PLEASURE

Beginner – all ages (Walk/Trot Only)

Intermediate

*Advanced Junior

*Advanced Senior

ENGLISH EQUITATION:

Beginner - all ages (Walk/Trot Only)

Intermediate

*Advanced Junior

*Advanced Senior

ENGLISH BAREBACK EQUITATION:

*Advanced Junior

*Advanced Senior

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

CLASSES OVER FENCES

HUNTER HACK: (2 fences)

18" Intermediate

*2' Advanced Junior

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)

HUNT 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.

ENGLISH SHOWMANSHIP

Class Description: Exhibitor leads well-groomed and conditioned horse that promptly and efficiently performs the requested pattern with smoothness and precision.

Judging Requirements:

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

1. Fitting of horse: 40 pts. Condition, trimming, grooming of the horse will be the general standard according to the breed being shown.
2. Showing the horse in the ring: 50 pts. Includes leading, posing, and showing the horse properly, courteously, and with quickness and poise,
3. Appearance of Exhibitor: 10 pts. Includes attire and showman/woman-neatness and cleanliness.

Class Routine:

1. Posing and grooming will be the general standard according to the breed being shown. Horses to be shown in an English Bridle - no halters and no whips.
2. Do not crowd the horse / exhibitor next to you when in a side-by-side position. Do not crowd the exhibitor in front when lined up head to tail.
3. Respond quickly to requests from the judge and officials.
4. Be courteous at all times.
5. Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed otherwise.

ENGLISH PLEASURE

Class Description: Emphasis is placed on the horse's performance. Beginner riders walk/trot only.

Judging Criteria:

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

Class Routine:

1. All exhibitors will enter the ring at a walk in a counter-clockwise direction. They shall go at least once around the ring and reverse at each of the three gaits: walk, trot and canter. Beginners shall use two gaits only, the walk and trot.
2. Judges may also request other skills but riders shall not be asked to reverse at the canter or hand gallop.
3. The judge may also ask exhibitors to back, halt or to extend the gait.

HUNT SEAT EQUITATION (Flat)

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

Judging Criteria:

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

Class Routine:

1. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification but will be scored accordingly. Beginner riders walk/trot only.
2. The class will perform rail work as a group according to the judge's instructions and will be announced before the implication of the individual work.
3. Tests: The judge's instructions will be announced to the exhibitors and to the public before implementation of the individual work. Beginner riders walk/trot test b, c, d, i, k or l
 - a. Pick up reins
 - b. Back
 - c. Halt
 - d. Figure eight at a trot, demonstrating change of diagonals
 - e. Figure eight at the canter on correct lead, demonstrating simple change of lead
 - f. Dismount and mount (Seniors only)
 - g. Ride without irons for a brief period of time. Irons may be crossed over the saddle
 - h. Change leads down center of ring, demonstrating simple change of lead
 - i. Execute serpentine at a trot and demonstrate correct change of diagonals
 - j. Canter and/or counter canter
 - k. Half-turn on the forehand and/or half-turn on the haunches
 - l. Performance on rail Special Instructions. Beginner riders walk/trot only

HUNTER HACK

Class Description:

Hunter hack is a type of English pleasure class where exhibitors in Hunt seat tack and attire perform on the flat at a walk, trot, canter and hand gallop, and then jump two low fences.

Judging Criteria:

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

Class Routine:

1. All exhibitors shall then go at least once around the ring at each of the three gaits: walk, trot and canter. They will then be asked to reverse and repeat the procedure
2. The judge may ask for a hand gallop, except for intermediate riders, where no hand gallop is required.
3. At the hand gallop, the judge may ask for the halt, and horses will stand quietly on a free rein.
- . Horses will back in a straight line.
5. Horses will jump two fences.
Intermediates: 18" crossrails (maximum height over crossrail will be 18")
Height: Juniors, maximum height will be 2 feet
Seniors, maximum height will be 2 feet 6 inches
Distance between jumps or fences will not be less than 48 feet.

HUNT SEAT EQUITATION (OVER FENCES)

Class Description:

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

Judging Criteria:

1. The performance of the horse is not to be considered unless it is the result of the exhibitor's ability.
2. Classes shall be held over reasonable jumps. Types shall be left to the discretion of the management.
Height:
 - a. For Juniors, jumps shall not exceed 2'; wings at least 30" wings are optional.
 - b. For seniors, jumps shall not exceed 2'6"; wings are optional.
3. Exhibitors shall jump a course not less than six jumps, keeping an even pace throughout with at least one change of direction.
4. Any or all exhibitors may be called back to perform at a walk, trot or canter, or to execute any appropriate tests included in the class requirements.
5. Tests:
 - a. Jump low fences at a walk, trot, and/or canter
 - b. Pull off between fences except in a combination
 - c. Jump fences on figure eight course
 - d. Jump fence in middle of ring, at right angles to course
 - e. Jump serpentine course, demonstrating change of lead at each change of direction
 - f. Any appropriate tests the judge chooses, following 4-H guidelines.

*After the course has been set, the heights cannot be changed (providing they are at or below the maximum heights for the class) but setting the height is at the discretion of the judge.

WORKING HUNTER

Class Description:

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

Judging Criteria:

1. 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.

2. Horse must make at least eight (8) jumps with at least one change of direction. An obstacle may consist of one or more elements, such as an In And Out.
3. Fences shall simulate obstacles found in the hunting field, if possible..
5. Obstacles should be set at least 60ft (or 4 strides) apart and in 12' increments.
6. Distance between elements of an obstacle containing more than one element will be set at 24' to 36' apart.

