



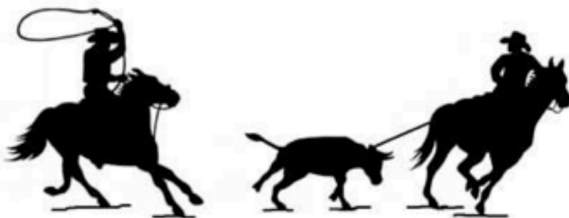
2018-2021 PIMA COUNTY 4-H HORSE HANDBOOK



INFORMATION

RULES

GUIDELINES



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

Issued in furtherance of Cooperative Extension work, acts of May 8 and June 30, 1914, in cooperation with the U.S. Department of Agriculture, Jeffrey C. Silvertooth, Associate Dean & Director, Economic Development & Extension, College of Agriculture and Life Sciences, The University of Arizona. The University of Arizona is an equal opportunity, affirmative action institution. The University does not discriminate on the basis of race, color, religion, sex, national origin, age, disability, veteran status, or sexual orientation in its programs and activities.

Persons with a disability may request a reasonable accommodation, such as a sign language interpreter, by contacting CeDRR (The Center for Disability Related Resources) at 621-3268 (V/TTY). Requests should be made as early as possible to allow time to arrange the accommodation.

TABLE OF CONTENTS

4-H Pledge	1
Program Objectives	2
Age Requirements	2
4-H Calendar year	2
Summer Camp	2
Auxiliary Projects and Communication	2
State Contest	3
Scholarships	4
HORSEMANSHIP PROGRAM	5
Mastership	5
Horse Handling	5
Judging	6
SHOW RULES AND REGULATIONS	7-20
Basic Rules.	7
General Grounds for Disqualification	9
Enforcement	10
Sportsmanlike Conduct	10
Show Officials	10
Protest Process	10
Judges	11
Entries	11
Exhibitor Eligibility	12
Horse Eligibility	12
Restriction on Use	13
Rider Classification Disciplines	13
Horse and Rider Qualifications Disciplines	14
Exhibitor Level Classification and Advancement	14
Exhibitor Level Classification and Advancement flowchart	16
Class and Level Chart17
Awards and Point System	18
Warm up Arena rules and Riding Etiquette	20
PIMA COUNTY FAIR EVENTS	21-24
Hersdmanship Contest	21
4-H Barn Rules	22
Workday	22
Horse Educational Exhibit Contest	23
Daily Barn Maintenance	23
Champion Showmanship Class.	24
Round Robin Showmanship	24
WESTERN CLASSES	25-36
Western General Rules	25
Western Showmanship Class	27
Western Pleasure Class	29
Western Horsemanship Class	30
Western Bareback Equitation Class	31
Western Riding Class	32
Western Trail Class	34

ENGLISH CLASSES	37-48
English General Rules.	37
English Lead Line Classes	39
English Showmanship Class	39
English Pleasure Class	41
Hunter Seat Equitation Class (flat)	42
Hunter Hack Class	43
Hunter Seat Equitation Class (over-fences)	43
Working Hunter Class.	44
English Bareback Equitation Class	45
English Trail Class	46
GYMKHANA CLASSES	49-52
Gymkhana General Rules	49
Gymkhana Scoring.	50
Barrel Racing Class.	51
Poles Bending Class	51
Coordinators Choice Class	52
ROPING CLASSES	53-63
Roping General Rules	53
Roping Officials	54
Roping Timing Starts and Finishes	54
Groundwork Roping Class	55
Breakaway Calf Roping and Mechanical Breakaway Class	56
Tie-Down Calf Roping Class	57
Team Roping-Heading/ Heeling and Mechanical Heading/Heeling	58
Goat Tying Class	59
Obstacle Sack Roping Class	60
Businessman Tie Down	62
RANCH SORTING CLASSES	64-66
Helmet Requirement	64
Grounds for Disqualification	64
Arena Entry and Exit	64
Timing Procedure	65
Officials.	65
Class Routine	65
RANCH HORSE CLASSES	67-73
Ranch Horse General Rules	67
Ranch Horse Obstacle Course	69
Reining	71
Ranch Riding	73
GLOSSARY	75



4-H PLEDGE

I pledge:

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

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

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

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

“For my club, my community, my country and my world” – the associations and varied activities in

4-H work provide many opportunities for young people to prepare themselves for active participation in the social and economic life of their community.

4-H Motto

“To Make the Best Better”

4-H Colors

Green: Symbolic of living and growing things. White: Symbolic of purity and character.

OBJECTIVES

The 4-H Horse Project aims to help 4-H members to:

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

AGE REQUIREMENTS

The horse project is open to all youth between the ages of 8 and 18 years old.

Junior members are those who have not reached their 14th birthday at 11:59 p.m. on December 31st of the current 4-H year.

Senior members are those who have not reached their 19th birthday at 11:59 p.m. on December 31st of the current 4-H year.

4-H CALENDAR YEAR

The 4-H calendar year begins on October 1st, and ends on September 30th, of the following year.

SUMMER CAMP

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

AUXILIARY PROJECTS

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

COMMUNICATION

County Extension Office:(520) 626-5161

Web page:www.pimacountyhorse.org or <https://extension.arizona.edu/pima-county-4-h-horse-projects>

STATE 4-H HORSE SHOW

The State 4-H Horse Show is ran according to the State 4-H Horse Show Rules. Some of these rules differ from the Pima County 4-H Horse Show Rules in subtle yet significant ways. Anyone considering entering the State 4-H Horse Show should read the State 4-H Horse Show Rules. A copy of the State 4-H Horse Show Rules can be obtained from the Cooperative Extension Website.

Members compete in the Arizona State 4-H Horse Show in those specific classes in which he/she has shown in during that 4-H year. The number of exhibitors will be determined by the criteria listed in the State Rulebook.

Priority for selection will be as follows:

Priority 1: Advanced riders who have passed all three (3) levels of all three (3) parts of the Horsemanship Program will be ranked by total points, for each class, earned during the previous 4H year.

Priority 2: Advanced riders who have passed some levels of the Horsemanship Program, will be ranked by total points, for each class, earned during the previous 4H year.

Priority 3: Advanced riders who have passed one (1) or zero (0) levels of the Horsemanship Program, will be ranked by total points, for each class.

Priority 4: Intermediate riders who have passed some levels of the Horsemanship Program, will be ranked by total points, for each class, earned during the previous 4H year.

Priority 5: Intermediate riders who have passed one (1) or zero (0) levels of the Horsemanship Program, will be ranked by total points, for each class, earned during the previous 4H year.

The horse **must** have been the exhibitor's project horse for at least ninety (90) days prior to the State 4-H Horse Show. The horse **must** be owned or leased and listed on the exhibitor's Registration/Lease form ninety (90) days prior to the State 4-H Horse Show.

STATE QUALIFYING CONTESTS FOR THE WESTERN NATIONAL 4-H HORSE CLASSIC

Those members winning qualifying contests at the county level will be eligible to compete in the state contests qualifying for a position on the State Team to represent Arizona at the Western National 4-H Horse Classic. There, State Teams will compete in Horse Judging, Horse Bowl, horse related public speaking and team or individual demonstration.

WESTERN NATIONAL 4-H HORSE CLASSIC

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

To Qualify: Members must be a Senior and a winner in county and state qualifying contests in one of the following events:

1. Individual horse related demonstration competition. (one member)
2. Team horse related demonstration competition. (Two members)
3. Horse (quiz) bowl competition. (Top four individuals)
4. Horse judging. (Top four individuals)
5. Horse related public speaking competition.

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

STATEWIDE HORSE SHOWS OPEN TO ANY 4-H/FFA HORSE PROJECT MEMBER

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

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

SCHOLARSHIPS

Members who are high school seniors or above and who attend or plan to attend college or other advanced schooling submit a special application form to the county Awards Committee.

Several scholarships are awarded at the county level and the Awards Committee forwards eligible applications to state committees offering scholarships. Applications are submitted to the county in February.

HORSEMANSHIP PROGRAM

The Horsemanship Program shall consist of three independent parts. The purpose of the Horsemanship Program is to make each 4-H member knowledgeable of all aspects of owning and taking care of their own horse.

Exhibitors must participate in all three parts to meet priority requirements for the State Horse Show. Refer to page 4, under State 4-H Horse Show for priority requirements.

Part I – Mastership: (3 levels)

The Mastership written test is given at least three times a year.

The Mastership test requires knowledge of general horse information such as, safety, judging, tack, showing, and equine health.

There are three levels of tests with each level becoming increasingly more difficult. Resources for the tests will be: Pima County 4-H Horse Rulebook, Horse Science Book, Horses and Horsemanship book, and Stories Barn Guide-Horse Health and First Aid.

