

HORSE SHOW RULEBOOK



2019-2022

**Arizona 4-H Youth Development
University of Arizona Cooperative Extension
Tucson, Arizona**

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ROLE OF HORSE SHOWS IN THE 4-H YOUTH DEVELOPMENT PROGRAM

The experiential learning process is a key educational method of 4-H learning. Thus, 4-H promotes and sponsors numerous programs and activities designed to encourage youth development through “learning by doing”. This educational model requires youth to solve problems by first attempting an activity and repeating their attempt until they accomplish the skill. The state and district 4-H horse shows are competitive experiences that assist in this learning process.

Safely caring for, preparing, and exhibiting a horse at home and at horse shows is a long-term process. For most youth, the greatest accomplishments and long-term rewards of the program are achieved through the actual preparation for competition. Youth development requires 4-H members to seek information from many sources including written and visual educational aids, as well as the advice and assistance of leaders and horse industry experts.

While assistance is needed for youth to develop skills, it is not intended for others to prepare and care for project horses without the hands-on involvement and direction of the youth (i.e. fitting, daily care and riding). Those assisting 4-H members in the development of their horse project must participate as an educator who prioritizes the development of youth. Leaders, parents and others influencing the exhibition of the project should make every effort to encourage 4-H members to take the lead role in decision-making, and the handling and care of their project prior to and during exhibitions.

The strength and the survivability of 4-H programs such as horse shows demand everyone’s assistance in encouraging this philosophy. Those directing local 4-H programs should continually emphasize the need for experiential learning through leader, parent and member training, and develop incentive programs that reward those members who excel in self-development.

One clearly enforceable (although minor) way to promote this philosophy is to require that no one other than the 4-H member is to ride a project horse at any time or location on show grounds at district and state qualifying 4-H horse shows. State and district 4-H horse shows should increase awareness of this need by distributing this and related policies in the entry and show materials. Violation of this policy at district and state qualifying shows can result in disqualification of the 4-H member from the current and future exhibitions associated with the state and district 4-H Horse Program.

The primary purpose of any 4-H horse show is to provide an opportunity for 4-H horse project members to demonstrate their abilities and the type of performance they can elicit from their project horses. In so doing, safety, good taste, and the establishment of a good public image are paramount.

ARIZONA 4-H HORSE COMMITTEE

Each county in Arizona with a horse program is expected to identify one adult and one youth to serve on the Arizona 4-H Horse Committee. The horse committee provides input, oversight, support and leadership to the Arizona State 4-H Horse shows/events. The committee collaborates with 4-H cooperative Extension Personnel (Program Coordinators, Agents, Specialist) to establish the Statewide Rule book and Statewide Program book. The committee meets 5-6 times per year, twice at a face-to-face meeting and by teleconference other times.

Apache: Mike Hauser, 4-H Agent

Cochise: Peter Hooper, 4-H Agent

Coconino: 4-H Program Coordinator

Gila: Renee Carstens, Assistant in Extension

Graham: Lori Knight, 4-H Program Coordinator

Greenlee: Ashley Jeffers-Samples, 4-H Agent

Hopi: Susan Sekaquaptewa, FRTEP Agent

La Paz: Debbie Pettigrew, 4-H Program Coordinator

Maricopa: Caroline Werkhoven, 4-H Program Coordinator

Mohave: Jamie Campbell, 4-H Extension Program Assistant, Elisabeth Alden, FRTEP Agent