ENGLISH BAREBACK EQUITATION

Class Description:

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

Judging Criteria:

1. Horses are to be judged at the walk, trot or intermediate gait and canter both ways of the ring.
2. The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.
3. Exhibitors may be asked to perform individual work from tests listed in Hunt Seat Equitation section. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
 - a. Exceptions:
 - i. Exhibitors will not be asked to dismount for any reason.

Class Routine:

1. Class will proceed at least once around the ring at each gait, on command, reverse and repeat.
2. Judge may then split the class for further work or if needed for safety (e.g. Juniors at canter). Riders will perform individual patterns.

WESTERN

SECTION I- WESTERN GENERAL TACK

***Tack should be neat, clean and in good repair.**

Permissible:

1. Western stock saddle.
2. Western headstall and acceptable western shanked bit. Horses six (6) years and older must show in a curb bit with a solid or broken mouthpiece with shanks; and which acts with leverage. With the exception of timed events and roping classes a gag bit or snaffle bit may be used regardless of the horse's age. A horse five (5) years and under may show one handed in a curb bit or two (2) handed in a snaffle or bosal.
3. A flat curb strap, at least one-half inch wide, is allowed with any regular western-type bit (see illustration).
4. Western Spurs.
5. Ropes or Riatas.
6. Hobbles.
7. (Showmanship ONLY) Halter and lead only, according to the breed being shown.
8. Leg Wraps, Splint, skid boots, and/or bell boots may be used in Gymkhana, Sorting/Penning, Roping, Western Riding, Reining ONLY

Not Permissible:

1. Martingales or draw reins.
2. Wire used in any manner, regardless of how padded or taped.
3. Taping or padding of curb-chains in any manner.
4. Tie-downs and mechanical hackamore (except in gymkhana or roping events).
5. Whips are not permitted for Showmanship.

SECTION II- WESTERN GENERAL ATTIRE

1. ASTM or SEI approved equestrian protective headgear with three-point harness is required.
2. Long sleeved shirt, with collar.
 - a. Shirt tails should be tucked in and sleeves should be rolled down and fastened.
3. Pants
 - a. Should be neat and clean, with no rips/tears/distress.
 - b. Skirts and split skirts are allowed, if for religious reasons.
4. Belts
 - a. Required if pants have belt loops.
5. Western Boots with heel
6. Standard Western hats may be worn for Showmanship ONLY.
7. Optional – gloves, chaps or chinks, etc.

*The purpose of the dress code is to enforce safety and to allow a simple and affordable means for all exhibitors to dress neatly in good working attire.

SECTION III- WESTERN GENERAL RULES

1. Beginner riders are Walk/Jog only. Special needs, Beginner, Intermediate and Junior riders will not be asked to dismount.
2. Riders will be judged on their ability to ride the correct seat, regardless of the breed of horse.
3. Judging will start when the exhibitor enters the arena. Exhibitors will enter and exit at a walk. When entering the arena, exhibitor will walk in a counterclockwise direction.
4. All riders must be at least 6 feet apart. Do not crowd the horse / exhibitor next to you when in a side-by-side position. Do not crowd the exhibitor in front when lined up head to tail. Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed otherwise.
5. Exhibitors and guests are not to approach the judge for feedback at any time and must refer to the Show Superintendent for questions or review.
6. The fall of a horse or rider shall disqualify the exhibitor.
7. Between all showmanship & riding classes, there will an adequate amount of time to warm-up and tack change for each arena
8. Reins/Hands:
 - a. Two hands will be used when using bosal type hackamores and snaffles on horses five (5) years or younger in age.
 - b. Romal Reins – The non-reining hand will hold the romal approximately 16 inches from the reining hand.
 - c. Split reins – One finger may be between the reins. Tails will be on the side holding the reins.
 - d. Hands will be clear of the saddle while in motion.
 - e. It is permissible to change hands to work on obstacles in trail class ONLY.
 - f. Reins are to be held above and as near to the saddle horn as possible.

SECTION IV- WESTERN CLASSES

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

WESTERN SHOWMANSHIP IN HAND:

Beginner – all ages Walk/Jog only

Intermediate

*Advanced Junior

*Advanced Senior

WESTERN PLEASURE:

Beginner – all ages Walk/Jog only

Intermediate

*Advanced Junior

*Advanced Senior

WESTERN EQUITATION:

Beginner – all ages Walk/Jog only

Intermediate

*Advanced Junior

*Advanced Senior

TRAIL HORSE:

Beginner – all ages Walk/Jog only

Intermediate

*Advanced Junior

*Advanced Senior

WESTERN RIDING:

*Advanced Junior

*Advanced Senior

WESTERN REINING:

*Advanced Junior

*Advanced Senior

WESTERN BAREBACK EQUITATION:

*Advanced Junior

*Advanced Senior

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

WESTERN SHOWMANSHIP

Class Description: Exhibitor leads well-groomed and conditioned horse that promptly and efficiently performs the requested patter with smoothness and precision.

Judging Requirements:

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

1. Fitting of horse: 40 pts. Condition, trimming, grooming of the horse will be the general standard according to the breed being shown.
2. Showing the horse in the ring: 50 pts. Includes leading, posing, and showing the horse properly, courteously, and with quickness and poise.
3. Appearance of Exhibitor: 10 pts. Includes attire and showman/woman-neatness and cleanliness.

Class Routine:

1. Posing and Grooming will be the general standard according to the breed being shown.
2. Do not crowd the horse/exhibitor next to you when in side-by-side position. Do not crowd the exhibitor in front when lined up head-to-tail.
3. Respond quickly to requests from the judge and officials.
4. Be courteous at all times.
5. Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed otherwise.

WESTERN PLEASURE

Class Description: Emphasis is placed on the horse's performance.

