

Pima County

4-H



Horse Project

Rules

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2023-2026



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Pledge - Motto - Colors

4-H PLEDGE

I pledge:

“My Head to clearer thinking”

“My Heart to greater loyalty”

“My Hands to larger service”

“My Health to better living”

“For my club, my community, my country and my world”

4-H Motto

“To Make the Best Better”

4-H Colors

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

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

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

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

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

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

One clearly enforceable (although minor) way to promote this philosophy is to require that no one other than the 4-H member is to ride a project horse at any time or location or event or on show grounds of the 4-H horse project event(s). Violation of this policy can result in disqualification of the 4-H member from the current and future events or shows associated with the Pima County 4-H Horse Program.

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

PIMA COUNTY 4-H HORSE PROJECT

The current Pima County 4-H Horse Project Handbook & Show Rule Book will govern any decisions concerning events, classes, paperwork, eligibility or any matters related to 4-H Horse Project members and their project animals.

PIMA COUNTY 4-H HORSE PROJECT ADMINISTRATION

Horse Advisory Board (HAB) www.pimacountyhorse.org

Manages all shows, project program offerings and committees for promotion of the project

**Check the HAB Calendar often for project and out of county 4-H opportunities and deadlines*

E-mail: 4HGiddyUp@gmail.com

Pima County Extension Office:(520) 626-5161

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

AGE REQUIREMENTS

1. Riders must be between ages 8-19 during the State 4-H year (Oct 1 to Sept 30 of the following year).
 - a. Junior members are those who have reached their 8th birthday but not reached their 14th birthday before January 1 of the 4-H year.
 - b. Senior members are those who have reached their 14th birthday, but not their 19th, before January 1 of the 4-H year.

**See APPENDIX, page 55 for example*

4-H CALENDAR YEAR

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

Pima County Horse Project typically has registration, activities and other project related deadlines starting in July and runs through June of the following year. Selections for out of county 4-H events such as the State Horse Show or Western Nationals will be based on this timeline.

RULEBOOK CHANGES AND REVIEWS

These rules and class descriptions have been developed for use at all Pima County 4-H Horse Shows/Events. The rule book will be reviewed in its entirety on a 3 year cycle.

- HAB reserves the right to make out of cycle changes when a safety concern arises.
- HAB may update grammar, punctuation and formatting errors as they are found.
- Discipline Coordinators may bring out of cycle change proposals to the HAB for consideration for out of cycle rule book changes.

WARNINGS & COMPLAINTS

When participating in any show, clinic, meeting or other event sanctioned by 4-H;

- 1) In the Pima County 4-H Horse Project, the “Show Officials” include all Judges, Horse Advisory Board members, and event volunteers (certified and non).
- 2) A Judge, HAB member or any Show Official may issue a first warning for any infraction of these rules to any exhibitor 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 shall be presented in writing to the Project Director to be acted upon by the Horse Advisory Board.

4-H PROJECT & MEMBER RECORD BOOKS

4-H Horse Project is more than another horse show.

4-H Project Record books are required for successful completion of the 4-H Horse Project to record all of your successes, mistakes, what you have learned and what you still have to learn. They can be used to help make decisions about your project in later years. They provide one way to evaluate your growth and accomplishments in 4-H club work. Project Record Book & Guidance available in APPENDIX (page 63) and on the HAB website www.pimacountyhorse.org

1. Completed Project Books shall be submitted as directed by the HAB.
2. Books shall be judged by as designated by the HAB using the Danish Merit System. (Refer to Grading Rubric in APPENDIX)
3. Top books will be recognized & exhibited in Old Pueblo Hall
4. Submission of completed Project Books is required to participate at the Fair.
5. Project Record books shall be given consideration in selection for out of county events.
 - a. Points will be given as follows:
 - 1 point for White, 2 points for Red, 3 points for Blue / Purple
6. Member Record books or any other 4-H record requirements are available on the HAB website (www.pimacountyhorse.org). Members must follow the current rules as provided by the Extension Office to be a ‘member in good standing’.
 - a. Member Record books are a year to year summary and permanent record of ALL 4-H projects that a member may participate in. Member Record books ARE NOT the same as Project Books.
 - b. Member Record book formatting and instructions are generated by the Extension Office, so please check with them if you have questions about Member Record books

CLUB COMPETITIONS at FAIR

HERDSMANSHIP, EDUCATIONAL BOARD, and other programs specific to the 4-H Horse Project exhibiting at the Pima County Fair are detailed in the APPENDIX

HORSEMANSHIP PROGRAM

Pima County 4-H offers this 3-part program to make sure each 4-H member is knowledgeable of all aspects of owning and taking care of their own horse. The HAB shall offer at least 3 opportunities each project year to test in Handling and Mastership and 2 Judging opportunities.

1. Coordinators for each part shall be members of the HAB.
2. Results will be tracked by the HAB.
3. Completion of the Horsemanship program will be recognized by the HAB at the year-end awards.
4. Completion of each part of the Horsemanship Program shall be considered in the out of county selection process.

(SEE APPENDIX for details of Horsemanship Program)

SHOW & YEAR END AWARDS AND POINT SYSTEM

Walk / Trot and Beginner levels

Awards will use the “Danish Merit System” at Point Shows.

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.

- *Danish Merit System is further explained in APPENDIX, page 55*

Intermediate and Advanced levels

Exhibitors will be placed 1-6 with 6 points to 1st place, descending to 1 point for 6th. If less than 6 exhibitors in a class, points will stop at the last exhibitor placed.

Year-end High Point Awards

If funds are available, the HAB may approve prizes as exhibitor awards to recognize the achievement of the High-Point and next five (5) places in each discipline for Advanced and Intermediate categories.

In the event of a tie in the point standings, the exhibitor with the most 1st places shall win; if still a tie, the most 2nd places and so on will be reviewed until the tie is broken. Additionally if there are no entries at the 1st yearly point show, the high point award will not be ordered.

OUT OF COUNTY 4-H EVENT SELECTION

1. Members may compete in the specific classes in which they exhibited during that 4-H year.
2. Members are advised to read the rulebook of the Show or event carefully as it may differ from this Pima County book in subtle yet significant ways.
3. The number of representatives which Pima County may send to the State show or other such events is set by that event; check their rules for current allotment.

Selection for the State 4-H Horse Show or other out-of-county 4-H sponsored or related events will follow these criteria:

1. Horse(s) MUST be owned or leased and listed on the exhibitor's Registration form in accordance with the State 4-H rule book prior to the event. Horse(s) MUST be the exhibitor's project horse.
 - a. Member must be active and in good standing within a Pima County 4-H Club.
 - b. Submission of Project or Member record books as directed is required for 'good standing'.
 - c. Exhibitors will be ranked by class, with points earned at Pima County 4-H point shows and Project Book results.

Priority for selection will then be as follows:

Priority 1: Advanced riders who have passed nine (9) tests in the Horsemanship Program

Priority 2: Advanced riders who have passed four (4) or more tests in the Horsemanship Program

Priority 3: Advanced riders who have passed zero (0) tests in the Horsemanship Program

Priority 4: Intermediate riders who have passed nine (9) tests in the Horsemanship Program

Priority 5: Intermediate riders who have passed four (4) or more tests in the Horsemanship Program

Priority 6: Intermediate riders who have passed zero (0) tests in the Horsemanship Program

Priority 7: Beginners ranked by number of BLUE ribbons in previous years Pima County 4-H point shows, number of Horsemanship tests passed and recommendation of their project leader.

QUALIFIED EVENTS EXCEPTION: Jumping, Roping, and Ranch Sorting require that the discipline Coordinator provide approval for each rider/horse team to ensure that each team exhibits proficiency at the level required for that out of county show or event.

HORSE PROJECT RULES

SECTION I - GENERAL RULES

1. **SAFETY COMES FIRST**
2. All participants must be a 4-H member in good standing with their club, who is properly enrolled and in the ACTIVE status in compliance with current 4-H Extension rules and guidelines, in a Horse Project.
3. When mounted all members MUST wear ASTM or SEI approved equestrian protective headgear with three-point harness. An approved equestrian helmet must be worn by members

- while participating in **ANY** 4-H sanctioned event, including club riding meetings, pre-point shows, clinics, etc.
4. At no time will an expensive outfit or tack be given merit over a neat, clean outfit or tack in good repair.
 5. The decision of the judge is final.
 6. The exhibitor must prepare his/her own animal(s) at a show without the assistance from any adult, professional attendant or trainer, except where there is a question of safety.
 7. From the time the horse enters the grounds; no trainer or person other than a 4- H exhibitor may ride the horse and/or assist the exhibitor.
 - a. This rule does not apply to shared project horses or an adult co-contestant in team roping classes.
 - b. The only time assistance is allowed is when safety of horse or rider is at risk.
 8. Basic Riding Etiquette
 - a. Do not cut off other riders; look before making turns.
 - b. All horses should be moving in the same direction.
 - i. **Pass on the inside.**
 - c. If you are having problems with your horse, ride to the center of the arena. Stand until excused, the class is over, or someone assists you.
 9. Poise, Alertness and Merits
 - a. Keep alert and be aware of the position of the judge at all times.
 - b. Do not be distracted by persons or things outside the ring.
 - c. Respond quickly to requests from the judge and officials.
 - d. Recognize quickly and correct faults of your horse.
 - e. Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed otherwise.
 - f. Judging begins when the exhibitor enters the arena or ring and ends when the class is dismissed.
 10. The use of drugs in horses participating in a 4-H Show or event is prohibited unless the drugs are prescribed, for therapeutic reasons, by a licensed veterinarian and do not pose a safety hazard. Violations of this rule may result in disqualification from the show or the revocation of awards and placings.
 11. No bare feet or open-toed shoes will be permitted at any time while working around or in the vicinity of a horse.
 12. Junior riders shall not be required to dismount in the ring unless required by the specific discipline.
 13. The judge may take an award away from any contestant for unsportsmanlike conduct even after the class has been placed.