Peach Springs

Navajo: Meghan Penrod, 4-H Agent

Navajo Nation: Kristy Dennison, 4-H Program Coordinator

Pima: Kalee Hunter, Assistant in Extension

Pinal: Cathy Martinez, County Director

Santa Cruz: Norma Ruiz, 4-H Program Coordinator

Yavapai: Shirley Vasovski, 4-H Program Coordinator

Yuma: Amy Parrott, 4-H Agent

State Specialist: Betsy Greene

ARIZONA HORSE PROJECT STATE RULES

GENERAL RULES

1. **SAFETY COMES FIRST**
2. All participants must be a 4-H member who is properly enrolled and in the ACTIVE status on 4H Online, in a Horse Project.
3. When mounted/driving all members MUST wear ASTM or SEI approved equestrian protective headgear with three-point harness. An approved equestrian helmet must be worn by members while participating in **ANY** 4-H event, including club riding meetings, pre-point shows, clinics, etc.
4. 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.
5. At no time will an expensive outfit or tack be given merit over a neat, clean outfit or tack in good repair.
6. 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.
7. 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.
8. The decision of the judge is final.
9. Poise, Alertness and Merits
 - a. Keep alert and be aware of the position of the judge at all times.
 - b. Do not be distracted by persons or things outside the ring.
 - c. Respond quickly to requests from the judge and officials.
 - d. 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.
10. 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.
11. No bare feet or open-toed shoes will be permitted at any time while working around or in the vicinity of a horse.
12. Junior riders shall not be required to dismount in the ring unless required by the specific discipline.
13. The judge may take an award away from any contestant for unsportsmanlike conduct even after the class has been. Placed.

HORSE ELIGIBILITY

1. Any family-owned or properly leased horse, pony, or mule, regardless of training, may be used as a project horse by a 4-H member who is properly and actively enrolled in an Arizona 4-H Horse Project.
2. Four exhibitors may use the same horse as long as:
 - a. The classes are individual work class and no more than 2 exhibitors/discipline.
 - 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. No stallions will be allowed in the show.

GENERAL GROUNDS FOR DISQUALIFICATION

1. There will be no refund of entry fees when exhibitors are disqualified for any reason.
2. Misrepresentation of a horse or exhibitor in any way will be 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.).
3. 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.
 - a. Cheering or general encouragement is acceptable. Specific direction to an exhibitor or horse is not allowed.
4. 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.
5. All lame, sick, or underweight horses may be excused from any or all classes at the discretion of the Judge and/or Show Officials.
 - a. A non-contagious (e.g. allergies, etc.) or underweight horse may be accepted with a properly documented medical certificate from a veterinarian provided prior to the show to the show management.
6. The judge will have the authority to disqualify any exhibitor for any appointments that, in the judge's opinion, are inhumane.
7. Any exhibitor who is assisted past the gate opening will be disqualified.
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.
10. Entering the ring without appropriate dress.
11. Entering the ring without a number card.

12. Inappropriate tack for the class.
13. Any fall from a horse is a disqualification from the class.

RULEBOOK CHANGES AND REVIEWS

These rules and class descriptions have been developed for use at all Arizona 4-H Horse Shows/Events (Club, County and State). Any proposed rule changes within the three-year time period must be submitted in writing (including existing and proposed rule and reason/justification for the change) to the State Horse Committee Chair no less than one week prior to the annual face to face meeting.

ARIZONA STATE HORSE SHOW RULES

SECTION I- STATE SHOW QUALIFICATION

1. The AZ State Horse Show is the culmination of the 4H year which runs from Oct 1 to Sept 30. Exhibitors will show based on their standings in the year completed before each years State show
2. All exhibitors must be 4-H members in good standing who have carried a horsemanship project for the project year prior to the State 4-H Horse show.
3. Exhibitors must meet 4-H requirements of their respective counties.
 - a. If a county requires pre-qualification for participation at their point shows in events such as roping, sorting, jumping:
 - b. Qualifying criteria should be in line with the state rule for Senior & Junior members and the specific class expectations.
 - c. Qualifying criteria should emphasize safety and be printed in each county's rule book.
 - d. Qualifying opportunities organized by the county should be offered at least 3 times per 4H year. To minimize time and financial burden of pre-qualifying:
 - i. Pre-qualifying events may be organized at 4-H point shows.
 - ii. Multiple ways of qualifying during the 4-H year should be allowed (i.e. by committee of Horse project leaders/trainers, by video, by participation & placement in non-4H events, etc.)
4. All exhibitors will be selected and approved by their respective County Extension Office after meeting county criteria.
5. Age Requirements: Riders must be between ages 9-19 during the club year prior to the State 4-H Show.
 - a. Junior members are those who have not reached their 14th birthday before January 1 of the 4-H year in which they qualify to the State 4-H Horse Show.
 - b. Senior members are those who have reached their 14th birthday, but not their 19th, before January 1 of the club year prior to the State 4-H Horse Show.
6. The horse must have been the exhibitor's project horse for at least 90 days prior to the State 4-H Horse show.