Judging Criteria: Horses are to be judged on performance, manners, and apparent ability to give a good pleasurable ride, according to the breed being shown. Horses are being judged at the walk, jog or intermediate gait and lope both ways of the ring.

Class Routine:

1. All exhibitors will enter the ring according to the directions given by the judge.
2. They shall go at least once around the ring at each of the three gaits: walk, trot and canter. Beginner riders are Walk/Jog only.
3. They will be asked to reverse at walk, trot or extended gait at the discretion of the judge. Riders shall not be asked to reverse at the lope. They will be judged in the other direction at each of the three gaits.
4. Horses may be required to back. Horses should back readily and stand quietly.

WESTERN EQUITATION

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

Judging Criteria:

1. The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.
2. Exhibitors will be judged on seat, hands and legs, and exhibitor's ability to show the horse.
3. Exhibitors are to be judged at the walk, jog or interim gait, and lope both ways of the ring. Beginner riders are Walk/Jog only.

Class Routine:

1. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
2. The class will perform rail work as a group according to the judge's instructions and will be announced before the implication of the individual work
3. Test: The judge's instructions will be announced to the exhibitors and to the public before implementation of the individual work (Pattern to be completed prior to rail work). Beginner riders are Walk/Jog only in tests: a,c, and/or j.
 - a. Back
 - b. Lope and halt
 - c. Figure eight at a jog
 - d. Figure eight at a lope on correct lead, demonstrating simple change of lead
 - e. Dismount and mount (Seniors only)
 - f. Ride without stirrups
 - g. Figure eight at the lope on correct lead, demonstrating a flying change
 - h. Change leads down center of ring, demonstrating simple or flying change of lead
 - i. Lope on the counter lead
 - j. Half turn on the haunches or half turn on the forehand
 - k. Execute serpentine demonstrating changes of leads
 - m. Any appropriate tests of judge's choosing, following 4-H guidelines

WESTERN BAREBACK EQUITATION

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

Judging Criteria:

1. Horses are to be judged at the walk, jog or intermediate gait and lope both ways of the ring.
2. The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.
3. Exhibitors may be asked to perform individual work from tests listed in Western Equitation section. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
 - a. Exceptions:
 - i. Exhibitors will not be asked to dismount for any reason.

Class Routine:

1. Class will proceed at least once around the ring at each gait, on command, reverse and repeat.
2. Judge may then split the class for further work or if needed for safety (e.g. Juniors at canter). Riders will perform individual patterns.

WESTERN RIDING

Class Description: This is a class to show the performance of a sensible, well mannered, free-moving ranch horse in one of two required patterns that can get its rider around for the usual ranch chores, and over trails or obstacles. Western riding is not a stunt or a race.

Class Routine: Measurements are at the judge's discretion.

Judging Requirements:

1. Riding qualities at the walk, jog/intermediate gait, and lope.
2. Change of leads.
 - a. Simple lead changes
 - b. Consistency of lead changes throughout pattern
 - c. Flying lead changes, correctly executed, shall count over simple changes.
*see score sheet for scoring criteria
3. Exhibitor's ability to attain desired response from horse.
4. Manners of the horse.
5. Judge may ask the exhibitor to repeat or reverse any part of the pattern.
6. Any exhibitor not following the exact pattern will be faulted.

REINING

Class Description: This class will demonstrate the rider's ability to achieve one of the three (3) required reining patterns fluently, effortlessly and with reasonable speed throughout. Flying lead changes, correctly executed, should count over simple changes. Reining patterns will be posted. The judge will select one of these patterns at the show.

Class Routine: Each exhibitor will perform the required pattern individually. The judge shall indicate, with markers on the arena fence or wall, the length of the pattern. Markers within the area of the pattern will not be used.

Judging Requirements:

1. Any exhibitor not following the exact pattern will be faulted.
2. Horses shall rein and handle easily.
3. Horse must have proper manners.
4. The judge may require contestants to repeat all or portions of their runs.
5. Bit checks may be required at the discretion of the judge.
 - a. For junior riders, the judge will perform the bit check. (Juniors will not dismount).
 - b. Seniors may be required to dismount and present their bridle.

Faults Against the Rider:

1. Not following the exact pattern.
2. Changing hands on reins.
3. Two hands on reins, (see Western General Rules).
4. Losing stirrup or holding on.
5. Any unnecessary aid given by the rider (such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.)

Faults Against the Horse:

1. Excessive jawing, opening mouth.
2. Excessive head raising on the stop.
3. Breaking gaits.
4. Lack of smooth, straight stop on haunches; bouncing or sideways stop.
5. Refusing to change leads.
6. Anticipating signals. Stumbling or falling.
7. Wringing tail.
8. Knocking over markers.

TRAIL

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

Class Routine:

1. Trail courses will be posted at least one hour before the class.
2. A minimum of six obstacles will be used.
3. Perform the walk, or jog and trot.
4. Perform correct leads as per trail course requirements.
5. All tests will be performed according to the posted trail course or judges' instruction.
6. Beginner riders are walk/jog only.
7. Beginners only - pass through an opened gate.
8. Rail work may be required.