Each level test must be passed with an 80% or better score.

Test may be given orally to participants unable to read, leaders and parents may not read to their own club member.

Part II – Horse Handling: (3 levels)

Horse Handling is a series of evaluations (levels 1-3) that check skills beginning with catching a horse to unsaddling and turning the horse loose. The evaluations start with the approach to the horse, haltering, leading, tying and grooming the horse before riding. Then continue with saddling the horse, bridling, mounting, riding, dismounting, unbridling, and unsaddling for English and Western disciplines.

Evaluations also include general knowledge such as; horse nutrition, health of horse and good horse maintenance.

Each level must be passed with an 80% or better score.

Horse Handling Evaluations will be held at least 3 times a year. Additional rules and guidelines may be provided in the Horse Handling testing packet.

Youth tester requirements: Must be intermediate/advanced senior members that have passed all three levels of Horse Handling.

Two or more clubs may also set a date to meet with their horses and club members to do an evaluation. A Horse Advisory Board member must be present during the testing.

- a. The hosting club will obtain the testing packet from the Horse Handling Coordinator for levels to be evaluated (levels 1-3).
- b. Leaders evaluate members from the other club(s), not their own.
- c. Eligible youth testers will not test members from their own club.
- d. Each member begins with level 1 and moves up to the next level as each level is passed.
- e. Completed testing packets will be given to the HAB member present. This member will co-sign the test results and deliver these to the HAB HH Coordinator.

Part III – Judging: (3 levels)

Judging Contests are held at least two times a year.

Judging contests require knowledge of a variety of breeds and a variety of riding styles. They must evaluate each horse in relation to the ideal for the breed and in relation to the other horses in the class. Contestants must also defend their placing to an official by stating their reasons.

Judging contests will teach members to be confident about their decisions, to use logic when faced with a problem, to express their ideas in a calm and poised manner and to speak in front of strangers.

Attire at Judging Contests **MUST** be appropriate for the English or Western disciplines.

Awards at county Judging Contests will be by the Danish Merit System. Ribbons will be awarded to every participant.

There are three levels of Judging Contests. Level 1:

Level 1:

After judging at least one full performance and halter class of four (4) horses, members testing at level 1 of the Horsemanship Program will present orally to a judge, a comparison of two horses, one pair (top pair, middle pair or bottom pair) from one designated class, that the coordinator chooses.

Level 2:

After judging at least one full performance and halter class of four (4) horses, members testing at level 2 of the Horsemanship Program will present orally to a judge, a comparison of two pairs of horses (top pair, middle pair or bottom pair) from one designated class, which the coordinator chooses.

Level 3:

After judging at least one full performance and halter class of four (4) horses, members testing at level 3 and above of the Horsemanship Program will present orally to a judge a complete set of reasons on all four (4) horses of a full performance or halter class of horses.

For Judging, level 1 should have to give their oral reasons on one pair that the coordinator chooses. Level 2 will give their oral reasons on 2 pairs that the coordinator chooses and level 3 will do all 3 pairs. Advancement: One blue ribbon in any level advances to the next level. Level 3 members are encouraged to continue to participate even after completion of a blue ribbon.

BASIC RULES

SAFETY COMES FIRST.

1. All members MUST wear ASTM approved protective headgear with three point harness. An approved helmet must be worn by members while participating in ANY 4h event, including club riding meetings, pre-point shows, clinics, etc.. An approved helmet is one that carries the approval stamp of the United States Pony Club (USPC) Safety Committee or any other recognized authority that establishes standards of safety for protective headgear.
2. Any family-owned or properly leased horse, pony or mule, regardless of training, may be used as a project horse by a 4-H member who is properly enrolled in the Pima County 4-H Horse Project
3. Two exhibitors may use the same horse as long as:
 - a. The classes are individual work class
 - b. Tack changes do not delay the show
 - c. A special note of joint use is made on the Point Show entry forms
4. All sick, lame and unmanageable horses will be disqualified at the discretion of the judge. Unmanageable may be defined as horse running into gate during timed events or running away causing the rider to be bucked off, fall, or dismount. Rider will be disqualified from that event.
5. No stallions will be allowed in the show.

6. The judge will have the authority to disqualify any exhibitor for any appointments that, in the judge's opinion, would give an exhibitor/horse an unfair advantage or that the judge believes to be inhumane.
7. Anytime a horse's mouth is bleeding, the exhibitor may be disqualified at the judge's discretion.
8. At no time will an expensive outfit or tack be considered over a neat, clean outfit in good repair.
9. Each class will be called to the show ring twice. The gate will then be closed.
10. Any exhibitor who is assisted past the gate will be disqualified.
11. The exhibitor must prepare his/her own animal(s) at a show without the assistance from any adult, professional attendant or trainer, except in leading, loading, holding or saddling, or where there is a question of safety.
12. From the time the horse enters the grounds; no trainer or person other than the 4- H exhibitor may ride the horse and/or assist the exhibitor. This rule does not apply to shared project horses and co-contestant in team roping classes.
13. Verbal assistance while in the warm-up ring is permitted.

14. Patterns will be provided by the Coordinators to the Show Secretary. They will be available for pick up the morning of each discipline. Patterns for Lead Line, walk/trot and beginning will be from the Pima County Pattern book. Intermediate and advance classes will not have set patterns. Pattern classes are:

English and Western

Showmanship Bareback
Equitation/Horsemanship Trail
Western Riding

Ranch Horse

Reining
Ranch Obstacle
Ranch Riding

Roping

Obstacle Sack Roping

Jumping

Gymkhana

15. The decision of the judge is final.
16. All performance classes will reverse to the inside, away from the rail.
17. Conformation of the horse will not be considered in any class, except where stated.
18. Judging begins when the exhibitor enters the arena or ring and doesn't end until exhibitor leaves the arena or ring.
19. The use of drugs in horses participating in the Point Show is prohibited unless the drugs are prescribed, for therapeutic reasons, by a licensed veterinarian and do not pose a safety hazard. Violations of this rule may result in disqualification from the show or the revocation of awards and placings. Protests against suspected drug violations will be handled in accordance with procedures described in the protest process
20. For general safety considerations, no bare feet or open-toed shoes will be permitted at any time while working around or in the vicinity of a horse.
21. The current Pima County 4-H Horse Show Rule Book will govern any decisions.
22. This rulebook will be reviewed every three years unless there is a true safety concern..
23. Any fall from a horse is a disqualification from the class.

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

First Offense: Disqualification from the Class

Second Offense: Disqualification from the Show

ENFORCEMENT

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

SPORTSMANLIKE CONDUCT

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

SHOW OFFICIALS

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

PROTEST PROCESS

1. A judge's decision will be considered final. A Judge's decision representing his or her personal preference is not protestable unless it is alleged to be in violation of the rules.
2. Any exhibitor making a protest about other than a Judge's personal preference must do so in writing before the end of the following class accompanied by a \$50.00 cash deposit. The written protest and deposit will be given to the Show Secretary. All members of the Horse Advisory Board present will review the protest on that day. Their decision will be made that day and it will be final. Protest will be allowed at the end of a show if it is the fault of the Show Official. If protest is ruled in favor of the exhibitor, the \$50.00 cash deposit will be returned.

JUDGES

1. Every effort will be made to have Judges who are competent, well qualified individuals. 4-H leaders are not to be used as judges unless extraordinary circumstances occur the day of the show.
2. Judges will be required to dress professionally as breed show standards. Long sleeved button down shirt, long skirt or long pant and appropriate heeled shoes, western hats and jackets are optional.
3. Judges must be able to reach a definite decision based on sound judgment, and have the confidence to stand by his/her decision without being defensive. Good judging depends upon the correct observation of horses and/or rider/exhibitors against a standard commonly accepted as the ideal according to the class being judged.
4. The judge must place each class in accordance with rules and the class specifications of the rulebook, and evaluate and rank riders/exhibitors and horses as they appear on the day of the show.
5. It is essential that Judges not be partial to any particular breed nor judge the conformation of the horse or be excessively critical. Any horse that is suitable for a particular style of riding and is capable of performing the required class routine is acceptable.
6. Judges will be encouraged to comment.
7. Former 4h members will be used at the discretions of discipline coordinators.