The Cooperative Extension Office in each participating county will appoint one leader or parent to serve as that county's designated representative in all matters of grievance, protest or

appeal. The name of the designated representative will be submitted by the Extension Office with the list of qualified exhibitors from that county.

COUNTY QUOTAS PER CLASS FOR THE ARIZONA STATE 4-H HORSE SHOW:

1. County Qualifiers for each class at the State Horse Show be based upon a scale of Horse Membership in that county that compete in their county shows.
 - a. Each county will be allotted a minimum of 4 junior and 4 senior competitor entries for each class.
 - b. If a county has 50 to 80 competitors who have competed at the county level that 4-H year, they can send an additional 2 junior and 2 senior competitors.
 - c. If a county has 81 to 110 competing members who have competed at the county level that 4-H year, adds an additional 2 junior and 2 senior competitors.
 - d. If a county has 111 and up competing members who have competed at the county level that 4-H year, adds an additional 2 junior and 2 senior competitors.
2. Each county is allowed two (2) alternates per class upon closing of registration. (No fee required until accepted to participate).

COUNTY QUOTAS FOR RANCH SORTING DISCIPLINE FOR THE ARIZONA STATE 4-H HORSE SHOW:

Maricopa = 12 teams total, Pima = 12 teams total, Rest of the counties = 8 teams total

COUNTY QUOTAS FOR ADULT VOLUNTEERS FOR THE ARIZONA STATE 4-H HORSE SHOW:

1. One (1) adult volunteer position for every three (3) members entered in state horse show (not including state horse show committee members).
2. Volunteer positions slots will be filled 14 days prior to show or entries will be pulled from prospective counties with no refund.

SECTION II-GRIEVANCE COMMITTEE AND PROCEDURES

In order for the show committee to function efficiently during the State 4-H Horse Show, a grievance committee has been developed to rule on all grievances, protests or appeals.

1. The grievance committee will be composed of one person from each County present.
 - a. The designated representative of the county will present all questions, suggestions, comments, complaints and protests from their county to the committee.
2. Committee members will be posted before the show and will receive detailed instructions about their assignment.
3. Decisions of this committee will be by consensus and will be final.
4. No other duties will be assigned to the members of the grievance committee.

PROCEDURES TO FILE A GRIEVANCE, PROTEST OR APPEAL

1. Write a complete statement concerning facts, including:
 - a. Date
 - b. Time
 - c. Problem
 - d. Signature and phone number of interested parties
2. The written protest must be given to the show superintendent before the end of the show.
3. A \$40.00 fee must accompany the grievance statement.
 - a. NOTE: ONLY if the grievance is upheld, the money will be returned.

4. All grievances resulting from the judge's decision (e.g. judged outside of 4-H rules) must be made to the grievance committee within one hour after the class.
 - a. At no time shall anyone other than a show official(s) approach the judge with any grievance or complaint.
5. No grievance or appeal based upon the statement that the judge or judges are incompetent or have overlooked an animal or article will be considered by the grievance committee.
6. All questions in dispute, or differences not covered by these rules, shall be referred to the grievance committee, whose decision shall be final.
 - a. If the grievance is filed – and the pre-determined grievance committee is no longer on site - the grievance will be heard by a committee composed of the following; the extension representative, the discipline coordinator, the show superintendent and the president or vice-president of the Horse Advisory Board.