Judging Requirements:

1. Optional Obstacles:
 - a. Gate (Beginners only - pass through an opened gate).
 - b. A minimum of four logs, raised no more than 12 inches.
 - c. Wooden bridge – minimum width 36 inches.
 - d. Water hazard (ditch or shallow pond) – containing no plastic or slippery bottom.
 - e. Carry objects from one area to another – only objects that could reasonably be carried on a trail ride.
 - f. Pick-up slicker – may be carried over or through obstacles.
 - g. Mailbox.
 - h. Sidepass – any combination of directions.
 - i. Back around – minimum width 30 inches.
 - j. Side pass over obstacle – if raised, maximum height 12 inches.
 - k. Any other safe obstacles approved by the 4-H Horse Show Committee.
2. Obstacles that are considered unsafe and will not be used are:
 - a. Plastic or garbage bags.
 - b. Lining water hazards with plastic or slippery substances.
 - c. Tires require the exhibitor to put horse's feet inside.
 - d. Teeter-totter bridges.
 - e. Dismount and jump over an obstacle.
3. Penalties
 - a. The judge may institute a time limit per obstacle or for the course.
 - b. Three refusals per obstacle will be allowed. Exhibitor must then move on to the next obstacle.

TIMED EVENTS (Gymkhana, Roping & Sorting))

SECTION I- TIMED EVENTS GENERAL RULES

1. A five-second penalty will be added for each barrel or pole knocked down.
2. In the event of a tie in Gymkhana for first place, a run-off will be held.
3. Failure to follow the course in barrels, poles and goats will cause a disqualification and a “no time” will be given.
4. Barrel and pole courses may be run to the left or right
5. Forward motion must be maintained throughout the pattern or it will result in a broken pattern/no time.
6. A clearly visible start and finish line will be provided by:
 - a. Flags tied to the fence at eye level.
 - b. A line marked by lime.
 - c. An electric timer and flags.
7. All courses must be set to provide ample room to turn and stop.
8. In Barrel Racing and Pole Bending courses must be measured exactly.
9. Measurement:
 - a. In barrel racing, measurements may be reduced five yards at a time in consideration of arena size. Leave adequate space (at least 20 feet) between barrels and any obstacle. (Final barrel need not be reduced.)
10. In Goat Tying, only flagger or person handling the goat may be within 20 feet of the stake at any time during an exhibitor’s run.
11. The following timers will be used:
 - a. One electric timer and two hand-held digital stop watches as backup.
 - b. Hand –held timers will be provided for the field judge in goat tying and tie-down.
 - c. *In the event that the electric timer fails, or the hand-held timers must be used, the average time of the hand-held timers will be used as the official time.
 - d. A flag person will be provided at the start and end of each run as a backup.
 - e. Times will be recorded to include hundredths of a second if possible.
12. Two hands may be used on the reins.
13. No exhibitor will begin the run without first hearing the signal such as, “Timers or flaggers are ready,” from the announcer. (See GLOSSARY -- “Start of Run”).
14. For timed events, the contestant will keep their horse in controlled manner, no faster than a trot/jog when entering or exiting the gate. Contestants will enter the gate unaided. The judge will make final determination as to if the horse was under control upon entry.
 - a. The gate will be closed, and it will be announced when timers are ready prior to the horse moving past the start line.
15. It is the job of the gate operator to keep the gate area and vicinity clear of riders and spectators to give each and every contestant a fair and safe opportunity to enter/exit the arena.
16. Raking will be consistent throughout the class. Show management will decide the number of times the arena is to be raked based upon the current condition of the arena prior to the class starting. The number of times to be raked will be announced at the beginning of the class. However, there will be a maximum of ten runs without raking.

GYMKHANA

SECTION I- GYMKHANA CLASSES

GYMKHANA CLASS LIST - ALL CLASSES TO BE OFFERED AT APPROVED 4-H GYMKHANA SHOWS AND ARE TIMED

GOAT TYING:

Beginner (Ribbon Pull)
Intermediate
* Advanced Junior
* Advanced Senior

POLE BENDING:

Special Needs
Beginner
Intermediate
* Advanced Junior
* Advanced Senior

MOUNTAIN COW HORSE:

Special Needs
Beginner
Intermediate
Advanced Junior
Advanced Senior

BARREL RACING:

Special Needs
Beginner
Intermediate
* Advanced Junior
* Advanced Senior

BOW TIE:

Special Needs
Beginner
Intermediate
Advanced Junior
Advanced Senior

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

BARREL RACING:

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

Class Routine:

1. At a verbal signal from the announcer, such as, "Timers or flaggers are ready," the exhibitor will begin the run. See/be familiar with "start of run".
2. The exhibitor is allowed a running start from within the arena (after the gate is closed).
3. Time will start as the horse's nose crosses the starting line, and time will stop when the nose passes over the finish line.
4. Failure to follow the exact course will cause disqualification.

Pattern:

1. 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.
2. Riders can choose to run the pattern that requires one right hand turn and two left hand turns or vice versa.

Set Up & 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. (see appendix).

POLE BENDING

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

Class Routine:

1. At a verbal signal from the announcer, such as, "Timers or flaggers are ready," the exhibitor will begin the run. See/be familiar with "start of run".
2. The exhibitor is allowed a running start from within the arena (after the gate is closed).
3. Time will start as the horse's nose crosses the starting line, and time will stop when the nose passes over the finish line.
4. Failure to follow the exact course will cause disqualification.

Pattern: (see addendum).

Set Up:

1. Poles shall be set on top of the ground.
2. Poles will be six feet in height.
3. 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.
4. All poles will be evenly spaced and in a straight line with each other (see appendix).

GOAT TYING

Class Description: This is a timed event that tests the ability of an exhibitor to ride to the goat, dismount and tie three legs in the fastest possible time. Riders in the beginner division are permitted to run up the rope and pull the ribbon instead of tying the goat.