SECTION II - HORSE ELIGIBILITY

1. Any family-owned or properly leased horse, pony, donkey or mule, regardless of training, may be used as a project horse by a 4-H member who is properly and actively enrolled in a Pima County 4-H Horse Project.
2. Four exhibitors may use the same horse as long as:
 - a. The classes are individual work classes.
 - b. No more than 2 exhibitors on a specific horse per discipline.
 - c. In roping classes no more than 4 exhibitors per horse.
 - d. Tack changes do not delay the show.
 - e. Exhibitor notifies show management of joint use on entry form to allow for more appropriate scheduling.
3. No stallions will be allowed in the show.
4. Horse(s) must be owned or leased AND on the project registration papers 60 days prior to any show.
 - a. On entry forms, horse information MUST match registration paperwork to avoid disqualification.

SECTION III - 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 the show. (such as but not limited to: entering in class not in exhibitor's classified level, exhibiting a horse not listed on exhibitor's project/show registration, age of horse, etc.).
3. In all performance disciplines: **ABSOLUTELY NO COACHING** toward any exhibitor in the show ring, verbal or otherwise will be permitted. This could result in the disqualification of the exhibitor by the Judge and/or Show Officials.
 - a. Cheering or general encouragement is acceptable. Specific direction to an exhibitor or horse is not allowed.
4. Judging begins when exhibitors enter the show ring and ends when they leave.
5. Any horse that becomes unmanageable, endangers the safety of the rider, other exhibitors, spectators, or other horses (in the opinion of the Judge and/or Show Officials) will be disqualified from the class and excused from the arena.
 - a. If the horse remains unmanageable, it may be disqualified from the show.
6. All lame, sick, or underweight horses may be excused from any or all classes at the discretion of the Judge and/or Show Officials.
7. A non-contagious (e.g. allergies, etc.) or underweight horse may be accepted with a properly documented medical certificate from a veterinarian provided prior to the show to the show management.
8. The judge will have the authority to disqualify any exhibitor for any appointments that, in the judge's opinion, are inhumane.
9. Any exhibitor who is assisted past the gate opening will be disqualified.
10. Each class will be given two (2) gate calls, then the gate will be closed.
 - a. It is the exhibitors responsibility to notify show officials of shared horses or tack change needs which may require a very little extra time.
11. Unnecessary roughness and abuse of animals will not be permitted. Unnecessary spurring, striking or beating of the horse in any manner at any time on the show grounds will be cause for disqualification of the rider/exhibitor by the Judge and/or Show Officials for the remainder of the show. This decision will be final.
 - a. Whipping, batting or spurring in front of the cinch, except for proper use of English crops or bats.
12. Any discourtesy or acting unmannerly towards any Judge, Show Official, spectator(s) and other exhibitors by exhibitors, spectators, and/or leaders will NOT be permitted. Such behavior reported to a show official may result in the exhibitor being disqualified for the remainder of the Show. Additionally, spectator(s) may be asked to leave the Show Grounds.
13. Entering the ring without appropriate dress.
14. Entering the ring without a number card.
15. Inappropriate tack for the class.
16. Any fall from a horse is a disqualification from the class.
17. The exhibitor must prepare his/her own animal(s) at a show without the assistance from any adult, professional attendant or trainer, except where there is a question of safety.
18. From the time the horse enters the grounds; no trainer or person other than a 4- H exhibitor may ride the horse and/or assist the exhibitor.
 - a. This rule does not apply to shared project horses or an adult co-contestant in team roping.
 - b. The only time assistance is allowed is when safety of horse or rider is at risk.

HORSE SHOW RULES

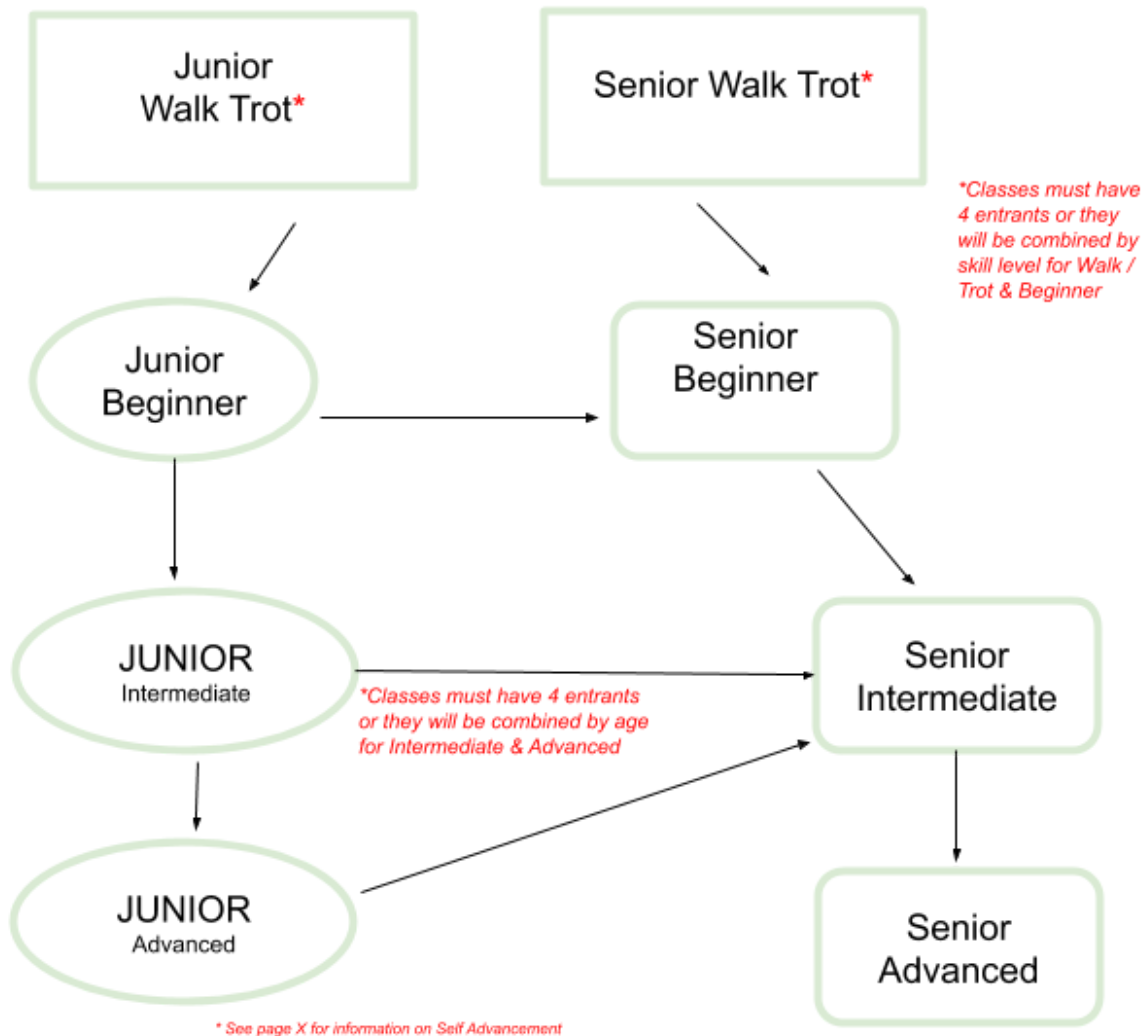
SECTION I- POINT SHOW QUALIFICATION & CLASSIFICATION

1. Point Shows will offer classes in each of the disciplines: English, English over Fences (Jumping), Western, Gymkhana, Ranch Horse, Sorting, Roping.
2. Member & their project horse(s) must be in compliance with all previously stated eligibility rules.
3. Horse(s) must be owned or leased AND on the project registration papers 60 days prior to any show.
 - a. If death, sudden illness or lameness occurs before a 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.
 - i. The member's Club Project Leader must provide written approval at time of petition.
 - ii. If for medical reasons, a written veterinary note is required at time of petition.
 - iii. If a lease is broken the leaser must submit a letter stating why the lease is being broken.
 - iv. Petitions will be presented in person at the HAB meeting prior to the point show unless timing or circumstances require otherwise.
4. Each club must provide their allotment of show volunteers or their members will not be allowed to show. Volunteer requirements will be based on the number of exhibitors from each club and total number of volunteers needed for the show.
5. Rider skill level identifications (Advanced - Intermediate - Beginner - Walk / Trot) in each discipline shall be at the judgement of the club leader. Riders may be qualified at different levels in each of the disciplines. (i.e. Member could be Western Intermediate and Gymkhana Beginner)
 - a. A new horse does not change the riders' classification
 - i. *EXCEPTION: Jumping, Ranch Sorting, Roping classes requiring qualification.*
 - b. Rider qualification level shall be adjusted by the HAB based on 4-H point show results
 - i. Beginners with four (4) BLUEs in the same discipline shall be advanced to Intermediate in that discipline
 - ii. Intermediates within the top third of a discipline (at year end) will be advanced within that discipline, to the Advanced level for the next 4-H year.
 - c. Riders may self advance with leader approval. Exhibitors must remember that after they move up, ***they may never move back again.***
 - i. *EXCEPTION:* When a new horse is qualified over fences, sorting and roping
 - ii. *EXCEPTION:* Leaders may petition the HAB 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.
 - iii. If the Intermediate & Advanced riders are combined into one class due to participation levels in one project year, Advanced riders may not stay back the following year.
 - d. Members classified in Walk/Trot level **must** show at the Walk/Trot level in **all** disciplines.
6. Disciplines requiring qualification: Jumping - Roping - Ranch Sorting. Pima County Qualification guidelines are in the APPENDIX (page 63)
 - a. Coordinators will offer at least three (3) opportunities to qualify per year.