SECTION X-CLASS LIST FOR THE ARIZONA STATE 4-H HORSE SHOW

Show classes will be as follows, with Junior and Senior divisions in each.

ENGLISH

1. English Showmanship
2. English Pleasure
3. Hunt Seat Equitation (Flat)
4. Hunter Hack (Over Fences)
5. Hunt Seat Equitation (Over Fences)
6. Working Hunter (Over Fences)
7. English Bareback Equitation

WESTERN

1. Western Showmanship
2. Western Pleasure
3. Western Equitation
4. Western Bareback Equitation
5. Western Riding
6. Reining
7. Trail

TIMED EVENTS

1. Barrel Racing
2. Pole Bending
3. Goat Tying

ROPING

1. Breakaway Calf Roping
2. Tie-Down Calf Roping
3. Team Roping- Heading
4. Team Roping- Heeling

RANCH SORTING

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 brow band.
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 but **not permitted** in Equitation 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 or galloping boots are permitted **in over fences classes only**.

Not Permissible:

1. Martingales are prohibited in all flat classes and Hunter Hack Class.
2. Draw reins or jumping hackamores are not permitted in any classes.
3. Full/Double bridles are not allowed in any class.
4. 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 if for religious reasons.
3. English shirt or blouse
4. Optional Tie
 - a. Choker, stock or conventional men's tie.
5. Coats (optional for LL, walk/trot and beginner only)
 - a. May be waived by Show Committee 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. Juniors will not be required to dismount and mount.
2. Tail braiding is optional for Hunters.

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. Exhibitor 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.

Suggested obstacles to be used:

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

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

Prohibited obstacles:

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

SECTION IV – ENGLISH CLASSES

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.

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 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.

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 ~~in a counter clockwise direction~~ according to the directions given by the judge.
2. They shall ~~then~~ go at least once around the ring at each of the three gaits: walk, trot and canter.
3. They will ~~then~~ be asked to reverse at walk, trot or intermediate gait at the discretion of the judge. Rider shall not be asked to reverse at the canter or hand gallop. They will be judged in the other direction at each of the three gaits. ~~repeat the procedure.~~
4. The judge may ask for an extended gait.
5. The judge may ask for the halt and for horses to stand quietly on a free rein.
6. Horses may be required to back. Horses should back readily and stand quietly.

HUNT SEAT EQUITATION (Flat)

Judging Criteria:

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

Class Routine:

1. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
2. A minimum of 15* riders will be brought back in for rail work to determine final placing.
*if less than 15 entries, all participants will return for rail work.

3. Tests

- | | |
|------------|--|
| a. | Pick up reins |
| b. | Back |
| c. | Canter and 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 on the counter lead |
| k. | Half-turn on the forehand and/or half-turn on the haunches |
| l. | Performance on rail |

1. The judge’s instructions will be announced to the exhibitors and to the public before implementation of the individual work

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.
3. At the hand gallop, the judge may ask for the halt, and horses will stand quietly on a free rein.
4. Horses will back in a straight line.
5. Horses will jump two fences.
 - a. Height: Juniors, maximum height will be 2 feet
 - b. Seniors, maximum height will be 2 feet 6 inches
 - c. 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" wide are compulsory
 - b. For seniors, jumps shall not exceed 2'6"; wings are optional.
3. Exhibitor shall proceed once or twice around, but over not less than six jumps, keeping an even pace throughout.
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. Judging will start when the exhibitor enters the arena. The performance is over when the exhibitor leaves the arena.
2. Light touches are not to be considered in the judging but may be recorded for reference in extremely close competition. Touching brush only on brush jumps, is not to be scored as a touch.
3. Course must have a minimum of four (4) different obstacles, and horse must make at least eight (8) jumps with at least one change of direction. An obstacle may consist of one or more elements, such as an In And Out.
4. Fences shall simulate obstacles found in the hunting field.
5. Obstacles should be set at least 72' apart and in 12' increments.
6. Maximum height:
 - a. Juniors- 2 feet
 - b. Seniors- 2 feet 6 inches
7. Distance between elements of an obstacle containing more than one element will be set at 24' to 36'.