Class Routine:

1. Ride from behind the starting line to the goat.
2. Dismount.
3. Throw and tie the goat. (Riders in the beginner Division: pull the ribbon)
4. Tie any three legs with an appropriate goat tying or piggin' string.
5. Time will stop when the exhibitor releases the string or rope and signals completion of the tie by raising both hands. Beginner time will stop when the rider completes the ribbon pull.
6. Goat must stay tied for six seconds.
 - a. The six seconds will start when the exhibitor's hands are up.
 - b. Unless otherwise designated, the flagger will determine the 6-second time.

Class Requirements:

1. Each goat will be thrown three times before being used by exhibitors.
2. If the goat is down when the exhibitor reaches it, the goat must be picked up to its feet and thrown by hand.
3. Wire for tie is not permitted.

4. The goat must be untangled and taken to the end of the rope behind the stake after each run.
5. The goat must be released when the flag drops at the starting line.
6. The goat will be changed after a maximum of 5 exhibitors.
7. Exhibitors may not touch the goat in any manner after signaling for “time”.
8. In order to receive a score, the run must be completed within one and a half minutes.

Pattern:

1. There is no set distance from the starting line to the goat.
 - a. A minimum of 50 yards is recommended.
2. The goat must be tied to a stake with a rope that is 10 feet long.
3. The stake is to be pounded completely into the ground so that no part of it is visible.

Disqualifications:

1. Goat breaking away due to the fault of the horse.
 - a. A no-time will be assessed should the horse come in contact with the rope or the goat at any time.
2. Goat not staying tied for six seconds after completion of tie.
3. Any exhibitor tying any of the goats being used in this competition at the show, except during the event.
4. Exhibitor touching goat in any manner after signaling for time before the field judge’s signal that six seconds is up.
5. Legs not staying crossed.
6. The field judge’s decision is final

Re-Runs:

1. If the goat should break away at any point after the start of the run, the field judge/flagger will decide if the exhibitor will get a re-run.
2. All reruns will be run at the end of the go-round.

MOUNTAIN COW HORSE:

Class Description: This is a timed event. The Mountain Cowhorse is designed to test the speed and agility of the horse and the ability of the rider to attain the smoothest and fastest possible run against the clock.

Class Routine:

1. At a verbal signal from the announcer, such as, “Timers or flaggers are ready,” the exhibitor will begin the run. See/be familiar with “start of run”.
2. The exhibitor is allowed a running start from within the arena (after the gate is closed).
3. Time will start as the horse’s nose crosses the starting line, and time will stop when the nose passes over the finish line.
4. Failure to follow the exact course will cause disqualification.

Pattern: (see addendum)

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.
3. Poles shall be set on top of the ground.

BOWTIE

Class Description: This is a timed event. The Bowtie is designed to test the speed and agility of the horse and the ability of the rider to attain the smoothest and fastest possible run against the clock.

Class Routine:

1. At a verbal signal from the announcer, such as, “Timers or flaggers are ready,” the exhibitor will begin the run. See/be familiar with “start of run”.
2. The exhibitor is allowed a running start from within the arena (after the gate is closed).
3. Time will start as the horse’s nose crosses the starting line, and time will stop when the nose passes over the finish line.
4. Failure to follow the exact course will cause disqualification.

Patterns: Can be run to the left or right (see addendum)

Set up & 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. (see appendix)

ROPING EVENTS

SECTION I- ROPING GENERAL RULES

1. All events are judged.
2. Judging will be on the roper, as well as the horse.
3. Exhibitors and horses being judged must start in the box from behind the plane of the box (or the barrier if barrier is used).
4. Both horses should be set at the back of the box prior to the start of the run.
5. All adult partners will comply with the appointment rules. (See WESTERN GENERAL RULES.)
 - a. An eligible partner in team roping must be at least 18 years of age and a non 4-H member.
 - b. Only the performance and manners of the horse being judged will be considered.
6. Judging begins when the exhibitor enters the arena and will not end until the contestant has left the arena.
7. No contestant will begin his or her run without first hearing the signal, "Timers or flaggers are ready", from the announcer.
8. In the final placings of all judged roping classes, no contestant who has missed both loops may place over a contestant who has made a legal catch.
9. Catch pens will be closed during the run in all roping events.
10. All contestants entered in roping classes will be scored and placed regardless of whether or not they catch, unless there is a disqualification.
11. Tie breakers in judged roping events would be FIRST by time and SECOND based on an equine knowledge question provided by the judge.
12. The roper has 2 minutes with a 30-second warning in the box to begin the run. If not successful, they will be disqualified regardless of whether it is horse or rider.

Timers and Timing Devices:

See TIMED EVENTS GENERAL RULES

Faults:

*Faults will be scored accordingly.

1. Breaking the barrier (if barrier is used).
2. Unnecessary whipping or slapping.
3. Jerking reins
4. Not catching
5. Jerking the rope
6. Any unnecessary action to induce the horse to perform better.

SECTION II- ROPING GENERAL TACK

Permissible:

1. Bell, skid or splint boots
2. Mechanical hackamores, tie-downs and Western-type equipment
3. Roping Reins
4. See WESTERN GENERAL RULES

SECTION III- ROPING CLASSES

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

DUMMY ROPING (Judged): Beginner (ropers not ready to rope on horseback)

BREAKAWAY CALF ROPING:

Intermediate (Judged)

*Advanced Junior (Timed)

*Advanced Senior (Timed)

TOUCH CALF ROPING (Judged): (Those entered in this class may not enter Tie-Down Calf Roping)

Intermediate

TIE-DOWN CALF ROPING (Timed): (Those entered in this class may not enter Touch Calf Roping)

*Advanced Junior

*Advanced Senior

TEAM ROPING - HEADING (Judged):

Intermediate

*Advanced Junior

*Advanced Senior

TEAM ROPING - HEELING (Judged):

Intermediate

*Advanced Junior

*Advanced Senior

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

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.