ENTRIES

1. All forms will be available on the horse project web site and/or emailed to project leaders.
2. The closing date for entries at each Point Show will appear on the premium sheets as determined by the show secretary. All Entries must be addressed and postmarked with the correct due date. All metered mail must be delivered by the post office to the Show Secretary no later than three days past the due date. If for any reason you made a mistake on the address and your entry is returned by the post office to you, the original envelope must be included with your entry when you re-send it. Failure to supply the envelope will count as being a late entry and returned.
3. All fees must accompany entry. All checks and fees must be paid and cleared prior to any 4-H Horse Project Point Show or entries will be refused for the next Point Show until payment is made. Non-payment of fees will disqualify members from representing the Pima County Horse Project in any state level Horse Project competitions or functions. All entry fees are non-refundable.
4. All project horses to be used in the Point Shows must be listed in the proper place on the entry form.
5. Each club must provide one volunteer for every three members showing in Point Shows for their members to be allowed to compete. The Horse Project Leader will provide a list of the name(s) of said volunteers to the Show Secretary by the entry deadline date of each show. All assignments will be posted at the show trailer on day of show.
6. A Record book is required for any member to compete at fair. Guidelines for record books will e-mailed to leaders and found on www.pimacountyhorse.org

EXHIBITOR ELIGIBILITY

In order to compete in a Pima County 4-H Horse Project Point Show a member must:

1. Be a member in good standing with his/her 4-H Club.
2. Have met the requirements for Project Horse Registration.
3. Properly complete entries for the Point Show.
4. "Active" or "Pending" enrolled member in horse project on 4honline. **Deadlines:** Winter point show-10-15, Fair-2-15

HORSE ELIGIBILITY ~ OWNERSHIP & REGISTRATION

In order for a 4-H project horse to be eligible to compete in a Pima County 4-H Horse Project Point Show: (and the Arizona State Show)

1. The horse must be owned or leased by the project member by October 1st (for the first Point Show), by February 1st (for the second Point Show) of each 4-H year, and by 90 days prior to the Arizona State Horse show.
2. Any new horse must be registered on a Registration/Lease form with the 4-H Show Secretary by October 15th (for the first Point Show) or by February 15th (for the second Point Show). Or by 90 days prior to the Arizona State Horse show.
3. No more than three (3) horses may be listed as a horse project horse on member's Registration/Lease form.
4. For the Arizona State 4H horse show, a total of 4 horses may be registered on the Pima County registration/lease form 90 days prior to Arizona State Horse show. According to the state rule book, a 4-h member who uses 4 horses must compete in all four competitive areas; roping, gymkhana, western and english.
5. If death, sudden illness or lameness occurs before the Point Show, and a member needs to add an unregistered horse to his or her registration form, they will be allowed to petition the Horse Advisory Board for permission to do so. The member's Club Project Leader must provide written approval, which will be required at the time of petition. A veterinary note is required. If a lease is broken the leaser must submit a letter to the board president stating why the lease is being broken. If this is a medical reason a vet note will be required.
6. The horse must reside in the county in which the 4-H member lives or the county in which the 4-H member's club participates.
7. Owned/Leased horses may be shared by no more than two (2) members. Exhibitors may use the same horse as long as they are showing in different levels or in individual work classes.
8. It is the exhibitor's responsibility to bring it to the attention of show officials the day of the show if they are sharing a horse so accommodations can be made.

RESTRICTIONS ON USE OF THE PROJECT HORSE

1. A project horse shown by a member in a 4-H Horse Project Point Show may not be ridden or shown by a trainer or 4-H leader from October 1st through the December Point Show or from February 1st through the Pima County Fair Point Show with the following exception:
 - a. The horse may be ridden by a trainer or a 4-H Horse Project leader at an official 4-H club project meeting, at a paid lesson or a paid clinic ONLY to DEMONSTRATE to the 4-H member or to AID IN TEACHING the 4- H member.
 - b. Family members, whether or not they are leaders or trainers may show the project horse for their own pleasure.
2. A project horse shown by a member in a 4-H Horse Project Point Show may be used by the 4-H member at a paid lesson or clinic.
3. No stallions will be allowed in any 4-H horse show.
4. At no time during the Show day while on the Show Grounds will anyone other than the exhibitor ride the exhibitor's horse.

EXCEPTION: Advanced level classified riders in the Western Horsemanship and English Equitation classes may be asked to change mounts when showing.
5. The exhibitor must prepare his/her own animal(s) at a show without the assistance from any adult, professional attendant or trainer, except in leading, loading, holding or saddling, or where there is a question of safety.
6. On the Show Grounds during a 4-H show day:
 - a. No horse is to be exercised except in assigned areas.
 - b. No riding faster than a walk will be permitted in spectator areas. Horse Advisory Board members may disqualify violators.
 - c. Horses shall be ridden properly saddled and bridled except while preparing for and competing in a bareback class.
 - d. A 4h member may lunge another members horse if asked.

RIDER CLASSIFICATION DISCIPLINES

A rider will be classified in at least one of the following six (7) categories. A new horse does not change the riders' classification.

1. Western: Bareback Horsemanship, Western Pleasure, Western Horsemanship, Western Riding, Showmanship and Trail
2. English: English Pleasure, Hunt Seat Equitation, Bareback Equitation, Showmanship and Trail
3. English Over Fences: Hunter Hack, Hunt Seat Equitation over Fences and Working Hunter
4. Gymkhana: Barrel Racing, Pole Bending and Coordinator's Choice.
5. Roping: Groundwork Roping, Goat Tying, Obstacle Sack Roping, Breakaway Roping, Mechanical Breakaway, Team Roping, Tie-Down Calf Roping, Mechanical Heading and Heeling, Businessman tie-down.
6. Sorting
7. Ranch Horse: Ranch Riding, Ranch Obstacle and Reining

HORSE AND RIDER QUALIFICATION DISCIPLINES

Both horse and rider will need to qualify in the following three (3) disciplines. Horse must be listed on the riders' Lease/Registration form AND Point Show Entry form.

1. Roping: Tie-down Calf Roping, Breakaway Roping, Mechanical Breakaway, Team Roping, Mechanical heading and heeling and Obstacle Sack Roping (Please refer to "Qualifying" in the Roping Section)
2. English over fences: English Hunt Seat Equitation Over Fences, Working Hunter and Hunter Hack. (Please refer to "Qualifications over Fences" in the English section).
3. Sorting – (Please refer to "Qualifying" in the Sorting section)

EXHIBITOR LEVEL CLASSIFICATION AND ADVANCEMENT

A rider will be classified at the following levels at the beginning of the 4-H year:

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

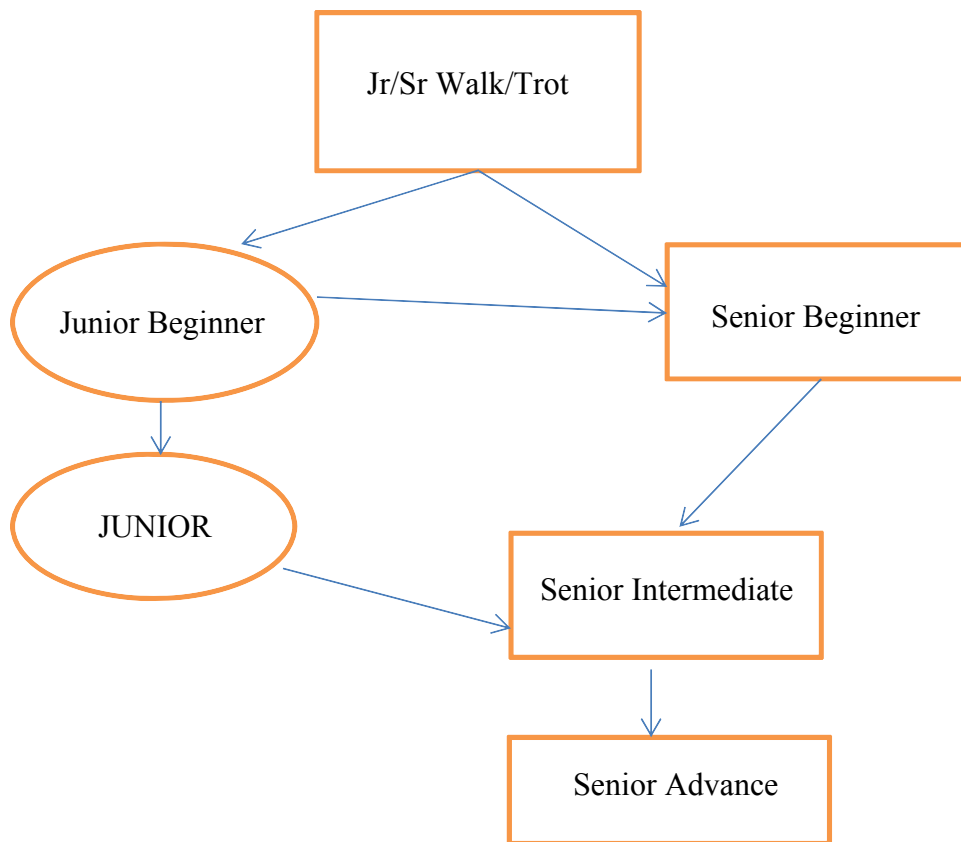
1. An exhibitor may move up during the 4-H year, but must make special note of this on the Point Show entry form when he or she makes the change. Exhibitors must remember that after they move up, they may never move back again.