- b. Pre-qualifying events may be organized at 4-H Point Shows.
- c. Alternative qualification (i.e. using video, participation & placement in non- 4-H events, committee of Horse project leaders/trainers) may be allowed by the coordinator as per guidance in the State rulebook.
 - i. It is the Members responsibility to contact the discipline coordinator for alternative qualification specifics and BEFOREHAND. Coordinators are under no obligation to accept alternatives that have not been pre-approved or that don't meet Pima County qualification rubrics.
- 7. Submission of completed Project Books is required to participate at the Fair.
- 8. The current Pima County 4-H Horse Project Rule Book will govern any decisions.

EXHIBITOR LEVEL CLASSIFICATION AND ADVANCEMENT FLOWCHART

Western/English/Gymkhana flow chart:



*Ranch Horse does NOT have W/T but will follow this progression

SECTION II - JUDGES

1. Every effort will be made to have Judges who are competent, well qualified individuals.
2. Judges will be required to dress professionally as breed show standards.
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 (see Class Descriptions for general information on each class)

4. The judge must place each class in accordance with rules and the class specifications of the 4-H rulebook, and evaluate and rank 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. Coordinators must make every effort to ensure Judges understand 4-H shows are about youth education and are NOT a breed or strictly event oriented endeavor.
7. Judges will be encouraged to comment.
8. For the purpose of educating exhibitors, Judges may give guidance to a class or individual exhibitors AFTER placing the class.
 - a. At the Judges discretion, individual exhibitors may ask the Judge questions at the end of the day.
9. Judges note sheets will be collected and given to the Show Secretary. Exhibitors may ask to review these at the end of the day. **No Grievances or complaints** may be filed based on these sheets alone.
10. Former 4-H members may be engaged as judges at the discretion of discipline coordinators with approval of the HAB executive board.
11. Judges under age 21 must be approved by the HAB Executive Board.

SECTION III-GRIEVANCES & PROTESTS PROCEDURES

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.
 - a. If protest is ruled in favor of the exhibitor, the \$50.00 cash deposit will be returned.
3. The written protest and deposit will be given to the Show Secretary.
 - a. All members of the HAB present will review the protest on that day.
 - i. Their decision will be made that day and it will be final.
 - b. Protests will be allowed at the end of a show if it is the fault of the Show Official.
4. Procedure to file Protest is in APPENDIX (page 60)

SECTION IV - CLASS LIST FOR PIMA COUNTY 4-H HORSE SHOWS

1. Classes may be combined if there are not at least four (4) entrants.
2. If a class is combined at WPS, it will also be combined at Fair.
3. Classes must be offered at each point show for points to accumulate for Year End / High Point awards in that discipline.

4. Lead Line (LL) classes may be offered at the discretion of the HAB and Show Secretary for exhibitors with cognitive or physical disabilities requiring they can only walk with a helper.
 - a. Lead line is a participation class only and will NOT be judged. All exhibitors will be given participation ribbons.
 - b. LL classes in the a COMBINED English/Western Showmanship class, a COMBINED English/Western Pleasure class, and a COMBINED Eng/West Trail class, all to be held on Western Day. There will be a class for LL participants on Gymkhana Day in all three patterns.
5. Patterns will be provided by the discipline Coordinators to the Show Secretary. Patterns will be made available via print or digital means no more than 24 hours before the show starts.
 - a. Printed patterns will be posted the morning of each discipline, before the show starts.
 - b. Patterns for LL, W/T and Beginner will be from the Pima County Pattern book.
 - c. Intermediate and Advanced 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

Jumping

Gymkhana

CLASS & SKILL LEVEL CHART

- ◆ Indicates class may be offered at point show. See above for class size minimum & related issues.
GREEN shading indicates qualification is required. See Appendix for qualification information.

ENGLISH Classes	LL	W /T	BEG	INT	ADV
English Showmanship	◆	◆	◆	◆	◆
English Pleasure	◆	◆	◆	◆	◆
Hunt Seat Equitation		◆	◆	◆	◆
English Trail	◆	◆	◆	◆	◆
Bareback Equitation				◆	◆
WESTERN Classes	LL	W /T	BEG	INT	ADV
Western Showmanship	◆	◆	◆	◆	◆
Western Pleasure	◆	◆	◆	◆	◆
Western Horsemanship		◆	◆	◆	◆
Western Trail	◆	◆	◆	◆	◆
Bareback Horsemanship				◆	◆
Western Riding				◆	◆
GYMKHANA Classes	LL	W /T	BEG	INT	ADV
Barrel Racing	◆	◆	◆	◆	◆
Pole Bending	◆	◆	◆	◆	◆
Coordinator choice	◆	◆	◆	◆	◆
RANCH HORSE Classes			BEG	INT	ADV
Ranch Flag Cutting			◆	◆	◆
Ranch Horse Riding			◆	◆	◆
Ranch Horse Obstacle			◆	◆	◆
Reining			◆	◆	◆

CLASS & SKILL LEVEL CHART (continued)

RANCH SORTING Classes			Jr/Sr BEG	Jr/Sr INT	Jr/Sr ADV
Sorting			♦	♦	♦
ROPING Classes		Jr/Sr W/T	Jr/Sr BEG	Jr/Sr INT	Jr/Sr ADV
Groundwork Roping		♦	♦	♦	
Goat Tying		♦	♦	♦	♦
Mechanical heading		♦	♦		
Heading				♦	♦
Mechanical heeling		♦	♦		
Heeling				♦	♦
Businessman Tie Down		♦	♦	♦	♦
Calf Touch				♦	
Tie-Down Roping					♦
Mechanical Breakaway		♦	♦		
Breakaway Roping				♦	♦
Jumping			MUST be Intermediate or Advanced English rider		
			Jr/Sr Novice	Jr/Sr Intermediate	Jr/Sr Advanced
Hunter Hack			♦	♦	♦
Hunt Seat Eq. Over Fences			♦	♦	♦
Working Hunter			♦	♦	♦

CHAMPION SHOWMAN CLASS *This class is only offered at the Fair.*

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 class is only offered at the Fair.*

This contest is open to the winners of the Junior and Senior Champion Showmanship Class.

They will represent the Horse Project in the Pima County Fair 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.

DISCIPLINE CLASSES & RULES

ENGLISH

SECTION I- ENGLISH GENERAL TACK

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

Permissible:

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

Not Permissible:

1. Martingales are prohibited in all flat classes and Hunter Hack Class.
2. Crops in Equitation flat classes.
3. Draw reins or jumping hackamores are not permitted in any classes.
4. Full/Double bridles are not allowed in any class.
5. Flash/Figure Eight nosebands are not allowed in Hunt Seat English Flat Classes.

SECTION II- ENGLISH GENERAL ATTIRE

1. ASTM or SEI approved equestrian protective headgear with three-point harness is required in all classes at all times.
2. May include breeches and tall boots, breeches with half chaps and paddock boots, or jodhpur and paddock boots.
 - a. Skirts and split skirts are allowed if for religious reasons.
3. English shirt or blouse
4. Optional
 - a. Tie (Choker, stock or conventional men's tie)
 - b. Gloves
5. Coats (optional for LL, Walk/Trot and Beginner only)
 - a. May be waived by the Judge or Show Secretary in the event of heat.

SECTION III- ENGLISH GENERAL RULES

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

1. Juniors will not be required to dismount and mount.
2. Tail braiding is optional for Hunters.

OVER FENCES (REQUIRES Qualification - open to Intermediate and Advanced riders only!)

1. Three refusals, cumulative, will result in elimination.
2. If refusal or run-out occurs while attempting an in and out, exhibitors will re-jump all elements of the combination.
3. Exhibitor may circle once before the first jump of the course.
 - a. Excessive circling may lower your score.
 - b. Maximum of 60 seconds allowed from signal to start & start of your run.
4. Jump Courses will not be used as practice courses at any time.
 - a. Contestants may be given an opportunity to walk (on foot, not on horseback) the jump course and/or measurements of the course will be shown on the posted pattern for the course.
 - i. 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.
 - ii. It will be the show management's decision if there is a walk through or if the measurements are posted on a pattern.
5. Show Management will provide at least one practice jump in the warm-up area.

Suggested obstacles to be used:

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

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

Prohibited obstacles:

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

SECTION IV – ENGLISH CLASSES

ENGLISH SHOWMANSHIP

Class Description:

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

Judging Requirements:

Listed below are points on which 4-H English Showmanship is to be judged. Only the exhibitor

is to be judged. The horse is merely a prop to show the exhibitor's ability to fit and show a horse or pony.

Class Routine:

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

ENGLISH PLEASURE

Class Description:

Emphasis is placed on the horse's performance.

Judging Criteria:

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

In English Pleasure, the horse's movement and manners are judged, with quality of movement paramount. Horses are exhibited on the flat at a walk, trot and canter for Beg/Int/Adv

Class Routine:

1. All exhibitors will enter the ring according to the directions given by the judge.
2. Exhibitors shall go at least once around the ring at each of the three gaits: walk, trot and canter. *EXCEPTION - W/T and LL
3. Exhibitors will be asked to reverse at walk, trot or intermediate gait at the discretion of the judge. Rider shall not be asked to reverse at the canter or hand gallop.
 - a They will be judged in the other direction at each of the three gaits.
4. The judge may ask for an extended gait in Intermediate and Advanced classes.
5. The judge may ask for the halt and for horses to stand quietly on a free rein.
6. Horses may be required to back. Horses should back readily and stand quietly.