BREAKAWAY CALF ROPING

Class Description: This is both a timed and judged event. All contestants will be judged. Those who catch will have their time used as the method for placing. Placings will be done to at least 10th place. If there are not 10 contestants who caught, then the judging scores will be used to finish out the scores to at least 10th place.

Class Routine:

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

Class Requirements:

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

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.

Judging Criteria:

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

Exhibitor Number	Ability in the box & scoring	Position on & rating	Catch	Stop	Ability with rope	Ability with horse	Total points	Placing
	(10)	(10)	(10)	(10)	(10)	(10)	(10)	(10)

Penalties:

*A no-time will be assessed if the following occur.

1. Rope does not go over the calf's nose but catches another part of the calf's body.
2. Rope becomes detached from the saddle before the calf is caught.
3. Roper cannot release rope, or in any way assist the release of the rope from the saddle by using his or her hand.
4. If rope is not tied onto the saddle prior to run.

TIE-DOWN CALF ROPING

Class Description: This is a judged event that shows the ability of a horse and rider when roping, dismounting, throwing and typing any three legs of a calf.

Judging Criteria:

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

Exhibitor Number	Ability in the box & scoring	Position on & rating	Catch	Stop	Ability with rope	Ability with horse	Total points	Placing
	(10)	(10)	(10)	(10)	(10)	(10)	(10)	(10)

Class Routine:

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

TOUCH CALF ROPING - INTERMEDIATE calf ropers only (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 your Club Leader
4. Contestant will show in tie-down or touch, but not both events.
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.

Field Judge (Flagger) Requirements:

1. Field judge will judge the time and use a stopwatch to time six seconds from the timeroper mounts and move the horse forward, creating slack in the rope.
2. Rope will not be removed from the calf until the field judge has passed on the tie.
3. Watch will be stopped when the calf kicks free.
4. The field judge's decision is final.

Appointments:

1. A neck rope or a metal ring attached to the headstall will be used.
2. See WESTERN GENERAL RULES; See TIMED EVENTS GENERAL RULES; See ROPING GENERAL RULES

TEAM ROPING-HEADING OR HEELING

Class Description: This is a judged event to show the ability of the exhibitor with his or her horse, rope and cattle.

Judging Requirements:

1. The horse being judged will start from behind a barrier.
2. Intermediate riders may be assisted during the event at the discretion of the Judge.
3. See illustration of scorecards

Exhibitor Number	Ability in the box & scoring	Position	Rating & Checking	Stop & Back	Catch (2 legs, 1 leg & none)	Ability with rope	Ability with horse	Total points	Placing
	(10)	(10)	(10)	(10)	(10)	(10)	(10)	(10)	(10)

Class Requirements - Heading and Heeling:

1. The roper being judged may throw only two loops.
2. Total run must be done within a one-minute time limit.
3. The non-judged partner may use two loops within the one-minute time limit.
4. For safety, only one rope will be carried per roper. The roper must recoil and build another loop.
5. During the heeling class, the non-judged header may place the loop on the steer in the chute or may attempt to rope the steer. If the header misses, s/he must immediately come back, and the rope is placed on the steer in the chute. The one-minute time limit starts over when the parent comes back to take a second attempt at the steer.

Class Routine – Heading:

1. The header being judged must dally.
2. Legal catches
 - a. Both horns
 - b. Half head
 - c. Around the neck
3. Non-legal catches:
 - a. Half-hitch
 - b. Figure eight
 - c. Any front leg
4. Any catch made by the partner not being judged is considered acceptable.

RANCH SORTING

SECTION I- RANCH SORTING CLASSES

RANCH SORTING 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

SECTION II- RANCH SORTING GENERAL RULES

1. All Sorting classes are timed events.
2. All Sorting competitions will consist of two (2) timed “go’s” for each team.
3. Members are allowed to enter on five (5) different teams with different partners. Open teams will be filled by voluntary draw of members qualified from each county at the state 4-H horse show, if desired.
4. If one of the team members is unable to complete the other team member will be given the option of a draw partner.
5. All posted warm up arena rules apply.
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, Unsportsmanlike conduct of an exhibitor or Act of God.

Disqualification:

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

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 Procedures:

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 backup timer. A lap timer will be used at all times.
3. The same process of timing must be used for the entire show, ensuring 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 (4-H members) must sort 8 of 10 cattle within 60 seconds. Time begins when the nose of the first horse crosses the start/foul line. The pen size should be no larger than 60 x 60 with corners cut and a 12' 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 the total body of the last numbered calf crosses the start/foul line. In a single go event, the most cattle sorted in the least amount of time wins. In a multiple go round event, the team that sorts in EACH run will beat the teams that fail to sort or have a NO TIME in runs, REGARDLESS of the number of cattle sorted or timed. FOR EXAMPLE: times in three (3) qualifying runs; beat times in two (2) qualifying runs. Times in two (2) qualifying runs; beats time in one (1) qualifying run. The goal is to have the most cattle sorted in the least amount of time, without a foul or disqualification. A foul or disqualification is assessed if 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 the 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.

Rule 3 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. HE CAN ONLY MAKE A CALL FROM THE RESULTS OF YOUR OWN DECISIONS AND ACTIONS.