ENGLISH BAREBACK EQUITATION

Class Description:

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

Judging Criteria:

1. 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. Individual work will be performed by all exhibitors. 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.
 - ii. Exhibitors may be asked to perform individual work from tests listed in Hunt Seat Equitation (Flat) See Page 13

Class Routine:

1. Class will proceed at least once around 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).

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 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. (Western Riding, Reining ONLY) Splint, skid boots, and/or bell boots may be used.

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.
4. Belts
 - a. Required if pants have belt loops.
5. Western Boots with heel
6. Standard Western hat 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 FITTING OF THE HORSE

1. Grooming
 - a. Hair coat must be clean and well brushed.
 - b. Mane and tail must be clean and free of tangles.
 - c. Hoofs must be trimmed properly. If shod, shoes must fit properly, and clinches should be neat.
 - d. Hoof oil or polish is recommended.
2. Trimming

- a. Horses mane may be roached - foretop and tuft over withers should be left according to breed.
- b. Horses tail should be properly prepared to the breed or type being shown.
- c. Inside of ears may be clipped, but exhibitor will not be penalized for not clipping the inside.
- d. Long hair on jaw, legs and pasterns should be clipped.

SECTION IV- WESTERN GENERAL RULES

1. 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 obstacle in trail class ONLY.
- f. Reins are to be held above and as near to the saddle horn as possible.

SECTION V- WESTERN CLASSES

WESTERN SHOWMANSHIP

Class Description:

Exhibitor leads well-groomed and conditioned horse that promptly and efficiently performs the requested patten 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.

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.

Appointments:

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.
3. They will be asked to reverse at walk, trot or intermediate gait at the discretion of the judge. Rider 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.
5. Exhibitors may be asked for an extended gait.
 - a. At the extended gait, horses may be required to halt.
 - b. The number of exhibitors required to extend the gait will be at the judge's discretion.

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.
4. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
5. Judges may select from the list of individual tests or others of their choosing, following 4H guidelines.
6. A minimum of 15* riders will be brought back in for rail work to determine final placing.
*if less than 15 entries, all participants will return for rail work.
7. Test (Pattern to be completed prior to rail work).
 - 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
 - l. Demonstrate side passing and/or two tracking

- m. Any appropriate tests of judge's choosing, following 4-H guidelines

*Special Instructions:

1. The judge may excuse part of the class after rail and individual work and require further rail and/or individual work of the remaining exhibitors.
2. Individual work will be performed by all exhibitors.

WESTERN BAREBACK EQUITATION

Class Description:

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

Judging Criteria:

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

Class Routine:

1. Pattern to be completed prior to rail work.
2. Exhibitors are to be judged at the walk, jog or intermediate gait and lope both ways of the ring.
3. Horses will be required to back. Horses are to back readily and stand quietly.
4. Horses may be required to reverse at the walk, jog or intermediate gait, but not the lope.
5. Exhibitor may be asked for an extended gait or lope.
6. Judges may select from the list of individual tests or others of their choosing following 4-H guidelines.
7. Exhibitors will be asked to perform individual work from tests used in Western Equitation.
8. A minimum of 15* riders will be brought back in for rail work to determine final placing.
*if less than 15 entries, all participants will return for rail work.

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 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 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 exact pattern will be faulted.
2. Horse 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 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 test will be performed according to the posted trail course or judges' instruction.
6. Rail work may be required.