HUNT SEAT EQUITATION (Flat)

Judging Criteria:

1. Exhibitors will be judged on seat, hands, legs and ability to show the horse.
2. Exhibitors will be judged on their ability to attain the desired ride or results according to the judge's instructions.
3. The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.
4. A minimum of 15* riders will be brought back in for rail work to determine final placing.

*if less than 15 entries, all participants will return for rail work at the discretion of the judge or in the case of a tie.

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. Any special instructions from the judge will be announced to exhibitors and the public before individual work starts.
3. Possible Tests:
 - a. Pick up reins
 - b. Back
 - c. Canter and halt
 - d. Figure eight at a trot, demonstrating change of diagonals
 - e. Figure eight at the canter on correct lead, demonstrating simple change of lead
 - f. Dismount and mount (Seniors only)
 - g. Ride without irons for a brief period of time. Irons may be crossed over the saddle
 - h. Change leads down center of ring, demonstrating simple change of lead
 - i. Execute serpentine at a trot and demonstrate correct change of diagonals
 - j. Canter on the counter lead
 - k. Turn on the forehand and/or turn on the haunches

ENGLISH BAREBACK EQUITATION (Intermediate & Advanced 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. Exhibitors will be judged on seat, hands, legs and exhibitor's ability to show the horse.

ONLY Intermediate or Advanced riders will be offered this class.

Judging Criteria:

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

Class Routine:

4. Class will proceed at least once around the ring at each gait, on command, reverse and repeat.
5. Judge may then split the class for further work or if needed for safety (i.e. Juniors at canter).

ENGLISH TRAIL

Class Description:

This is a class to demonstrate the exhibitor's ability to perform over and through various

obstacles, and the horse's manner, maneuverability, attitude and response to the rider at the walk, or **trot and canter** according to the judge's directions or the posted trail course.

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

1. Listed below are common faults 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

2. Listed below are common faults when **judging RIDERS** that are working individually:
 - a. Changing hands on reins
 - i. EXCEPTION: It is permissible to change hands to work the gate. The exhibitor must return hands to their 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. Three obstacles totally refused will be a disqualification, but score must be recorded.

Class Routine:

- 1. Trail courses will be posted at least one hour before the class.
- 2. A minimum of six obstacles will be used; A maximum of 12
- 3. Perform the walk, or jog and trot and canter (EXCEPTION: W/T and LL)
- 4. Perform correct leads as per trail course requirements.
- 5. All tests will be performed according to the posted trail course or judges' instruction.
- 6. Rail work may be required.

PATTERN

Mandatory obstacles are:

- A. Pass through gate
- B. Ride over at least four (4) logs or cavaletti (All or some of which 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)
- K. Straight back through

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

- L. Hand carry an object from one point to another
- M. Back through 'L'
- N. Extended trot
- O. 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)
- P. Halt canter combinations
- Q. Work without irons (not to include over or through obstacles)
- R. Side pass

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

- S. Canter over rail, halt, trot out over second rail (minimum distance between rails twenty-four (24) feet)

- T. Halt, back, trot combinations
- U. Hand gallop
- V. Turn on the forehand or turn on the haunches
- W. Two-track
- X. Counter canter
- Y. Flying change of leads (NOTE: A Simple lead change done correctly should score higher than a failed Flying lead change)
- Z. Serpentine at the canter
- AA. Simple change of lead on a straight line
- BB. Work without irons (may include over or through obstacles)
- CC. Any other movement or obstacle approved by the Horse Advisory Board

HUNTER HACK (REQUIRES Qualification - See APPENDIX)

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

Judging Criteria:

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

Class Routine:

1. All exhibitors shall then go at least once around the ring at each of the three gaits: walk, trot and canter. They will then be asked to reverse and repeat the procedure
2. The judge may ask for a hand gallop.
3. At the hand gallop, the judge may ask for the halt, and horses will stand quietly on a free rein.
4. Horses will back in a straight line.
5. Horses will jump two fences.
6. Jump Heights
 - a. Novice maximum height over cross rails will be 18 in.
 - b. Intermediate maximum height will be 24 in.
 - c. Advanced maximum height will be 30 inches
7. Distance between jumps or fences will not be less than 48 feet.

HUNT SEAT EQUITATION (OVER FENCES) (REQUIRES Qualification - See APPENDIX)

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

Judging Criteria:

1. The performance of the horse is not to be considered unless it is the result of the exhibitor's ability.

2. Classes shall be held over reasonable jumps. Types shall be left to the discretion of the management. Height:
 - a. Novice cross rails will not exceed 18 in.
 - b. For Intermediate jumps shall not exceed 24 in. wings at least 30" wide are compulsory
 - c. For Advanced, jumps shall not exceed 30 in. wings are optional
3. Exhibitors shall proceed once or twice around, but over not less than six jumps, keeping an even pace throughout.
4. Any or all exhibitors may be called back to perform at a walk, trot or canter, or to execute any appropriate tests included in the class requirements
5. Tests:
 - a. Jump low fences at a trot, and/or canter
 - b. Pull off between fences except in a combination
 - c. Jump fences on figure eight course
 - d. Jump fence in middle of ring, at right angles to course
 - e. Jump serpentine course, demonstrating change of lead at each change of direction
 - f. Any appropriate tests the judge chooses, following 4-H guidelines.

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

WORKING HUNTER (REQUIRES Qualification - See APPENDIX)

Class Description:

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

Judging Criteria:

1. Judging will start when the exhibitor enters the arena. The performance is over when the exhibitor leaves the arena.
2. Light touches are not to be considered in the judging but may be recorded for reference in extremely close competition. Touching brush only on brush jumps, is not to be scored as a touch.
3. Course must have a minimum of four (4) different obstacles, and the horse must make at least eight (8) jumps with at least one change of direction. An obstacle may consist of one or more elements, such as an In And Out.
4. Fences shall simulate obstacles found in the hunting field.
5. Obstacles should be set at least 48' apart and in 12' increments.
6. Maximum height:
 - a. Novice maximum height will be 18 in.
 - b. Intermediate maximum height will be 24 in. (2 ft)
 - c. Advanced maximum height will be 30 in. (2 ft 6 in)
7. Distance between elements of an obstacle containing more than one element will be set at 24' to 36'.

WESTERN

SECTION I- WESTERN GENERAL TACK

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

Permissible:

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

Not Permissible:

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

SECTION II- WESTERN GENERAL ATTIRE

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

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

SECTION III- WESTERN GENERAL FITTING OF THE HORSE

1. Grooming

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

SECTION IV- WESTERN GENERAL RULES

1. Reins/Hands:
 - a. Two hands will be used when using bosal type hackamores and snaffles on horses five (5) years or younger in age.
 - b. Romal Reins – The non-reining hand will hold the romal approximately 16 inches from the reining hand.
 - c. Split reins – Index finger may be between the reins. Tails will be on the side holding the reins.
2. Hands will be clear of the saddle while in motion.
3. It is permissible to change hands to work an obstacle in trail class ONLY.
4. Reins are to be held above and as near to the saddle horn as possible.

SECTION V- WESTERN CLASSES

WESTERN SHOWMANSHIP

Class Description:

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

Judging Requirements:

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

Class Routine:

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

WESTERN PLEASURE

Class Description:

Emphasis is placed on the horse's performance.

Judging Criteria:

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

Horses are being judged at the walk, jog or intermediate gait and lope both ways of the ring.

Class Routine:

1. All exhibitors will enter the ring according to the directions given by the judge.
2. They shall go at least once around the ring at each of the three gaits: walk, trot and canter. *EXCEPTION - W/T and LL
3. They will be asked to reverse at walk, trot or intermediate gait at the discretion of the judge. Rider shall not be asked to reverse at the lope. They will be judged in the other direction at each of the three gaits.
4. Horses may be required to back. Horses should back readily and stand quietly.
5. Exhibitors may be asked for an extended gait in Intermediate & Advanced classes only.
 - a. At the extended gait, horses may be required to halt.
 - b. The number of exhibitors required to extend the gait will be at the judge's discretion.

WESTERN EQUITATION

Class Description:

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

Judging Criteria:

1. The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.
2. Exhibitors will be judged on seat, hands and legs, and ability to show the horse.
3. Exhibitors are to be judged at the walk, jog or interim gait, and lope both ways.
4. Extended lope may be asked in Advanced or Intermediate classes only.
5. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
6. A minimum of 15* riders will be brought back in for rail work to determine final placing.
*if less than 15 entries, all participants will return for rail work at the discretion of the judge or in the case of a tie.
7. Judges may select from the list of individual tests or others of their choosing, following 4-H guidelines.

Possible Tests: (Pattern to be completed prior to rail work).

- a. Back

- b. Lope and halt
- c. Figure eight at a jog
- d. Figure eight at a lope on correct lead, demonstrating simple change of lead
- e. Dismount and mount (Seniors only)
- f. Ride without stirrups
- g. Figure eight at the lope on correct lead, demonstrating a flying change
- h. Change leads down center of ring, demonstrating simple or flying change of lead
- i. Lope on the counter lead
- j. Half turn on the haunches or half turn on the forehand
- k. Execute serpentine demonstrating changes of leads
- l. Demonstrate side passing and/or two tracking
- m. Any appropriate tests of judge's choosing, following 4-H guidelines

***Special Instructions:**

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

WESTERN BAREBACK EQUITATION (Intermediate & Advanced 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 ability to show the horse.
4. Exhibitors will be judged on their ability to attain the desired ride or results according to the judge's instructions.
5. Exhibitors will not be asked to dismount for any reason.

Class Routine:

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

*if less than 15 entries, all participants will return for rail work at the discretion of the judge or in the case of a tie.