Exceptions:

- a. When a new horse is qualified over fences, sorting and roping (see additional rules for qualifying discipline)
- b. The leaders may petition the Horse Advisory Board for a member to go back a level if it is unsafe for the member to be moved up or the member is not qualified to be moved up.
2. Members classified in the Lead line or Walk/Trot level **must** show at the Lead line or Walk/Trot level in **all** categories. They may **not** enter in any other level classification (Beginner, Intermediate, or Advanced) in any other category. Lead line and Walk/Trot members will be advanced at their leader's discretion. The Lead line category is only for members who have cognitive or physical disabilities; This will be a participation class only and will not be judged. Exhibitors will be given participation ribbons. This class is for members who only walk with a helper (leader, parent or senior 4-h member) The classes in the Lead line category will be a combined English/Western Showmanship class, a combined Eng/West Pleasure class, and a combined Eng/West Trail class, all to be held on Western Day. There will also be a class for Lead line participants on Gymkhana Day for all three classes in Gymkhana.
3. Members classified as Beginner, Int. or Adv. may be classified at different levels in each of the 7 disciplines.
4. At the end of the year, the Show Secretary will total points from the two 4-H point shows (pre-point, training and open shows will not be counted). The Show Secretary will use the following guidelines to advance members. If they have any question, they will contact the leader for additional information.
 - a. Beginners who have four blues in the same discipline shall be advanced to intermediate in that discipline.
 - b. Any Intermediate within the top third of a class (after the two point shows) will be advanced within that category, to the Advanced level for the next 4-H year.
 - c. Only the leaders will be allowed to petition the Horse Advisory Board for their 4-H member to be able to remain at their previous level if they feel the member is not capable or safe to advance.
 - d. The Show Secretary will try to provide Club Project Leaders with individual member's yearly Show and Horsemanship Programs results providing the computer system allows for this.
 - e. The Show Secretary will notify the club member of any advancement

EXHIBITOR LEVEL CLASSIFICATION AND ADVANCEMENT FLOWCHART

Western/English/Gymkhana class flow chart for advancement will be as follows:



CLASS AND LEVEL CHART

CLASS	L L	W / T	BEG	INT	ADV
English Showmanship	♦	♦	♦	♦	♦
English Pleasure	♦	♦	♦	♦	♦
Hunt Seat Equitation		♦	♦	♦	♦
English Trail	♦	♦	♦	♦	♦
Bareback Equitation				♦	♦
Hunter Hack				♦	♦
Hunt Seat Eq. Over Fences				♦	♦
Working Hunter				♦	♦
Western Showmanship	♦	♦	♦	♦	♦
Western Pleasure	♦	♦	♦	♦	♦
Western Horsemanship		♦	♦	♦	♦
Western Trail	♦	♦	♦	♦	♦
Bareback Horsemanship				♦	♦
Western Riding				♦	♦
Barrel Racing	♦	♦	♦	♦	♦
Pole Bending	♦	♦	♦	♦	♦
Coordinator choice	♦	♦	♦	♦	♦
Groundwork Roping		♦	♦	♦	♦
Goat Tying		♦	♦	♦	♦
Obstacle Sack Roping		♦	♦	♦	♦
Breakaway Roping				♦	♦
Mechanical Breakaway		♦	♦		
Businessman Tie Down		♦	♦	♦	♦
Head/heeling				♦	♦
Mechanical heading/heeling		♦	♦		
Tie-Down Calf Roping					♦
Sorting			♦	♦	♦
Ranch Horse Riding			♦	♦	♦
Ranch Horse Obstacle			♦	♦	♦
Reining			♦	♦	♦

AWARDS AND POINT SYSTEM

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

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

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

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

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

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

The top six exhibitors in a class will be placed 1st through 6th,

1st place6 points 2nd place5 points
3rd place.....4 points
4th place3 points
5th place2 points
6th place1 points.

Points will be awarded based on number of entries in class. If less than 6, that will be reflected by points awarded.

4. The High Point Winner and next five places will be recognized for their achievement by the Horse Advisory Board. If funds are available through sponsorships or the Horse Advisory Board may, at its discretion, approve prize awards for these exhibitors. Prizes will be ordered based on winter point show exhibitors. In order to have a high point award, there must be 3 or more exhibitors in any given discipline and level at winter point. In the event of a tie in the points standing, it will be broken by the exhibitor that had the most first places, if still a tie, the most seconds and so on until the tie is broken. Additionally if there are no entries at the WPS, the high point award will not be ordered. The categories are:

- Jr. Western Performance
- Intermediate Sr. Western Performance
- Advanced Sr. Western Performance
- Jr. English Performance
- Intermediate Sr. English Performance
- Advanced Sr. English Performance
- Jr. Gymkhana
- Intermediate Sr Gymkhana
- Advanced Sr. Gymkhana
- Intermediate Jr. & Sr. Combined Jumping
- Advanced Jr. & Sr. Combined Jumping
- Intermediate Jr. & Sr. Combined Roping
- Advanced Jr. & Sr. Combined Roping
- Intermediate Jr. & Sr. Combined Sorting
- Advanced Jr. & Sr. Combined Sorting
- Jr. Ranch Horse
- Intermediate Sr. Ranch Horse
- Advanced Sr. Ranch Horse

WARM-UP ARENA RULES AND RIDING ETIQUETTE

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

HERDSMANSHIP CONTEST

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

If your horse is stalled in the barn during fair, you are part of Herdsmanship and will be judged. Your club must exhibit an Educational Display.

There will be a refundable \$10.00 deposit fee charged to barn stalls and another refundable 50.00 deposit fee charged to the Educational Display. These refundable fees are charged to insure that the stalls are properly cleaned after use and that the displays are removed at the correct time and properly disposed of.

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

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

The club winning herdsmanship will be awarded \$100.00 from the HAB if the funds are available.

Additional rules and guidelines may be provided in the Herdsmanship registration packet.

4-H HORSE BARN RULES

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

WORKDAY

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

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

HORSE EDUCATIONAL EXHIBIT CONTEST

PANEL DISPLAY – Must be developed by a group of three or more exhibitors.

Each club will be allowed one panel, approximately 4' X 8' in size displayed portrait style. If stalling at Fair, the club must exhibit an educational poster.

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

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

A \$50.00 refundable deposit will be charged.

The displays will remain in Old Pueblo Hall for the FULL duration of the Fair. Displays will be taken down on the last Sunday of the Fair, no earlier than 6:00 p.m. Any club who fails to remove its display will not be allowed to have a display the following year, therefore not being allowed to stall at the Fairground. and the \$50.00 deposit will be forfeited. Clubs will also be penalized for removing their display too early (the \$50.00 fee will not be refunded).

Ribbons will be awarded to each exhibit according to the Danish Merit System.

DAILY BARN MAINTENANCE

Each horse staying in the barn will participate in Herdsmanship.

Horses that have an assigned stall must stay the fairgrounds the duration of the show.

The judging is done on a percentage of points, not the size of the club. All clubs have the same opportunity.

Judging will be at random times. The judging will be based on the cleanliness of stalls, aisles, tack area, and decorations. The members are to do all of the work in the barn, not parents.

All problems in barn area are to be reported to the Barn Manger or staff immediately. Barn rules will be posted in the barn.

CHAMPION SHOWMAN CLASS

The first and second place finishers of the Junior Showmanship classes in both English and Western Showmanship from all point shows during the show year, compete in a Junior Champion Showmanship Class. The first and second place finishers of the Senior Intermediate and Senior Advanced Showmanship classes in both English and Western Showmanship from all point shows during the show year, compete in a Senior Champion Showmanship Class.

ROUND ROBIN SHOWMANSHIP

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

The winner of Championship Showmanship must compete in Round Robin or they must forfeit the prize awarded.

NEW: Any Horses including those used in Championship Showmanship can be used in Round Robin.

WESTERN GENERAL RULES

Appointments

1. Tack

Permissible:

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

Not Permissible:

- a. Martingales (except sorting)
- b. Draw reins
- c. Tie-downs (except in gymkhana, sorting and roping events)
- d. Wire used in any manner, regardless of how padded or taped
- e. Taping or padding of curb-chains in manner
- f. Mechanical hackamore, except in gymkhana, roping and sorting

Optional:

General Western Classes

- a. Spurs
- b. Ropes or riatas

Reining, Timed Events, Roping Classes

- a. Splint or skid boots
- b. Bell boots

Gymkhana, roping classes and sorting

- a. Gag and snaffle bits, special bits, and curb chains approved by the Roping Coordinator and Gymkhana Coordinator.