- a. 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.
 - b. The rider must keep his/her horse off the cattle. A horse following so closely as to hock a cow's back legs, or bump or push the cow: can cripple the animal as well as to cause a potential wreck.
 - c. 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.
 - d. Not letting up on an animal when a rider should see a collision 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 of a mechanical or official error, the participating team may get a rerun at the end of that set of cattle with the same number of cattle. If a rider falls off, that will result in 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. 4-H members may be denied participation if deemed to be unsafe by the arena director at any given contest or clinic.
2. 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.
3. 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 a judge or official, etc, will be grounds for disqualification or penalty assessment to be determined by the arena director. This rule applies to adult team members also and may result in expulsion from the event and/or program.??? Are there adult team members???Where does it say who can be on a team?
4. Sixty seconds after the last member of the team finishes, leaves the arena, the following team must be in the arena ready to ride. Any delay will be judged a NO TIME, unless waived for a good cause.

GLOSSARY

Appointments: Appropriate equipment, furnishing, tact and attire for a specific event or class.

Basic Rules: Rules governing the entry into Arizona State 4-H Horse Show.

Bosal (Hackamore): Use of flexible, braided rawhide or leather or rope bosal. No rigid material permitted.

Canter: Term used in English riding to describe a three beat gait of moderate speed.

Chaps: Full-length leather leg covers. May have fringe or scallops.

Chinks: Short chaps (approximately knee-length).

Class Description: Defines what is expected of both the horse and the exhibitor.

Class Routine: Procedures the exhibitors will follow in a specific class.

Conformation: The structure of the horse.

Convertible Collar: Same as traditional or standard collar; folds over with the capability of covering a tie.

Curb Bit: A bit that has a solid or broken mouth piece, has shanks and acts with leverage.

Diagonal: When posing – the rider should be posing to the outside diagonal, which means the seat is down at the same time the outside front foot is down.

Disqualification: No time given; in judged events, no score given.

Equitation: The posture or seat, hands and legs in the most proper position to obtain the desired results from the mount.

Equitation Classes: A class in which the exhibitor's ability to maneuver their horse, while exhibiting poise, confidence, maintaining balance and correct body position is judged.

Equipment: Items needed to perform a specific task – "appointments".

Extended Trot: The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch.

Faults: Errors made by exhibitor and/or the horse.

Fences: Obstacle over which a horse jumps in schooling or competition. Also known as jumps.

Field Judge: A person appointed by the show management to serve as a judge in events other than performance classes; this person makes decisions within the arena concerning exhibitors and rules.

Figure Eight: A figure that is closed in the center and usually started to the right, in the center, unless otherwise instructed.

Flagger: A person who signals with a hand-held signal the start and stop of the clocks; this person will not be the field judge. **Flatwork:** Arena exercises of the horse in the English discipline that does not involve jumping fences.

Flying Change: A change of lead, front and back, while maintaining a lope, canter or gallop.

Full Bridle: For purpose of these rules, any bridle with two bits and four (4) reins.

Gaits: The various sequences of foot movements of the horse, such as walk, jog/trot, lope/canter and gallop. (SEE WALK, TROT, EXTENDED TROT, LOPE, EXTENDED LOPE)

Gallop and Hand Gallop: Lengthening of the stride from a lope/canter with a noticeable difference in speed.

Grievance Committee: A committee of three persons appointed by the Arizona 4-H Horse Show Committee, to handle grievances, rule interpretations, clarifications and procedures of the show management and exhibitors. This group will make decisions in any and all areas governed by the show. Decisions of this group will be by consensus and shall be final.

Ground Tie: Leave the horse and walk a minimum of 5 paces without the horse moving to follow. Horse should remain where left until rider returns or releases horse to come. Reins may be on ground or over neck; Shifting of weight or for balance is allowed.

Gymkhana: Timed games on horseback, e.g. barrels, poles and goat tying.

Home: Foot is placed through stirrup or iron so as to be resting against the front of heel.

Jog: Term used in Western Riding to describe a smooth two beat gait.

Judging Criteria: Basic guidelines of what the judge is looking for.

Lead: Term used to describe which foreleg is leading when the horse is in a Lope/Canter gait.

Lope: Term used in Western riding to describe a rhythmical three beat gait of moderate speed. Should be relaxed and smooth with a natural, forward moving stride.

Mechanical Hackamore: A hackamore that has any metal, chains or hinges.

Obstacle: An item that the exhibitor must negotiate over, around or through to test the ability and maneuverability of the horse and exhibitor.

Pivot: Can be on the forehand or haunches; example – on the haunches – the front moves around while the inside hind is planted, usually performed slower than a spin.

Points: Method of keeping score for judged events. The American System will be used placing 1st through 10th place in Junior and Senior classes.

Posing: Quarter Type – feet squarely under horse. Thoroughbreds – feet squarely under horse. Saddle Seat Types – hind feet stretched. Hunter Types – front feet square and under; hind feet may be slightly off -set (one foot more forward).

Posting Trot: A rhythmic rising and sitting of the exhibitor as the horse performs the trot.

Ring Steward: A person appointed by the show management to coordinate activities for the judge within the arena or show ring.

Roping: Events in which cattle are roped in a manner governed by the particular event.

Serpentine: A series of “S” formations linked together.

Simple Change: A horse’s gait is decreased from a Lope/Canter to a Jog/Trot in order to change to the opposite lead before resuming the Lope/Canter.

Snaffle Bit: A conventional O-ring, Egg-butt or D-ring with a 2 or 3 piece.

Start of Run: For both judged and timed events, the contestant will walk their horse unaided through the gate, the horse will show it is under control and the gate will be closed prior to the horse moving past the start line. For judged events, it will be announced when timers are ready for the contestant to start. For timed events, time will start when the contestant crosses the indicated start line.

State Show: State 4-H Horse Show including all disciplines – Western, English Timed Events, Roping and Ranch Sorting.

Tack: Saddles, bridles, etc., same equipment – see “appointments”

Timed Event: Any event in which the exhibitor competes against the clock; example: barrel racing, pole bending, and goat tying.