WESTERN RIDING

Class Description:

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

Class Routine:

Measurements are at the judge's discretion.

Judging Requirements:

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

TRAIL

Class Description:

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

Class Routine:

1. Trail courses will be posted as per the Horse Show Rules.
2. A minimum of six obstacles will be used; maximum of 12
3. Perform the walk, or jog and trot or lope. (W/T classes will not lope)
4. Perform correct leads as per trail course requirements.
5. All tests will be performed according to the posted trail course or judges' instruction.
6. Rail work may be required.

Judging Requirements:

1. Optional Obstacles: Those with * shall be applicable to Walk / Trot
 1. *Gate (not closed for W/T)
 2. *A minimum of four logs, raised no more than 12 inches.

3. *Wooden bridge – minimum width 36 inches.
 4. *Carry an object from one area to another – only objects that could reasonably be carried on trail ride.
 - a. Pick-up slicker – may be carried over or through obstacles.
 5. *Mailbox
 6. Sidepass – any combination of directions.
 7. Back around – minimum width 30 inches.
 8. Side pass over obstacle – if raised, maximum height 12 inches.
 9. Water hazard (ditch or shallow pond) – containing no plastic or slippery bottom.
 10. Any other safe obstacles approved by HAB
2. Obstacles that are considered unsafe and will not be used are:
- A. Plastic or garbage bags.
 - B. Lining water hazards with plastic or slippery substances
 - C. Tires requiring the exhibitor to put the horse's feet inside.
 - D. Teeter-totter bridges
 - E. Dismount and jump over an obstacle.
3. Penalties
1. The judge may institute a time limit per obstacle or for the course.
 2. Three refusals per obstacle will be allowed. Exhibitor must then move on to the next obstacle.

RANCH HORSE

This is a practical opportunity to demonstrate mounted skills common to ranch work. Ranch strives to teach and preserve age-old techniques. The ranch horse should simulate a horse needing to cover long distances, softly and quietly, all day long, like that of a working ranch horse.

SECTION I- RANCH HORSE GENERAL RULES

1. Horse and rider should demonstrate a willing, smooth, disciplined working relationship as they work a pattern or navigate obstacles.
2. In all gaits (SEE GAIT in GLOSSARY), the horse should display a level, or slightly above level topline with a bright, attentive expression.
3. *In the extended trot, sitting, posting or standing and holding the saddle horn will be acceptable riding technique.*
4. Posting in the extended trot is acceptable
5. Only Beginner, Intermediate and Advanced classes will be offered

SECTION II- RANCH HORSE GENERAL TACK

1. Tack should be clean, (SEE WESTERN GENERAL TACK), in good repair, common to daily use on a working ranch.
2. Stock saddles with a horn are required.

- a. **It is suggested, but not required, that competitors wear a breast collar and rear cinch.**
- 3. Silver on tack is highly discouraged
- 4. Trimming of bridle path, fetlocks or excessive (long) facial hair is allowed, but not encouraged. Trimming inside the ears is discouraged.
- 5. Whips or crops are not permitted
- 6. Splint or skid boots, Bell boots, Ropes or riatas, hobbles attached to the saddle are optional
- 7. Tiedowns or Martingales are not permitted

SECTION III- RANCH HORSE GENERAL ATTIRE

- 1. Long sleeve button down or snap Western shirt like that of a working ranch hand.
 - a. Bling/Rhinestones, etc. on clothing is highly discouraged!
- 2. Western working pants (i.e. jeans) with belt.
 - a. Chaps or chinks are optional
- 3. Western boots with heel. (SEE WESTERN GENERAL ATTIRE)
- 4. Approved safety helmet (SEE HORSE PROJECT RULES - SECTION I)
- 5. Spurs are optional

SECTION IV- RANCH HORSE CLASSES

RANCH TRAIL

Class Description:

Demonstrate the exhibitor's ability to perform over and through typical ranch work obstacles. The course will show 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. Courses will be posted as per the Horse Show Rules.
- 2. NO mounted or other 'practice' of the course is allowed.
 - a. Exhibitors may be allowed to walk the course on foot, without their horse, at the discretion of show management
- 3. Minimum of 6 obstacles will be used; Maximum of 9 obstacles will be used
 - a. No more than 3 elements from Obstacle List numbers **Q** - **U** which must include a mounting/dismounting element AND a rope handling element will be included.
- 4. Exhibitors of ALL levels **may** be asked to dismount

Judging Requirements:

- 1. Obstacles may be chosen from this list: *indicates obstacles that may require more time*
 - a. Open/close gate
 - b. Open/close mailbox
 - c. Lead horse at trot
 - d. Carry flag
 - e. Side passing/turn on haunches/turn on forehand
 - f. Back thru obstacles such as logs or barrels
 - g. Ride bareback at walk **(INT or ADV only)**
 - h. Unsaddle (NOTE TO SHOW MANAGEMENT: must provide proper rack)
 - i. Shoot balloons with water pistol while mounted

- j. Go over tarp
 - k. Rain slicker (put on/take off)
 - l. Walk over pile of sticks/logs as may be encountered outside an arena
 - m. Up and over a hill OR up and down a ditch
 - n. Go through hanging curtain
 - o. * Walk/trot/lope over ground/elevated poles/logs no higher than 12 inches (pattern will
 - p. NOT require jumping)
 - q. * Wooden bridge minimum width 36 inches.
 - i. Teeter pole maximum height 4 inches
 - r. * Water hazard like a ditch or shallow pond (no slick bottom surfaces)
 - s. * Throw rope at a dummy steer (should throw rope & re-coil properly; catch not required)
 - t. * Ground tying – which may include checking 1-4 hooves while ground tied
 - u. * Drag an object
 - i. a tire (Tire must be larger than 18 in. diameter, but no more than 30 in. diameter)
 - ii. a log of enough size as to simulate dragging weighted object
 - v. * Mount horse from bale of straw (or other solid platform) on either side
2. Three refusals allowed for any obstacle. * This will result in being “off pattern” and the exhibitor may not place above others who have completed the pattern correctly and completely.
 3. Judges may ask an exhibitor to pass on an obstacle at any time for safety concerns.
 - a. At the discretion of the judge, exhibitors may be asked to move to the next element for time considerations (minimum of 60 seconds allowed for each obstacle).
 4. 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; horse shying away on dismount or ground tie except shifting to balance; spurring in front of cinch; use of either hand to instill fear; use of two hands per maneuver.
 5. This is a timed event. Maximum Time will be posted with the pattern. Penalty will be applied to those going over the maximum time allowed.

RANCH HORSE RIDING

Class Description:

The Ranch horse should reflect the versatility, attitude, and movement of a working horse. This class should show the horse’s ability to work at a forward, working speed while under control by the rider. Overall manners and responsiveness of the horse while performing the maneuver requirements, and the horse’s quality of movement are the primary considerations.

Judging Requirements:

1. The overall cadence and performance of the gaits should be as those described in GAITS, with an emphasis on forward movement that is free-flowing & ground covering.
2. Transitions should be performed where designated, with smoothness and responsiveness.
 - a. Flying lead changes, correctly executed, shall count over simple changes.

*see score sheet for scoring criteria
3. In the Extended Trot, sitting, posting or standing and holding the saddle horn will be

acceptable riding technique.

4. Penalties will be assessed for: Too slow per gait; Over-bridled; Break of gait; Wrong lead; Draped reins; Broken pattern.

REINING

Class Description:

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

Class Routine:

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

Judging Requirements:

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

Faults Against the Rider:

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

Faults Against the Horse:

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

FLAG CUTTING

Class Description:

The flag cutting class is an introduction to cutting without live cattle. The class routine is based upon the boxing and cutting of AQHA and NRCHA.

Class Routine:

The exhibitor is judged on their ability to hold the cow/flag for 60 seconds, demonstrating the ability of the horse and rider to control the cow/flag.

Judging Requirements:

Exhibitors are judged on their ability to be in a position of control / relative spacing to the cow / flag. Rules are based on AQHA & NRCHA guidelines.

Holding onto the saddle horn is encouraged

Judging criteria will be available 30 days before the show specifying cow or flag use.

Pluses will be:

1. Horse staying in position of control
2. Horse responsiveness in relation to the cow/flag without deviation of initial working line.

Minuses will be:

1. Balking at the flag / cow
2. Failure to turn the flag
3. Misses
4. Failure to hold initial working line
5. Working on top of the flag
6. Horse turning tail to the flag

RANCH ON THE RAIL

Class Description:

The Ranch horse should reflect the versatility, attitude, and movement of a working horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Overall manners and responsiveness of the horse while performing the maneuver requirements, and the horse's quality of movement are the primary considerations.

Judging Criteria:

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

Horses are being judged at the walk, jog, extended jog, lope and extended lope both ways of the ring.

Class Routine:

1. All exhibitors will enter the ring according to the directions given by the judge.
2. They will be asked to demonstrate each of the gaits in both directions.
3. They will be asked to reverse. Rider shall not be asked to reverse at the lope.
4. Horses may be required to back. Horses should back readily and stand quietly.