WESTERN

2. Attire

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

- a. Long sleeved shirt. Stand-up or tuxedo collars will be permitted.
 - No polo shirts
 - Sleeves will be rolled down and fastened
 - Shirt tails will be tucked in
- b. belts
- c. Western Boots with heel- no riding sneakers
- d. Optional – gloves, chaps or chinks

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

3. Hands

- a. Bosal type hackamores and snaffles may be used on horses five (5) years or younger in age. Two hands will be used.
- b. Romal Reins – The non-reining hand will hold the romal 16 inches from the reining hand. The non-reining hand will rest on the rider's thigh.
- c. Split reins – One finger must be between the reins. Tails will be on the side holding the reins.
- d. Only one hand will be used during a performance, and hands must not be changed.

Exceptions:

- Timed Events, and Roping – Two hands may be used.
 - Trail-In trail, it is permissible to change hands to work on obstacle.
 - Reins are to be held above and as near to the saddle horn as possible.
- e. Hands will be clear of the saddle while in motion.

Exceptions:

- Timed events
- Roping events
- Sorting

4. Feet

- a. Feet will be placed in stirrups with weight on the ball of the foot.
- b. Stirrup should allow heels to be lower than toes.
- c. Consideration will be given regarding the width of the stirrup; wide stirrups give the appearance of being “home”.

WESTERN

WESTERN CLASSES

WESTERN SHOWMANSHIP

Judging Requirements and Class Description

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

Appointments

See WESTERN GENERAL RULES

1. Tack

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

2. Fitting of the Horse

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

3. Appearance of Exhibitor

1. Clothes and person – neat and clean
2. Suitable attire

4. Showing Horse in Ring

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

1. Leading

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

2. Posing

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

3. Poise, Alertness and Merits

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

WESTERN PLEASURE

Class Description

Emphasis is placed on the horse's performance.

Judging Criteria

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

Class Routine

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

Appointments

See WESTERN GENERAL RULES

WESTERN HORSEMANSHIP**Class Description**

Emphasis will be placed on the 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. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification, but will be scored accordingly.
4. Judges may select from the list of individual tests or others of their choosing, following 4-H guidelines.

Class Routine

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

Special Instructions

1. The coordinator will provide the pattern to the show secretary and they will be available the morning of the show.
2. The judge may excuse part of the class after individual work.
3. In the event of a tie, rail work will be required.
4. Individual work will be performed by all exhibitors.

Appointments

See WESTERN GENERAL RULES

WESTERN BAREBACK EQUITATION

This class is open to Advanced and Intermediate riders only

Class Description

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

Judging Criteria

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

Class Routine

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

Appointments

See WESTERN GENERAL RULES

WESTERN RIDING

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

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

CLASS ROUTINE

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

JUDGING REQUIREMENTS

SCORING

Horses shall be scored on:

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

FAULTS AGAINST HORSE AND RIDER

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

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

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

1. Changing hands on reins
2. Two hands on reins, except when using a bosal or snaffle on a horse four (5) years of age or younger
3. Losing stirrup

4. Holding on to saddle horn
5. Any unnecessary aid given by the rider (such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.)
6. Failing to follow specified pattern

SETTING THE COURSE

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

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

Appointments

See WESTERN GENERAL RULES

TRAIL

Coordinator's option to have Jr. Sr Int. and Adv. Doubled judged at WPS and not offer trail at Fair. If this is the case, the only Jr., Sr Int. and Adv.. that will be allowed to do trail at fair will be an exhibitor that wasn't eligible at WPS.

Class Description

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

Class Routine

1. The coordinator will provide the pattern to the show secretary and they will be available the morning of the show.
2. A minimum of six obstacles will be used.
3. Perform the walk, or jog and trot.
4. Perform correct leads as per trail course requirements.
5. All test will be performed according to the posted trail course or judges' instruction.
6. 3 refusals at any obstacle the exhibitor must move on.

Judging Requirements Mandatory obstacles are:

- a. Passing through a gate
- b. Ride over at least four (4) logs (All or some may be elevated for Intermediate and Advanced classifications)
- c. Ride over wooden bridge

The following may be added for the **Walk/Trot and Beginner** classifications:

- d. Straight back-through
- e. Mailbox (without side pass)
- f. Serpentine or figure eight around obstacles at a jog
- g. Construction or normal backyard obstacles on course

Any of the above (d-g) or the following may be added to the course for the **Intermediate** classification:

- h. "L" shaped back-through – minimum width 30"
- i. Straight side pass either or both ways
- j. Carry object from one point to another
- k. Add lime lines across pattern or any obstacle
- l. Jump over obstacle not more than 12 inches high

Any of the above (d-l) or the following may be added to the course for the **Advanced** classification:

- m. Water hazard
- n. Drag object from one point to another
- o. Figure eight or serpentine back-through or around Minimum width of 30 inches between obstacles
- p. Elevated back-throughs of any type
- q. Teeter-totter

- r. Dismount and lead horse over obstacle not less than 14 inches in height or more than 25 inches in height (Advanced only)
- s. Put on and remove slicker

t. Any other obstacle approved by the Horse Advisory Board

WESTERN

FAULTS AGAINST HORSE AND RIDER

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

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

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

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

Appointments

See WESTERN GENERAL RULES

ENGLISH GENERAL RULES

At no time shall the 4-H exhibitor be penalized for not having a thoroughbred for hunt seat. The 4-H horse is usually a family do everything horse. Riders will be judged on their ability to ride the correct seat, regardless of the breed of horse.

Only Advanced riders may be required to dismount and mount.

The number of exhibitors asked to hand gallop at a given time would be left to the judge's discretion.

Over Fences:

1. Three cumulative refusals will be a disqualification.
2. If refusal or run-out occurs in a double or triple, exhibitors will re-jump all elements of the combination.
3. Exhibitor may circle once before the first jump of the course. Jump Courses will not be used as practice courses at any time.
4. Ponies 14.2 and under shall not be penalized for adding additional strides between elements in jumping course, should they remain consistent and not be excessive for size/style of pony."
5. Horses/Ponies must be at least 5 years of age to compete in over fences classes

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

Suggested obstacles to be used:

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

Prohibited obstacles:

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

HUNT SEAT

Appointments

1. Tack

- a. Bridles and bits shall be of standard English type, i.e. English snaffle, Pelham (with four reins) or Kimberwick, all with a cavesson, noseband and browband. Full bridles are not allowed in Hunt Seat Classes.
- b. Saddles will be English Hunt Seat, Flat or forward seat. Saddles may have a suede seat and/or a suede insert on the skirt
- c. Crops and breastplates are optional. Crops will not be carried in Equitation flat classes.
- d. Spurs are optional but shall be of the unroweled type.
- e. Martingales permitted in over fences classes only, with the exception of Hunter Hack.

- f. Splint boots or galloping boots are permitted in over fences classes only. Bell boots, bandages, draw reins or jumping hackamores are not permitted in any classes.

2. Grooming

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

3. Attire

- a. English Boots – High English, jodhpur, or paddock
- b. Long-sleeved shirt or blouse
- c. Tie – choker, stock or conventional men's tie
- d. Pants – English breeches or jodhpur pants of suitable color or tan colored trim fitting pants (may be of Western type with legs tucked inside high English boots) Skirts and split skirts are allowed if for religious reasons.
- e. Coats (optional for LL, walk/trot and beginner only)
- f. Gloves (optional for LL, walk/trot and beginner only)
- g. Spurs (optional – must be of unrowelled type)

ENGLISH CLASSES

LEAD LINE

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

ENGLISH SHOWMANSHIP

Class Description:

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

The Ideal:

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

Judging Requirements Appointments

1. Tack
 - a. Bridle, according to breed being shown

Fitting of Horses

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

Appearance of Exhibitor

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

Showing Horse in Ring

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

1. Leading
 - a. Exhibitor should enter ring leading animal at an alert walk according to the judge's directions
 - b. Exhibitor should walk at the animal's left side, holding reins in the right hand, according to the breed being shown.
 - c. The remaining portion of the rein should be held neatly and safely in the left hand.
 - d. Animal should lead readily at the walk and trot.
 - e. The judge will line up the class with the aid of the ring steward.
 - f. All exhibitors will be required to do individual work
2. Posing
 - a. When posing your horse, stand toward the front facing the horse, but always in a position where you can keep your eye on the judge.
 - b. Pose horse according to the breed being shown. (See GLOSSARY)
 - c. Do not crowd the exhibitor next to you when in a side-by-side position. Do not crowd the exhibitor in front when lined up head to tail.
 - d. When Judge is observing other animals, let horse stand if posed reasonably well.
 - e. Be natural. Overshowing, undue fussing and maneuvering are objectionable.
3. Poise, Alertness and Merits
 - a. Keep alert and be aware of the position of the judge at all times.
 - b. Don't be distracted by persons or things outside the ring.
 - c. Respond quickly to requests from the judge and officials.
 - d. Be courteous at all times
 - e. Recognize quickly and correct faults of your horse
 - f. Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed otherwise. The judge may take an award away from any contestant for unsportsmanlike-like conduct even after the class has been placed and the contestant is still in the arena.
 - g. Judges may instruct exhibitors to stand at ease at their discretion.