Judging Requirements:

1. Optional Obstacles:

- a. 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 object 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 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 requiring 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

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 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. 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.
6. All courses must be set to provide ample room to turn and stop.
7. In Barrel Racing and Pole Bending courses must be measured exactly.
8. Measurement:
 - a. In barrel racing, measurements may be reduced five yards at a time in consideration of arena size. (Final barrel need not be reduced.)
9. 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.
10. 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.
11. Two hands may be used on the reins.
12. 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").
13. 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.
14. 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 compete (or could be "enter the arena").
15. Raking will be consistent throughout the class. Show management will decide the numbers of times the arena is to be raked based upon the current condition of the arena prior to the class starting. The number of times to be raked will be announced at the beginning of the class. However, there will be a maximum of ten runs without raking.

GYMKHANA

SECTION I- GYMKHANA CLASSES

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.

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.

Patterns:

1. Poles shall be set on top of the ground.
2. Poles will be six feet in height.

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.

Class Routine:

1. Ride from behind the starting line to the goat.
2. Dismount.
3. Throw and tie the goat.
4. Tie any three legs with an appropriate goat tying or pigging string.
5. Time will stop when exhibitor releases the string or rope and signals completion of the tie by raising both hands.
6. Goat must stay tied for six seconds.
 - 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 goat is down when 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. Exhibitor 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 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 re-runs will be run at the end of the go-round.

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. Exhibitor and horse 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 exhibitor enters arena and will not end until 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 breaker 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

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 box at 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 rope comes free of saddle and horse.
3. Exhibitor will carry only one rope.
4. Exhibitor may throw two loops but must recoil rope.
5. There will be a one-minute time limit and 2 loops.

Judging Criteria:

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 No.	Ability in the box & scoring	Position on & rating	Catch	Stop	Ability with rope	Ability with horse	Total Points	Placing
	(10)	(10)	(10)	(10)	(30)	(30)	(100)	

Penalties:

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

1. Rope does not go over calf's nose but catches another part of the calf's body.
2. Rope becomes detached from saddle before 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 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 score card.

Exhibitor No.	Ability in the box & scoring	Speed to Calf	Rating & Position	Stop & Dismount	Backing & Rope work	Ability with Rope	Ability with Horse	Ability with Cattle	Total Points	Placing
	(10)	(10)	(10)	(10)	(30)	(30)			(100)	

Class Routine:

1. Exhibitors will carry only one rope.

2. Exhibitor 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. Contestant must rope calf, throw calf by hand, cross and tie any three legs with not less than one wrap and a half hitch.
6. If calf is down when the exhibitor reaches it, the calf must be let up and thrown by hand.
7. Rope must hold calf until roper 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 exhibitor remounts and moves horse so as to create slack in the rope.
 - b. Rope must remain slack until the field judge has passed on the tie.
 - c. Rope will not be removed from the calf by the roper.

Field Judge (Flagger) Requirements:

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

Appointments:

1. A neck rope or a metal ring attached to the headstall will be used.
2. See WESTERN GENERAL 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. See illustration of scorecards

TEAM ROPING- HEADING

Exhibitor No.	Ability in the box & scoring	Speed to Calf	Rating & Position	Stop & Dismount	Backing & Rope work	Ability with Rope	Ability with Horse	Total Points	Placing
	(10)	(10)	(15)	(15)	(25)	(25)	(25)	(125)	

TEAM ROPING- HEADING

Exhibitor No.	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)	(15)	(15)	(25)	(25)	(25)	(125)	

Class Requirements - Heading and Heeling:

1. The roper being judged may throw only two loops
2. Total run must be done within a one-minute time limit.
3. The non-judged partner may use two loops within the one-minute time limit.
4. For safety, only one rope will be carried per roper. If more than one loop is to be thrown, the roper must recoil and build another loop.
5. During the heeling class, the non-judged header 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 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 compete 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, Un-sportsman like 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, 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 (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 body of the last numbered calf crosses 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 is 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 judging 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 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, 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 rider 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. 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 judge or official, etc, will be ground 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 finishing, 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 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.