TIMED EVENTS

SECTION I- TIMED EVENTS GENERAL RULES

1. Walk/Trot and Beginner classes will be judged events. (See APPENDIX page 54)
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 for first place a run-off will be held.
5. Failure to follow the course in barrels, poles, coordinator's choice and goats will cause a disqualification and a "no time" will be given.
 - a. EXCEPTION: Walk/Trot and Beginner will be judged
6. Barrel and pole courses may be run to the left or right.
 - a. A clearly visible start and finish line will be provided by:
 - b. Flags tied to the fence at eye level.
 - c. Cones on the ground.
 - d. An electric timer and flags.
 - e. All courses must be set to provide ample room to turn and stop.
7. In Barrel Racing, Pole Bending and Coordinator's Choice, courses must be measured exactly.
8. The following timers will be used:
 - a. One electric timer and two hand-held digital stop watches as backup.
 - b. Hand –held timers will be provided for the field judge in goat tying and tie-down.
 - i. In the event that the electric timer fails, or the hand-held timers must be used, the average time of the hand-held timers will be used as the official time.
9. A flag person will be provided at the start and end of each run as a backup.
10. Times will be recorded to include hundredths of a second if possible.
11. Two hands may be used on the reins.
12. No exhibitor will begin the run without first hearing the signal such as, "Timers or flaggers are ready," from the announcer. (See GLOSSARY -- "Start of Run").
 - a. For timed events, the contestant will keep their horse in controlled manner, no faster than a trot/jog when entering or exiting the gate.
 - b. The gate will be closed, and it will be announced when timers are ready prior to the horse moving past the start line.
 - c. The judge will make final determination as to if the horse was under control upon entry.
13. No rider is allowed assistance past the gate.
14. It is the job of the gate operator to keep the gate area and vicinity clear of riders and spectators to give each and every contestant a fair and safe opportunity to enter the arena.
15. Raking will be consistent throughout the class. Show management will decide the number of times the arena is to be raked based upon the current condition of the arena prior to the class starting.
 - a. The number of times to be raked will be announced at the beginning of the class. **However**, there will be a maximum of ten runs without raking.
 - b. No-Time runs will be counted in number of runs between raking

GYMKHANA

SECTION I- GYMKHANA CLASSES

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:

See *TIMED EVENTS - GENERAL RULES* for arena entry/exit and run expectations.

1. At a verbal signal from the announcer, such as, the exhibitor will begin the run. The exhibitor is allowed a running start from within the arena.
2. Time will start as the horse's nose crosses the starting line, and time will stop when the nose passes over the finish line.
3. Failure to follow the exact course will cause disqualification for Intermediate & Advanced classes. EXCEPTION: Walk / Trot and Beginner classes are judged.

Pattern:

1. Clover-leaf pattern may be run to the right or left.
2. Three barrels should be approximately 55 gallon size and sturdy.
3. Pattern measurements may be reduced five yards at a time in consideration of arena size. (Final barrel need not be reduced.)

POLE BENDING

Class Description:

The pole bending (Washington poles) class 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 *TIMED EVENTS - GENERAL RULES* for arena entry/exit and run expectations.

1. At a verbal signal from the announcer, such as, the exhibitor will begin the run. The exhibitor is allowed a running start from within the arena.
2. Time will start as the horse's nose crosses the starting line, and time will stop when the nose passes over the finish line.
3. Failure to follow the exact course will cause disqualification for Intermediate & Advanced classes. EXCEPTION: Walk / Trot and Beginner classes are judged.

Pattern:

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. The pattern for the Winter Point show may not be used at the fair.

Class Routine:

See TIMED EVENTS - GENERAL RULES for arena entry/exit and run expectations.

1. At a verbal signal from the announcer, such as, the exhibitor will begin the run. The exhibitor is allowed a running start from within the arena.
2. Time will start as the horse's nose crosses the starting line, and time will stop when the nose passes over the finish line.
3. Failure to follow the exact course will cause disqualification for Intermediate & Advanced classes. **EXCEPTION:** Walk / Trot and Beginner classes are judged.

ROPING EVENTS

SECTION I- ROPING GENERAL RULES

1. Some classes require pre-qualification (See APPENDIX)
2. All events are judged.
 - a. Judging will be on the roper, as well as the horse.
3. Exhibitor and horse being judged must start in the box from behind the plane of the box (or the barrier if a barrier is used).
 - a. Team Events: both horses should be set at the back of the box prior to the start of the run.
4. All adult partners will comply with the appointment rules. (See WESTERN GENERAL RULES)
 - a. An eligible partner in team roping must be at least 18 years of age and a non 4-H member.
 - b. Only the performance and manners of the horse being judged will be considered.
5. Judging begins when the exhibitor enters the arena and will not end until they have left the arena.
6. No contestant will begin his or her run without first hearing the signal, "Timers or flaggers are ready", from the announcer. (See TIMED EVENTS - General Rules)
7. 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.
8. Catch pens will be closed during the run in all roping events.
9. All contestants entered in roping classes will be scored and placed regardless of whether or not they catch, unless there is a disqualification.
10. Tie breaker in judged roping events would be FIRST by time and SECOND based on an equine knowledge question provided by the judge.

11. The roper has 2 minutes with a 30-second warning in the box to begin the run. If not successful, they will be disqualified regardless of whether it is horse or rider.

Timers and Timing Devices:

See TIMED EVENTS GENERAL RULES

Faults:

*Faults will be scored accordingly.

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

SECTION II- ROPING GENERAL TACK & ATTIRE

1. Tack should be clean, (SEE WESTERN GENERAL TACK and GENERAL RANCH HORSE), in good repair, common to daily use on a working ranch.

2. Stock saddles with a horn are required.

a. Back cinch required for live cattle events.

Back cinch optional but may result in lower scoring for non-live events.

Permissible:

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

SECTION III- ROPING CLASSES

GROUNDWORK ROPING * *This class is open to all levels of classification.*

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 in the Danish Merit System:

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. They will be placed 1-6 places.

GOAT TYING

Class Description:

This is a timed event that tests the ability of an exhibitor to ride to the goat, dismount and tie three legs in the fastest possible time. 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.

Class Routine:

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

Class Requirements:

1. Each goat will be thrown three times before being used by exhibitors.

2. If the goat is down when the exhibitor reaches it, the goat must be picked up to its feet and thrown by hand.
3. Wire for tie is not permitted.
4. The goat must be untangled and taken to the end of the rope behind the stake after each run.
5. The goat must be released when the flag drops at the starting line.
6. The goat will be changed after a maximum of 5 exhibitors.
7. Exhibitors may not touch the goat in any manner after signaling for "time".
8. In order to receive a score, the run must be completed within 90 seconds (1.5 minutes)

Pattern:

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

Disqualifications:

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

Re-Runs:

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

BREAKAWAY & MECHANICAL CALF ROPING

Class Description:

This is both a timed and judged event. All contestants will be judged. Those who catch will have their time used as the method for placing. Placings will be done to at least 6th place. If there are not 6 contestants who caught, then the judging scores will be used to finish out the scores to 6th place.

Class Routine:

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

Class Requirements:

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

Judging Criteria:

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

Penalties:

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

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

TIE-DOWN CALF ROPING

Class Description:

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

Appointments:

1. A neck rope or a metal ring attached to the headstall will be used.

Judging Criteria:

1. Use of jerk lines is optional; scoring will be at the judge's discretion.
2. See APPENDIX - for illustration of scorecard

Class Routine:

1. Exhibitors will carry only one rope.
2. Exhibitor may throw only two loops.
 - a. Exhibitors may throw two loops but must recoil the rope for the second loop.
3. There will be a one-minute time limit.
4. Rope(s) must be tied hard and fast.
5. Contestants must rope calf, throw calf by hand, cross and tie any three legs with not less than one wrap and a half hitch.
6. If the calf is down when the exhibitor reaches it, the calf must be let up and thrown by hand.
7. Rope must hold the calf until roper gets his or her hands on it.

8. Tie must hold and three legs must remain crossed until passed on by the field judge.
9. Calf must stay tied six seconds after calling for time.
 - a. Six seconds will start from the moment the exhibitor remounts and moves the horse so as to create slack in the rope.
 - b. Rope must remain slack until the field judge has passed on the tie.
 - c. Rope will not be removed from the calf by the roper.

Field Judge (Flagger) Requirements:

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

TEAM ROPING-HEADING OR HEELING

Class Description:

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

Judging Requirements:

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

Class Requirements - Heading and Heeling:

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

Class Routine – Heading:

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

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 Exhibitor 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 (60 sec.) time limit.

JUDGING:

This is a timed event only

Calf Touch This class is open to all levels of classifications.

CLASS ROUTINE

1. Exhibitor ropes the calf, dismounts, runs 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.
 - a. 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.
 - b. If the roper misses both runs then it is judged.
7. One minute (60 second) total time limit.

JUDGING

There will be one Judge in this event. Scoring will be based strictly on total time.

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. Time 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.

RANCH SORTING

SECTION I- RANCH SORTING GENERAL RULES

1. All Sorting classes are timed events.
2. Ranch Sorting requires pre-qualification (See APPENDIX)
3. All Sorting competitions will consist of two (2) timed “go’s” for each team.
4. Members are allowed to enter on five (5) different teams with different partners. Open teams will be filled by a voluntary draw of available members. If one of the team members is unable to compete, the other team member will be given the option of a draw partner.
5. All posted warm up arena rules apply.
6. The judge has the authority to assess a penalty, disqualify, or give a re-ride on the following instances: Roughing calls (horses and/or cattle) (see “Cattle” in this section); Escaped calf, Mechanical failure, Unsportsmanlike conduct of an exhibitor or Act of God.

Disqualification:

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

Arena Entry and Exit:

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

Timing Procedures:

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

Officials:

1. The Line Judge will act as the start/foul line Flagger and is responsible for making sure the herd is bunched and settled prior to each team’s run, dropping the flag to signal starts and finishes, watching for proper order of cattle pushed over line, making decisions regarding roughing of cattle, hazing of cattle and concerning safety issues.

2. The Timer will be responsible for starting the clock at the drop of the flag signaling the start of a run and stopping the clock at the drop of a flag signaling the end of a run.
3. The Gate official will be responsible for checking in on teams at the gate, making sure the proper team is ready to compete when called and for opening and closing the gate at the beginning and end of each run. It is not the gate official's duty to insure exhibitor readiness to enter the arena.