ENGLISH PLEASURE

Class Description

This is an English Pleasure Class.

Judging Criteria

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

Class Routine

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

ENGLISH

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. Tests
 - a. Pick up reins
 - b. Back
 - c. Canter and halt (except Walk/Trot)
 - d. Figure eight at a trot, demonstrating change of diagonals
 - e. Figure eight at the canter on correct lead, demonstrating simple change of lead (except Walk/Trot)
 - f. Dismount and mount (Advanced riders only)
 - g. Ride without irons for a brief period of time. Irons may be crossed over the saddle (Advanced and Intermediate riders only)
 - h. Figure eight at the canter on correct lead, demonstrating a flying lead change. (except Walk/Trot)
 - i. Change leads down center of ring, demonstrating simple change of lead (except Walk/Trot)
 - j. Execute serpentine at a trot and demonstrate correct change of diagonals
 - k. Canter on the counter lead (except Walk/Trot)
 - l. Half-turn on the forehand and/or half-turn on the haunches
 - m. Demonstrate side passing and/or two tracking
 - n. Performance on rail
 - o. Any appropriate tests of the judge's choosing, following 4-H guidelines

Special Instructions

The judge may excuse part of the class rail after individual work, In the event of a tie, rail work will be required.

HUNTER HACK

Judging Criteria

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

Class Routine

1. All exhibitors will enter the ring at a posting trot. They shall then go at least once around the ring at each of the three gaits: walk, trot and canter. They will then be asked to reverse and repeat the procedure.
2. The judge may ask for a hand gallop.
3. At the hand gallop, the judge may ask for the halt, and horses will stand quietly on a free rein.
4. Horses will back in a straight line.
5. Horses will jump two fences. Height: Novice, 18" cross rails. Intermediate, maximum height will be 2 feet. Advanced, maximum height will be 2 feet 6 inches. Distance between jumps or fences will not be less than 48 feet. NEW: under class routine, number 5, we should add: "Novice, 18" cross rails" before Intermediate.

HUNT SEAT EQUITATION (OVER FENCES)

Class Description

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

Judging Requirements

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

WORKING HUNTER

Class Description

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

Rules for placing horses:

To be judged on performance, manners and soundness with emphasis on performance and manners. The scoring of performance will be based on the maintenance of an even hunting pace, manners, jumping style and way of moving over the course. Although faults are taken into consideration, final placing will not rely solely on this factor.

Procedures

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

ENGLISH BAREBACK EQUITATION

This class is open to Advanced and Intermediate riders only

Class Description

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

Judging Criteria

1. The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.
2. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
3. The judge may excuse part of the class after individual work.
4. In the event of a tie, rail work will be required.

Exceptions

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

ENGLISH TRAIL

Coordinator's option to have Jr. Sr Int. and Adv. Doubled judged at WPS and not offer trail at Fair. If this is the case, the only Jr., Sr Int. and Adv.. that will be allowed to do trail at fair will be an exhibitor that wasn't eligible at WPS

Class Description

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

CLASS ROUTINE

1. Railwork is not required but each course for all level classifications must demonstrate a walk, trot and canter.

Exception: Walk/Trot level will demonstrate a walk and a jog.

2. A minimum of five (5) obstacles or movements will be used; Three (3) of which are mandatory. The remainder will be selected from the approved list below, which is divided into rider classifications.
3. Correct leads must be performed according to trail course requirements.
4. All tests will be performed according to the posted trail course pattern or Judges instruction.
5. Horse trailers are not to be used on the course.
6. No tires may be used on the course for any classification.

PATTERN

Mandatory obstacles are:

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

The following may be added for the **Walk/Trot and Beginner** classifications:

- d. Figure eight at the trot
- e. Halt and settle
- f. Drop reins and pick up reins
- g. Halt – Trot combinations
- h. Halt and back
- i. Sitting trot
- j. Mailbox (without side pass)

Any of the above (d-j) or the following may be added to the course for the **Intermediate** level classification:

- k. Hand carry an object from one point to another
- l. Straight back through
- m. Extended trot
- n. Trot over an elevated rail, halt, trot over a second elevated rail. (obstacles are not to exceed twelve (12) inches in height or have less than thirty-six (36) feet between the two (2) fences)
- o. Halt canter combinations
- p. Work without irons (not to include over or through obstacles)

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

- q. Canter over rail, halt, trot out over second rail (minimum distance between rails twenty-four (24) feet)
- r. Halt, back, trot combinations
- s. Hand gallop
- t. Turn on the forehand or turn on the haunches
- u. Two-track
- v. Counter canter
- w. Flying change of leads
- x. Serpentine at the canter
- y. Simple change of lead on a straight line
- z. Side pass
- aa. Work without irons (may include over or through obstacles)
- bb. Any other movement or obstacle approved by the Horse Advisory Board

JUDGING

1. This class will be judged on the exhibitors ability to show the horse through the obstacles and its gaits as required on the posted pattern. Accuracy will be emphasized.
2. Exhibitors will be given a reasonable amount of time to negotiate each obstacle. Refusals will be decided at the discretion of the Judge. Refusal of three (3) obstacles will disqualify the exhibitor.
3. The Judge may ask for additional work from any horse.

SCORING

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

FAULTS AGAINST HORSE AND RIDER

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

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

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

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

GYMKHANA GENERAL RULES

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

SCORING

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

		Pattern Execution					
Exhibitor Number	Start	Turns	Leads	Control	Finish	Stop	Time
	5	10	10	10	15	20	30

NEW:

		Pattern Execution					
Exhibitor Number	Start	Turns	Leads	Control	Finish	Stop	Time
	5	15	15	15	15	5	30

See WESTERN GENERAL RULES

GYMKHANA EVENTS

BARREL RACING

Class Description

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

Class Routine

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

Appointments

See WESTERN GENERAL RULES See GYMKHANA
GENERAL RULES

POLE BENDING

Class Description

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

Class Routine

See BARREL RACING CLASS ROUTINE

Appointments

See WESTERN GENERAL RULES See GYMKHANA
GENERAL RULES

Patterns

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

COORDINATOR'S CHOICE

Class Description

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

Class Routine

See BARREL RACING CLASS ROUTINE

Appointments

See WESTERN GENERAL RULES See GYMKHANA
GENERAL RULES

ROPING GENERAL RULES

1. All events are judged. All events are timed and judged with time taking placing priority and the balance by judging.
2. Judging will be on the roper, as well as the horse.
3. Exhibitor will ride only one horse in a class.
4. A horse will be allowed to show in both heading and heeling.
5. Exhibitor and horse being judged must start from behind a barrier.
6. The judge may require both horses of the team roping to start from behind a barrier.
7. All adult partners will comply with the appointment rules. (See WESTERN GENERAL RULES.)
8. An eligible partner in team roping must be at least 18 years of age and a non 4-H member.
9. Only the performance and manners of the horse being judged will be considered.
10. Judging begins when exhibitor enters arena and will not end until contestant has left the arena.
11. Roping reins are required. Mechanical hackamores, tie-downs, bell, skid and splint boots are the optional choice of the exhibitor.
12. No contestant will begin his or her run without first hearing the signal, "Timers or flaggers are ready", from the announcer.
13. 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.
14. Catch pens will be open during the run in all roping events.
15. All contestants entered in roping classes will be scored and placed regardless of whether or not they catch unless there is a disqualification.
16. 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.
17. Roping events will be timed by two hand-held digital stopwatches and/or electronic timers only. Hand-held timers of the above description will be provided for the field judge in goat typing and tie-down calf roping. A flag person will be provided at the start and end of each run as a backup.
18. Exhibitors will have one minute, with a warning at 30 seconds, to calm his/her horse in the roping box. If the rider is not successful, the rider will be disqualified.
19. Classes in which contestants are allowed two loops will be run as follows:
The time starts when the steer breaks the barrier and continues until the first loop is thrown. If contestant misses, the time stops and they must recoil their rope and return to the box. The time starts again when the second steer breaks the barrier and continues until the completion of the run. Once the second run is finished, the two times will be added together for the official time. Contestants missing the second steer will be given a "no time" but will be given a judge's score.
20. All calf roping related events must be done on a horse that is capable of working a rope. This includes tie down roping, calf touch, and ribbon roping. All horses used for calf roping related events must be signed off by roping coordinator, no exemptions.