Trot: Term used in English riding to describe a smooth two-beat gait, demonstrating more forward motion than the western jog.

Two Point Position: The exhibitor’s seat is raised out of the saddle so that only his/her two legs make contact with the horse.

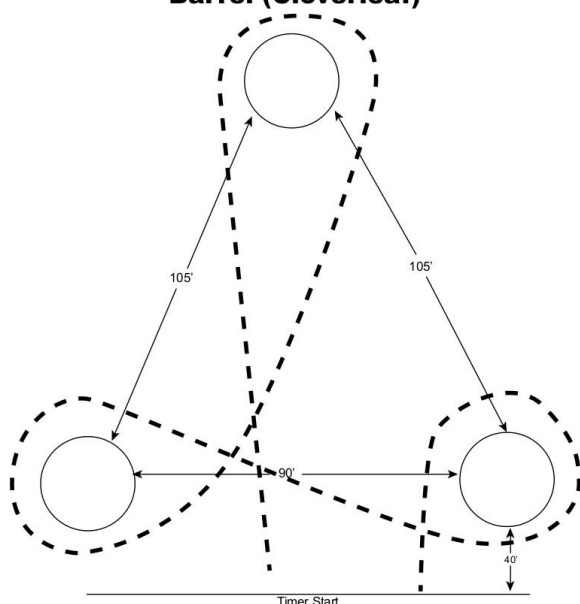
Walk: The walk is a natural, flat-footed, four-beat gait. The gait is rhythmic and ground covering.

NOTE: For more terms and information, see your 4-H Horse project literature.

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:

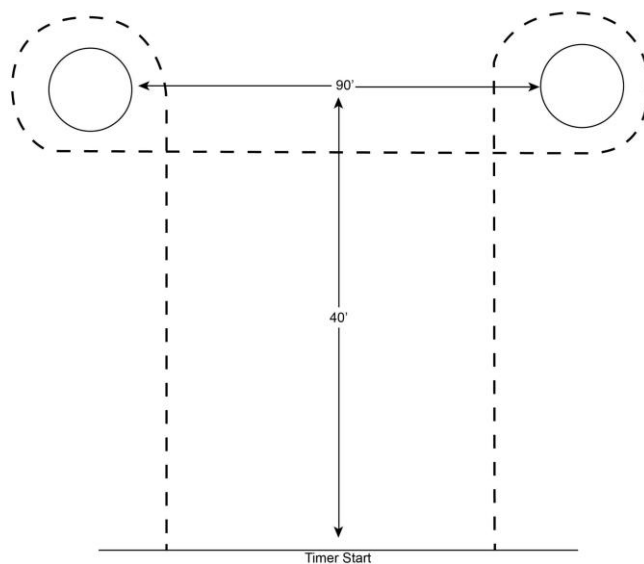
APPENDIX

Barrel (Cloverleaf)



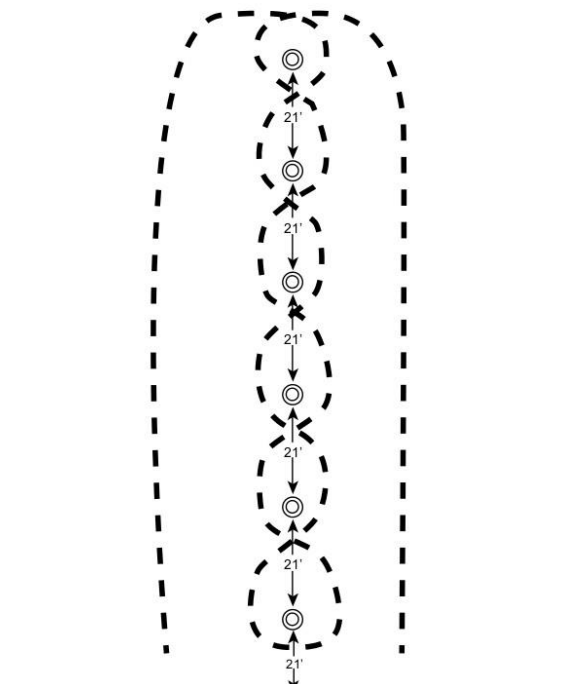
Timer Start
Can start from either side.
Props used - 3 large barrels.

Bowtie



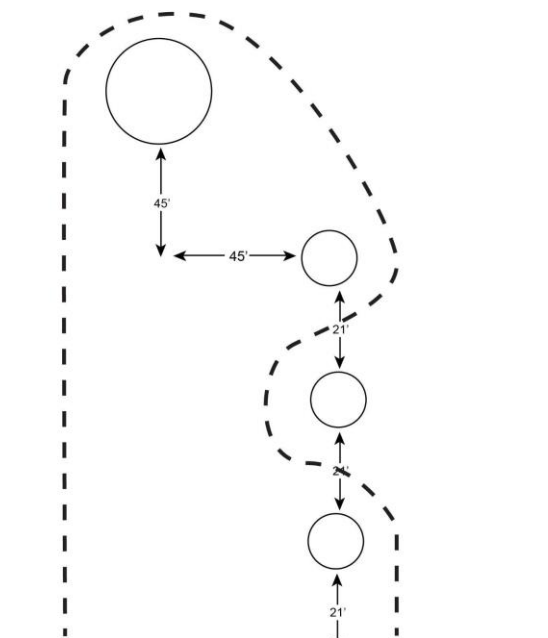
Timer Start
Can start from either side.
Props used - 2 large barrels

Washington Poles



Timer Start
Can start from either side.
Props used - 6 poles

Mountain Cowhorse



Timer Start
Must start from right hand side.
Props used - 1 large barrel and 3 small barrels