Class Routine:

1. A two (2) rider team (4-H members) must sort 8 of 10 cattle within 60 seconds.
 - a. Time begins when the nose of the first horse crosses the start/foul line.
 - b. The pen size should be no larger than 60 x 60 with corners cut and a 12' gate (opening) between both pens (this will be the start/foul line).
2. The team is on one side of the arena with the cattle on the other. The judge signals to the announcer that the team, arena and cattle are ready.
3. The line judge drops the flag to signal the timer to start the clock. As time begins the announcer calls a start number, cattle are then sorted in numerical order. Time is taken when the total body of the last numbered calf crosses the (start/foul) line.
4. In a single go event, the most cattle sorted in the least amount of time wins. In a multiple go round event, the team that sorts in EACH run will beat the teams that fail to sort or have a NO TIME in runs, REGARDLESS of the number of cattle sorted or timed.
 - a. **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.
5. A foul or disqualification is assessed if any part of a calf out of sequence or un-numbered, crosses the start/foul line, or any part of any calf returns back across the line.
6. Calves must be sorted in correct numerical order and the total body must clear the line to be counted, but need not clear each other (may overlap in numerical order).
7. If less than 10 heads are sorted within 60 seconds, the team's recorded time will be that number at the time the last calf crosses the start/foul line.
 - a. **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.
8. At least one judge will make final decisions from a position with a clear view of the start/foul line. Decisions of the judges are FINAL

Cattle:

1. Each team works on a herd of (10 or 12) cattle. Herds will be rotated or given a break after every ten (10) runs.
2. Contact by horse, hands, rommels, reins, hat or any other equipment will result in a NO TIME.
3. A team shall be judging a NO TIME by the judge for any action the judge believes to be unnecessary roughness to the cattle. In the event the judge determines the action to be inhumane treatment of the cattle, the team may be DISQUALIFIED.

Rule 3 Explanation:

THE JUDGE ASSUMES THAT YOU WILL EXHIBIT GOOD JUDGEMENT AND BE IN COMPLETE CONTROL OF YOUR HORSE AT ALL TIMES. ANYTHING YOU DO FROM THAT POINT FORWARD IS A RESULT OF A CONSCIOUS DECISION ON YOUR PART. A JUDGE CAN NOT CONTROL YOUR THINKING OR REFLEXES. HE CAN

ONLY MAKE A CALL FROM THE RESULTS OF YOUR OWN DECISIONS AND ACTIONS.

- a. The rider must give the cattle an avenue of escape. If you are going down a wall toward a corner and pen the cow into a no escape situation and that cow jumps, or attempts to jump, or crashes into the wall you will be called for roughing.
 - b. The rider must keep his/her horse off the cattle. A horse following so closely as to hock a cow's back legs, or bump or push the cow: can cripple the animal as well as to cause a potential wreck.
 - c. If a horse hocks, steps on, or knocks a cow off its feet, it will be considered roughing and the team will receive a NO TIME.
 - d. Not letting up on an animal when a rider should see a collision is coming with the fence, herd, or other rider is a roughing call.
4. In the event that a sick or injured animal is in a herd, the team must stop and ask for a judge. Time will be stopped, and the arena director will determine how to proceed. Often, the animal may be replaced and time then restarted. Team should make every effort to keep all previous cattle behind the start/foul line during the delay. If cattle injury is a result of an unnecessary roughness on the part of the team they will be disqualified.
 5. If any cattle are brought across the start/foul line out of sequence, the judge will drop the flag signaling the timer to stop the clock. Team will receive NO TIME.
 6. If a good cow returns to the cattle side of the arena after it is brought across the line, the team will be given NO TIME.
 7. If a non-numbered cow crosses the start/foul line, the team will be given a NO TIME.
 8. In the event a team is given a number that has already been used improperly within a given herd, a rerun must be given immediately using the correct number in the same herd.
 9. In the event of a mechanical or official error, the participating team may get a rerun at the end of that set of cattle with the same number of cattle.
 10. If a rider falls off, that will result in a disqualification.
 11. If for any reason a team does not show after the order of go has been drawn, their cattle number will be drawn to avoid changing the order of go for the contestants.
 12. At the end of the time limit the team will be given credit for cattle sorted within the allotted time.

Teams:

1. 4-H members may be denied participation if deemed to be unsafe by the arena director at any given contest or clinic.
2. There will be no coaching or spotting (advising the team where the next cow is, what color it is etc...) from the audience. Cheering the team on and providing positive reinforcement is encouraged. Riders need to develop into a "team" thereby relying on each other to sort the cattle in the allotted time.
3. Good sportsmanship will prevail at all times. Any acts of misconduct by any team or team member, (i.e. arguing with judges or officials, using profanity, etc.) will be grounds for disqualification or penalty assessment to be determined by the arena director.
 - a. If an adult is part of Beginner teams, the above rule applies to them also.
4. Sixty seconds after the last member of the team finishes and leaves the arena, the following team must be in the arena ready to ride. Any delay will be judged a NO TIME, unless waived for a good cause.

GLOSSARY

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

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

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

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

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

Chinks: Short chaps (approximately knee-length).

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

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

Conformation: The structure of the horse.

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

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

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

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

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

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

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

Extended Trot- The extended trot is an obvious lengthening of the stride with a definite increase

in pace. The horse should be moving in a manner as if it were covering a large area on a ranch.

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

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

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

Figure Eight: A figure that is closed in the center and usually started to the right, in the center, unless otherwise instructed. Flagger: A person who signals with a hand-held signal the start and stop of the clocks; this person will not be the field judge. Flatwork: Arena exercises of the horse in the English discipline that does not involve jumping fences.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Saddle Seat Types – hind feet stretched.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

APPENDIX

Member Age Example

In determining eligibility to join and whether a member will be a Junior or Senior, the following example 'family' may be helpful:

Once upon a *project year of August 2019 to June 2020*, there was a rider named JJ.

JJ was *13 years old in August 2019* when the project started. JJ's birthday is in March.

JJ will compete as a **JUNIOR** at the Winter Point and Fair because JJ doesn't turn 14 until AFTER December 31 of 2019.

If JJ does well and is selected for the State 4-H Show in November of 2020, JJ will compete as a **JUNIOR** even though JJ is now 14 because JJ was a **JUNIOR** in the 4-H year used to qualify.

JJ has a younger sibling, Kim who is *7 in August 2019*. Kim's birthday is December 31, so Kim can participate as a **JUNIOR** in the 4-H year of 2019-20. If Kim's birthday was in January 2020, Kim would have to wait till next year.

JJ has an older sibling Chris who is *18 in August 2019*. Chris will turn 19 on January 1, so Chris may participate as a **SENIOR** at the Winter Point, Fair, and if selected - the 2020 State show in November. This will be Chris' last 4-H year.

Danish Merit System

In this system, the judges do not judge one person's work by comparing it to another's. The evaluation is made against a standard. A judge looks to see whether requirements are met.

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

Blue 80-100 Points **Red** 60-79 Points **White** 59-0 Points

GYMKHANA SCORING using the DANISH MERIT SYSTEM

1. There will be one judge with one hundred possible points given.
2. The Walk/Trot and Beginner level classifications are judged classes in the Gymkhana category.
3. The judge will award points based on scorecards listed below:
 - a. Broken pattern will be 0 points for Turns (Walk/Trot)
 - b. Broken pattern will be 0 points for Turns, Leads and Time (Beginner)
 - c. Timing points: 1-3 place 30 pts. 4-6 place 20 pts. 7-10+ place 10 pts

W/T Scorecard GYMKHANA Example

Exhibitor#	Pattern Execution							Placing
	Start	Turns		Control	Finish	Stop	TOTAL	
	5	45		30	15	5	100	

Beginner Scorecard GYMKHANA Example

Exhibitor#	Pattern Execution								Placing
	Start	Turns	Leads	Control	Finish	Stop	Time	TOTAL	
	5	15	15	15	15	5	(0-30)	100	

ROPING SCORING using the DANISH MERIT SYSTEM

Scorecard Examples

ROPING - General Scorecard

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

TEAM ROPING- HEADING

Exhibitor #	Ability in the box	Speed to Calf	Rating & Position	Stop & Dismount	Backing & Rope work	Ability with Rope	Ability with Horse	Total Points	Placing
	10	10	15	15	25	25	25	125	

TEAM ROPING- HEELING

Exhibitor#	Ability in the box	Position	Rating & checking	Stop & back	Catch (2 legs, 1 leg)	Ability with	Ability with Horse	Total Points	Placing
	10	10	15	15	25	25	25	125	

TIE DOWN ROPING

Exhibitor No.	Ability in the box	Speed to calf	Rating & Position	Stop & Dismount	Backing w/ rope work	Ability with rope	Ability with Horse	Ability with Cattle	Total Points	Placing
	10	10	10	10	15	15	15	15	100	

WARM-UP ARENA RULES AND RIDING ETIQUETTE

1. 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.*
2. 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.*
3. When passing another horse in the same direction, *always pass to the inside.*
 - a. You may say "passing" if you are not in the show ring.
 - b. 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.
 - c. You should in no way interfere with the horse on the rail.
 - d. *This also applies when in the show ring.*
4. 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.
5. 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!*
6. 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.
7. The middle of the arena may be used to work circles, practice stops, work figure eights, practice backing, etc. Be aware of how busy or full the arena is.
8. If you have to make a tack adjustment, exit the arena.
9. Horses shall be ridden properly saddled and bridled except while preparing for or competing in a bareback class.
10. No horse is to be exercised except in assigned areas.
11. No longing in the warm-up arena if riders are present.
12. No riding faster than a walk will be permitted in spectator areas. *Violators may be immediately disqualified.*

HERDSMANSHIP CONTEST - Pima County Fair

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 Herdsmanship, 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.