Faults

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

Disqualifications

See WESTERN GENERAL RULES

Permissible Appointments

1. Bell, skid or splint boots
2. Mechanical hackamores, tie-downs and Western-type equipment, special bits must be approved by the Roping coordinator.

OFFICIALS

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

TIMING -- STARTS AND FINISHES

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

For additional Rules and Regulations

See BASIC RULES

See WESTERN GENERAL RULES

ROPING CLASSES

Ribbon Roping

This class is open to all levels of classifications.

CLASS ROUTINE

1. One Exhibitor ropes the calf, dismounts and holds the calf.
2. One Exhibitors acts as the runner and takes the ribbon from the tail then runs to the start line.
3. The time ends when the runner has passed the start line.
4. This is a closed arena event.
5. Roper will have 2 loops.
6. One minute time limit.

JUDGING

There will be one Judge in this event.

ROPING CLASSES

GROUNDWORK ROPING

This class is open to all levels of classifications.

CLASS ROUTINE

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

JUDGING

There will be one Judge in this event.

SCORING

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

Appointments

See WESTERN GENERAL RULES See ROPING GENERAL RULES

Class Description

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

Class Routine

1. Tie rope to horn or swell with cotton string or suitable tying material provided by show management
2. Enter box at timer's signal.
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 nose and pulls tight on calf, causing the string to break and come away from the saddle horn or swell.
2. Field judge signals "time" when rope comes free of saddle and horse.
3. Exhibitor will carry only one rope.
4. Exhibitor may throw two loops, but must recoil rope.
5. There will be a one-minute time limit and 2 loops.

Judging Criteria

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

Penalties

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

1. Rope does not go over calf's nose, but catches another part of the calf's body.

Disqualifications

No time given and judging score not used.

1. Rope becomes detached from saddle before calf is caught.
2. Roper cannot release rope, or in any way assist the release of the rope from the saddle by using his or her hand.
3. If rope is not tied onto saddle prior to run.

Appointments

See WESTERN GENERAL RULES See ROPING GENERAL RULES

TIE-DOWN CALF ROPING

Class Description

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

Judging Criteria

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

Class Routine

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

Field Judge (Flagger) Requirements

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

Appointments

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

TEAM ROPING – HEADING and HEELING, MECHANICAL HEADING AND HEELING for walk/trot and beginners

Class Description

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

Judging Requirements

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

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. In the event that they roper misses the 1st loop time will stop. They will run a 2nd steer. If they miss the 2nd loop then they will be judged.
5. In the event that the roper catches but the adult roper or partner that is heeling misses, the youth roper will hold the steer and the heeler will get a 2nd loop. If the heeler misses the 2nd loop time stops and that will be the time used for the run.
6. Any catch made by the partner not being judged is considered acceptable.

Class Routine – Healing

1. The heeler will be allowed 2 loops. In the event that the roper misses the 1st loop time will stop and the roper will re run, if they catch then the 2 times are added together. If they miss the 2nd loop then they are judged.
- 2.

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 for intermediate the non-judged header must place the loop on the steer in the chute.

Appointments

See WESTERN GENERAL RULES

See ROPING GENERAL RULES

GOAT TYING

Class Description

This is a timed event and is considered a game on horseback in the West. The event tests the ability of an exhibitor to ride to the goat, dismount and tie in the fastest possible time. A class fee of \$7 will be charged to all goat tiers.

Class Routine

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

Class Requirements

1. Only one goat in the arena at a time.
2. 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 every third exhibitor.
7. Exhibitor may not touch the goat in any manner after signaling for "time".
8. There is a one minute time limit.
9. No baby goats may be used.

Measurements

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

Disqualifications

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

Re-Runs

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

Calf Touch

This class is open to all levels of classifications.

CLASS ROUTINE

1. Exhibitor ropes the calf, dismounts, and run and touches the calf.
2. Time stops when exhibitor touches the calf
3. This is an open arena event.
4. Roper will have 2 loops.
5. If the roper misses the calf time will stop, and they will re run for the 2nd loop and the times will be added together.
6. If the roper misses both runs then it is judged.
7. One minute time limit.

JUDGING

There will be one Judge in this event.

Ribbon Roping

This class is open to all levels of classifications.

CLASS ROUTINE

1. Consists of 3 Exhibitors roper, mugger, and runner. Roper ropes the calf, mugger and runner approach the calf, mugger holds the calf while the runner gets the ribbon off of the tail and runs back to start.
2. Runner can not remove the ribbon until the mugger has the calf caught.
3. Mugger can be an adult.
4. The time ends when the runner has passed the start line.
5. Roper will have 2 loops.
6. One minute time limit.

JUDGING

There will be one Judge in this event.

OBSTACLE SACK ROPING

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

CLASS ROUTINE

1. All classifications must demonstrate a walk, trot and lope.
2. A minimum of three obstacles will be used - no more than five..
3. Contestant will be given three chances to perform each obstacle.
4. All exhibitors will carry a rope with coils in one hand and the loop in the other while completing the course.
5. After exhibitor ropes the obstacle, he/she will pull their slack by backing horse, dally on a tight rope, check with judge, and release the rope.

PATTERN POSSIBILITIES

There will be one course used by all divisions, modified for each skill level. This is a list of possibilities for exercises (will be subject to change at coordinator's discretion).

- a. Coil and recoil rope.
- b. Positioning in box.
- c. Backing horse.
- d. Side pass.
- e. Correct leads.
- f. Rope dummy and dally from horseback.
- g. Gate
- h. Drag a tire

JUDGING

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

Exception: The sack obstacle. The exhibitor will be given three (3) opportunities to successfully rope the sack obstacle.

SCORING

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

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

Appointments-

See WESTERN GENERAL RULES See ROPING GENERAL RULES

BUSINESSMAN TIE DOWN

Beginners will use goats instead of calf

Officials

1. The **Judge** will score the run, and pass on the legality of each tie and assess any penalty.
2. The **Line flagger** will signal the start of each run by dropping the flag as soon as the exhibitor crosses the start line.
3. The **Field flagger** will signal the end of each run by dropping the flag.
4. The **Timers** will be responsible for timing the runs and signaling the end of the time limit to the announcer
5. The **Calf handler** will change the calves as predetermined for the level classifications and the number of runs on each calf.

CLASS ROUTINE

1. The calf will be on a rope and the other end will be held by an adult (of the Roping Coordinator's choosing) who will be mounted in the roping box. The adult may work the rope to keep it tight for the exhibitor.
2. The exhibitor will start behind a start line located by the roping box. The exhibitor will start his/her run when the calf is released and run down the rope to the calf: throw the calf by hand (either legging or flanking the calf): cross and tie any three legs with a **rope**, leather strap or piggin' string. **Wire is not permitted.**
3. Exhibitors will have a one minute time limit to complete his/her run. If time elapses before the tie has been completed the exhibitor will receive a "no time" and will not be placed.
4. If the calf runs and falls down when the exhibitor reaches it, the calf must be stood up on at least three feet and then be thrown. If the exhibitors' hand is on the calf when the calf falls, the calf is considered legally thrown by hand.
5. The calf must stay tied for six (6) seconds after the exhibitor signals (by raising both arms) the completion of the tie, steps away from the calf and the Field Flagger has dropped the flag. There will be a twenty-five point penalty assessed if the calf becomes untied before the six seconds have elapsed.
6. The exhibitor will be disqualified for touching the calf or the tie after signaling the completion of the tie.
7. No person may touch the calf until the Judge passes on the tie.
8. If the calf kicks loose before six seconds have elapsed and gets to its feet, or the three legs are no longer crossed and tied, but the calf does not get to its feet, the tie will not be considered legal and the exhibitor will receive a "no time".
9. If the calf should break away, it will be left to the discretion of the Judge whether or not the exhibitor will get a re-run and when the re-run will be held.

TIMING

1. Tim will start when the Line Flagger drops his flag as soon as the calf's nose crosses the start line.
2. Time will stop when the Field flagger drops his flag as soon as the exhibitor signals the completion of his/her tie.

JUDGING

1. There will be one Judge in the event with fifty (50) points possible given.
2. The exhibitor will be judged on his/her ability to hand throw and properly tie the calf.