Detailed information on this contest will be in the packet sent to each leader before Fair AND on the HAB website under 'Herdsmanship'

1. If you stall a horse at the fair, you participate in Herdsmanship.
2. Points for Work Day participation, and Ed. Board will combine with daily in-barn Herdsmanship inspections to determine overall club placings.
 - a. Outside stalls are inspected also and are part of your club score.

3. Fair Work Day
 - a. Each club's members & leaders MUST help prepare the stalls on the designated Horse Project Work Day (traditionally the Saturday before Fair)
 - b. Members & leaders must sign in based on official enrollment records for each club at the designated station during the posted time.
 - i. Scoring will be based on the percentage of each club properly signed in.
 - c. Parents and family may help their 4-H club member(s) during Work Day as specified in the packet. Penalties up to disqualification may be applied for those breaking the rules.
4. Educational Displays are REQUIRED as part of the Herdsmanship contest. Consult the Herdsmanship packet and Coordinator for display details.
 - a. Educational Displays will be installed on Fair Work Day and remain on display until the last Sunday of Fair. Check-out time will be STRICTLY enforced.
 - b. Deposit check will be refunded when boards are removed timely & properly.
 - c. Danish Merit system will be used to evaluate Educational Displays.
 - d. See packet for size, judging criteria, participation, penalties and related details.
5. Herdsmanship runs in the Horse barn the four (4) horse show days.
 - a. Each horse stalled will be part of the Herdsmanship program; therefore, horses assigned a stall must stay on the grounds for the entire show.
 - i. Assigned outside pens are considered 'stalls' for Herdsmanship
 - ii. Barn manager may grant exceptions to assignment rule on a case by case basis.
 - b. Judging may occur upto twice daily at times arranged between the barn manager and the judges; times may vary day-to-day.
6. Judging will be based on percentage of total points so that size of club is irrelevant. All stalls assigned to the club as well as the alley space immediately adjacent are subject to inspections & judging.
7. All work must be done by each club's members only!
 - a. Parents & family may help with barn set-up prior to 1st show day AND with teardown, including stall cleaning, on the last day only.
 - b. Stall deposit check will be refunded after stalls are properly cleaned on load-out day as per inspection by the Barn manager.
 - c. See Herdsmanship packet for details.

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 provided sign to put the horse, exhibitor's name and other required information on the stall door. (Horse & Exhibitor Name, 4-H Club, Horse breed, age (DOB), sex (Mare / Gelding)
 - a. If, as part of your Fair decorations, you wish to print your own signs, ALL required information must be presented in easy to read, same size manner.
 - b. Although not required, notes concerning feeding of salt, emergency contact # or warnings about treat feeding are not bad ideas.

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!
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.
 - a. Exceptions must 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, except for a breakaway halter.
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** outside of the arenas.
23. **NO RIDING** in the barn - *None at all. You should mount your horse outside the barn.*
24. Only one horse per stall.
25. Only authorized vehicles shall be driven in the barn
26. No cooking or sit-down dining in the barn

HORSEMANSHIP (Education) PROGRAM

1. The purpose of the Horsemanship Program, consisting of three independent parts is to make each 4-H member knowledgeable of all aspects of owning and taking care of their own horse.
2. The HAB will sponsor at least three (3) testing opportunities in Mastership & Handling and at least two (2) in Judging each 4-H year.
 - a. Coordinators of each testing opportunity shall report results as well as participants to the HAB within 72 hours of completed testing date.
 - b. HAB will maintain a year-to-year record of all testing.
3. Coordinators will schedule testing and supervise support materials.
 - a. Study guides and general information will be available on the HAB website <http://pimacountyhorse4h.weebly.com/ce.html>
 - b. Coordinators may schedule extra testing or allow alternative testing opportunities such as club-to-club Handling, Mastership only test events and FFA or similar Judging.
 - i. Member must get the approval of the Coordinator **before** doing the alternative testing.
 - ii. Member must supply the Coordinator with all certification materials outlined by the

Coordinator (i.e. scorecards showing what was tested and results) after the event AND have achieved at the pre-agreed upon level for the event to count towards completion of the Pima County Horsemanship program.

4. Depending on finances, certificates, shirts, ribbons or other recognition may be awarded for passing each sub-level of each part of the Horsemanship program.
5. Levels must be taken sequentially within each part.
 - a. Each test in Mastership and Handling requires an 80% or better score to pass.
 - b. Judging will use the Danish Merit system. Blues advance to the next level.
 - c. Upon passing all 3 levels of all 3 parts, members receive priority in selection for out of county events (Rule Book page X).
 - i. Members may test at any time during their years in 4-H and there will be no penalty for not passing a test. Members may attempt a test only 1 time on that testing day (i.e. you can't fail Mastership 1 and take it again that day)
 - ii. Depending on finances, HAB may present a separate award in recognition of this high achievement.
6. For Handling & Judging, members are required to dress in appropriate English or Western attire as outlined for each discipline on pages X & Y of the Rule Book. Failure to do so will result in loss of upto 15% of points.

Mastership: (3 levels)

1. This is a written test requiring knowledge of general horse information such as, safety, judging, tack, showing, equine health and physiology.
2. Resources for the tests will be: *Pima County 4-H Horse Rulebook*, *4-H Horse Science Book*, *4-H Horses and Horsemanship* book, and *Stories Barn Guide-Horse Health and First Aid*. Study guides may be available at <http://pimacountyhorse4h.weebly.com/ce.html>
3. Tests may be given orally to participants unable to read; leaders and parents may not read to their own club member.

Horse Handling: (3 levels)

1. Horse Handling is a series of evaluations that check horsemanship skills ranging from catching, leading and riding the horse to grooming, First Aid and health considerations, trailering, tack, training aids, and all aspects of horse maintenance.
2. Youth tester Level 1 & 2: Must be Intermediate or Advanced Senior members that have passed all three levels of Horse Handling.
3. Testing requirements:
 - a. Each club must supply testers as per Coordinators instructions
 - i. Clubs will not evaluate members of their own club.
 - ii. Level 3 will be evaluated by leaders or adult resource volunteers only.
4. Coordinator will supply testing rubric which will be filled out, signed and turned in immediately upon completion of the Handling test.
 - a. Members may ask to see their test after the rubric has been turned in & recorded.
 - b. Members may ask for feedback from the tester after the test is completed & the rubric has been turned in.

Judging: (3 levels)

Judging contests require knowledge of a variety of breeds and a variety of riding styles. Horses will be evaluated in relation to the ideal for the breed and in relation to the other horses in the class.

1. Judging requires contestants to defend their reasons orally.
 - a. Speaking to strangers with confidence, using logic in a calm and poised manner are the primary educational goals of Judging.
2. Judging contests will consist of one (1) halter class of 4 horses and one (1) performance class of four (4) horses. Contestants will judge each class as both will be part of overall scoring.
 - a. **Level 1** will present an oral comparison of two (2) horses (top, middle or bottom pair) from one designated class which the coordinator will choose that day.
 - b. **Level 2** will present an oral comparison of two (2) pairs of horses (top, middle or bottom pair) from one designated class which the coordinator will choose that day.
 - c. **Level 3** will present an oral comparison of all three (3) pairs of horses (top, middle and bottom pair) from one designated class which the coordinator will choose that day.

PROCEDURES TO FILE A GRIEVANCE, PROTEST OR APPEAL

1. Write a complete statement concerning facts, including:
 - a. Date
 - b. Time
 - c. Problem
 - d. Signature and phone number of interested parties
2. The written protest must be given to the show secretary within 1 hour of the end of the class in question.
3. A \$50.00 fee must accompany the grievance statement.
 - a. **ONLY** if the grievance is upheld, the money will be returned.
4. At no time shall anyone other than a show official(s) approach the judge with any grievance or complaint.
5. No grievance or appeal based upon the statement that the judge or judges are incompetent or have overlooked an animal or article will be considered by the grievance committee.
6. All questions in dispute, or differences not covered by these rules, shall be referred to the HAB grievance committee, whose decision shall be final.
7. The HAB grievance committee shall consist of all HAB members present at the show that day. If the extension agent is present, they shall be part of this committee.
8. If the grievance is filed after the show has ended the grievance will be heard by a committee composed of the following; the Extension representative, the discipline Coordinator, the Show Secretary and the President or Vice-President of the Pima County 4-H Horse Advisory Board.

PROJECT BOOKS

Current guidance document and grading rubric example are available at:

<http://pimacountyhorse4h.weebly.com/forms.html>

Member Record books ARE NOT the same as Project Books.

Member Record book formatting and instructions are generated by the Extension Office. Please check with them if you have questions about Member Record books

EVENT QUALIFICATION

Jumping, Roping and Ranch Sorting require pre-qualification of riders and horses. Qualification rubrics are kept up-to-date and available on the HAB website under each of these disciplines within the Horse Project. Other information specific to qualifying in each of these event types may also be on the website (i.e. Study Guides or tips).

Links to these rubrics are below

See HORSE SHOW RULES - SECTION I for other information pertaining to Qualification.

*NOTE: Skill Level Flow Chart

See HORSE SHOW RULES - SECTION IV - CLASS LIST FOR THE PIMA COUNTY 4-H HORSE SHOW for classes requiring qualification.

Jumping - Intermediate or Advance English riders **ONLY** may attempt qualifying

<http://pimacountyhorse4h.weebly.com/jumping.html>

Ranch Sorting -

<http://pimacountyhorse4h.weebly.com/ranch-sorting.html>

Roping -

<http://pimacountyhorse4h.weebly.com/roping.html>