SCORING

1. Exhibitors will be scored on a time and points system.

Appointments

See WESTERN GENERAL RULES

See ROPING GENERAL RULES

RANCH SORTING RULES

ATTIRE

See WESTERN GERNERAL RULES

TACK

See WESTERN GERNERAL RULES

Grounds for Disqualification

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

See WESTERN GENERAL RULES

MISCELLANEOUS

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

ARENA ENTRY AND EXIT

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

RANCH SORTING

TIMING PROCEDURE

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

OFFICIALS

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

CLASS ROUTINE

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

RANCH SORTING

3. Calves must be sorted in correct numerical order and total body must clear the line to be counted, but need not clear each other (may overlap in numerical order). If less than 10 heads are sorted within 60 seconds, the teams recorded time will be that number at the time the last calf crosses the start/foul line. FOR EXAMPLE: if the time ends while the next good calf is crossing the line; time will be given upon the previous good calf Each calf will be timed to **ELIMINATE** the **POSSIBILITY** of a tie. At Least one judge will make final decisions from a position with a clear View of the start/foul line. Decisions of the judges are **FINAL**
4. CATTLE
 - a. Each team works on a herd of eleven to twelve cattle. Herds will be rotated, or given a break after every ten (10) runs.
 - b. Contact by horse, hands, rommels, reins, hat or any other equipment will result in a **NO TIME**.
 - c. A team shall be judged a **NO TIME** by the judge for any action the judge believes to be unnecessary roughness to the cattle. In the event the judge determines the action to be inhumane treatment of the cattle, the team may be **DISQUALIFIED**.

Permissible Appointments

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

Ranch Horse General Rules

The following levels may compete in the ranch horse discipline: Sr./Jr. Beginner, Junior, and Advanced and Intermediate Sr.

Appointments

1. Tack All tack/equipment should be in good working condition. Exhibitors using unsafe equipment, as deemed by show staff, may not be allowed to compete.

Permissible:

- a. See Tack appointment under Western General Rules
- b. Silver on tack is discouraged; however, exhibitors will not be penalized for silver on tack.
- c. It is suggested, but not required, that competitors wear a breast collar and rear cinch.

Not permissible:

- a. See Tack appointment under Western General Rules
- b. No hoof polish.
- c. No braided or banded manes or tail extensions.
- d. Trimming inside ears is discouraged.
- e. Trimming bridle path is allowed, also trimming of fetlocks or excessive (long) facial hair.

Optional:

- a. Spurs
- b. Splint or skid boots
- c. Bell boots
- d. Ropes or riatas.

2. Attire

See Western General Rules.

3. Gaits

- In all gaits, movement of the ranch pleasure horse should simulate a horse needing to cover long distances, softly and quietly, like that of a working ranch horse. The following terminology shall apply:
- Walk- The walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a level, or slightly above level topline with a bright, attentive expression.

RANCH HORSE

- Trot- The trot is a natural two-beat gait demonstrating more forward motion than the western jog.
- 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 with an above level topline.
- Lope- The lope is a three-beat gait The lope should be relaxed and smooth with a natural, forward moving stride.

- Extended Lope- The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display an above level topline with a bright,
- Attentive expression.

RANCH HORSE

RANCH HORSE OBSTACLE COURSE

Judging Requirements and Class Description

Will be a timed and judged event.

Class Routine

A pattern will be provided by the Coordinator for each level.

Permissible obstacles:

- Shoot balloons with water pistol while mounted
- Drag a tire
- Open/close gate
- Ground tying
- Pick up feet while ground tied
- Mount horse from bale of straw on either side
- Lead horse at trot
- Side passing/turn on haunches/turn on forehand
- Open/close mailbox
- Walk/trot/lope over ground/elevated poles/logs no higher than 12 inches
- Go through hanging curtain
- Back thru obstacles

- Throw rope at a dummy steer
- Rain slicker (put on/take off)
- Carry flag
- Go over wooden bridge
- Teeter totter bridge
- Go over tarp
- Up and down a ditch
- Up and over a hill

Judging and Scoring

1. Each horse will be judged based on performance of each obstacle as done in the daily duties of a ranch horse.

RANCH HORSE

Faults Against Horse/Rider

1. The rider has the option of eliminating any obstacle and taking a score of “0” for the missed obstacle, however this will result in being “off pattern” and the horse/rider team may not place above others who have completed the pattern correctly.
2. A judge may ask a horse to pass on an obstacle after three refusals or at any time for safety concerns.
3. Penalties will be applied with each hit, bite, or stepping on a log, cone, plant or any component of the obstacle’ skipping over or failing to step into required space; one step on dismount or ground tie except shifting to balance; spurring in front of cinch; use of either hand to instill fear/praise; use of two hands per maneuver;

Appointments

See WESTERN GENERAL RULES

RANCH HORSE

REINING

Judging Requirements and Class Description

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

CLASS ROUTINE

A pattern will be provided by the Coordinator for each level.

JUDGING and SCORING

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

FAULTS AGAINST THE HORSE

1. Opening mouth excessively
2. Blatant disobedience including kicking, biting, bucking, rearing, and striking
3. Excessive jawing, open mouth or head raising when stopping
4. Breaking gaits
5. Lack of smooth, straight stop on haunches (bouncing or sideways stops)
6. Refusing to change leads

7. Freeze up in rollbacks or spins
8. Anticipating signals
9. Stumbling or falling
10. Wringing tail
11. Backing sideways
12. Knocking over markers
13. Walk in patterns – failure to stop or walk before executing a canter departure.

RANCH HORSE

14. Run in patterns – failure to be in a canter prior to the first marker
15. Failure to completely pass the specified marker before initiating a stop position.
16. Starting or performing circles or figure eights out of correct lead
17. Overspins of more than one-quarter (1/4) turn
18. Underspinnings of more than one-quarter (1/4) turn

FAULTS AGAINST THE RIDER

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

Appointments

See WESTERN GENERAL RULES

RANCH RIDING

Judging Requirements and Class Description

The purpose of the Ranch horse should reflect the versatility, attitude, and movement of a working horse. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and horse does not have to be shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements, and the horse's quality of movement are the primary considerations.

Class Routine

A pattern will be provided by the Coordinator to all levels.

Judging and Scoring

1. The overall cadence and performance of the gaits should be as those described in GAITS, with an emphasis on forward movement free-flowing, and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.
2. Posting at the extended trot is acceptable.
3. Touching or holding the saddle horn is acceptable.

Faults Against Horse/Rider

1. Too slow per gait
2. Over-bridled
3. Break of gait
4. Wrong lead
5. Draped reins

Appointments

See WESTERN GENERAL RULES

GLOSSARY

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

Basic Rules: Rules governing the entry into Pima County 4-H Horse Point Show. **Bosal (Hackamore):** Use of flexible, braided rawhide or leather or rope bosal. No rigid material permitted.

Canter: Term used in English riding to describe a three beat gait of moderate speed. **Chaps:** Full-length leather leg covers. May have fringe or scallops.

Chinks: Short chaps (approximately knee-length).

Class Description: Defines what is expected of both the horse and the exhibitor. **Class Routine:** Procedures the exhibitors will follow in a specific class.

Conformation: The structure of the horse.

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

Curb Bit: A bit that has a solid or broken mouth piece, has shanks and acts with leverage. **Diagonal:** When posing – the rider should be posing to the outside diagonal, which means the seat is down at the same time the outside front foot is down.

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

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

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

Equipment: Items needed to perform a specific task – “appointments”. **Faults:** Errors made by exhibitor and/or the horse.

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

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

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

Flagger: A person who signals with a hand-held signal the start and stop of the clocks; this person will not be the field judge.

Flatwork: Arena exercises of the horse in the English discipline that does not involve jumping fences.

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

Full Bridle: For purpose of these rules, any bridle with two bits and four (4) reins. **Gaits:** The various sequences of foot movements of the horse, such as walk, jog/trot, lope/canter and gallop.

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

GLOSSARY

Gymkhana: Timed games on horseback, e.g. barrels,

Home: Foot is placed through stirrup or iron so as to be resting against front of heel. Jog: Term used in Western Riding to describe a smooth two beat gait.

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

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

Lope: Term used in Western riding to describe a rhythmical three beat gait of moderate speed.

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

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

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

Points: Method of keeping score for judged events. Points will be based on the number of entries in each class.

Posing: Quarter Type – feet squarely under horse. Thoroughbreds – feet squarely under horse.

Saddle Seat Types – hind feet stretched.

Hunter Types – front feet square and under: hind feet may be slightly off -set (one foot more forward).

Posting Trot: A rhythmic rising and sitting of the exhibitor as the horse performs the trot. Ring Steward: A person appointed by the show management to coordinate activities for the judge within the arena or show ring.

Roping: Events in which cattle are roped in a manner governed by the particular event. Serpentine: A series of “S” formations linked together.

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

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