

NORTH CAROLINA 4-H HORSE PROGRAM

RULES AND REGULATIONS MANUAL



Revised February 2021

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THE 4-H HORSE CLUB PLEDGE

I pledge . . .

My HEAD to clearer thinking. Working with animals provides mental relaxation from schoolroom studies and at the same time stimulates quick thinking and alertness.

My HEART to greater loyalty. The close bond of comradeship that develops between a horse and his master and between young people planning and working together in a common interest is conducive to a deepening sense of loyalty and consideration of others.

My HANDS to larger service. Skillful hands are a must for a horseman. It is the touch of the hands on the reins that telegraph the rider's wish to his mount.

My HEALTH to better living. Out-of-door activities affect every nerve, muscle, and organ of the body in a healthful way.

For my club, my community, my country, and my world. The associations and varied activities in 4-H Club work provide many opportunities for young people to prepare themselves for active participation in the social and economic life of their community.

4-H HORSE PROJECT GOALS

The purposes of this program are to encourage 4-H members:

- (1) To develop leadership abilities, build character, and assume citizenship responsibilities.
- (2) To experience the pride of caring for a horse or pony and being responsible for its management.
- (3) To develop an appreciation of horseback riding as a healthy and wholesome form of recreation.
- (4) To learn skill in horsemanship and to understand the business of breeding, raising, and training horses.
- (5) To increase knowledge of safety precautions needed to prevent injury to one's self, others, and their mounts.
- (6) To promote greater love for animals and a humane attitude toward them.
- (7) To help others by working in groups and supporting community horse projects and activities.
- (8) To learn good sportsmanship in a friendly, competitive atmosphere.

CHAPTER I.

STATE 4-H HORSE SHOWS: GENERAL INFORMATION

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I-A. OVERVIEW

This handbook of rules and show classes is intended to help establish a standard 4-H Horse Show policy within North Carolina. These ideas are presented as suggestions for possible rules and class lists for county and qualifying 4-H horse shows. Some classes or divisions in the State Show will not be applicable to each county or qualifying show. If the county or qualifying show does not have sufficient interest in a given class or division, it should be removed from that group's show. The list of classes in this program should not limit or restrict a county or qualifying show host. **Each qualifying show host is required, however, to offer a minimum number of standard qualifying classes** (refer to item [I-C.1.f.](#) in this chapter). Each county and qualifying show host is encouraged to include any additional classes that are of local interest, but these classes will not be used in determining exhibitors for the State Show. It is suggested that local shows add some fun classes (such as Costume, Egg and Spoon, Ride-A-Buck, Lead Line, Parent's or Leader's Pleasure, or Go-As-You-Please) to the class list for the enjoyment of members and spectators. Horses, ponies, mules, and donkeys are eligible to participate in the N.C. 4-H Horse Program. Wherever the words "horse" and "pony" appear, mules and donkeys are included.

I-B. STATEMENT OF RESPONSIBILITY

The North Carolina State Fair, Extension Horse Husbandry, the management staff of the North Carolina State 4-H Horse Show, and the state of North Carolina will in no way be responsible for any loss or damage that might occur. It will be a condition of the entry that each exhibitor shall hold the State Horse Show and its management blameless for any loss or accident that may occur to any animal, person, or property. Each exhibitor entering a horse in the State Horse Show agrees to obey the rules written in this book.

I-C. POLICIES

I-C.1. Conducting 4-H Shows

I-C.1.a. Selection of Judges. It is strongly recommended that any judge used in 4-H shows be selected from competent horsemen outside the home county or district of a given show. It is the show committee's responsibility to select and hire show judges. The selected judges must be given a copy of the show rules and class procedures when hired, well in advance of the show date.

I-C.1.b. Organizers. County Extension agents, horse club leaders, and 4-H members should all be involved in the planning and conducting of 4-H horse shows.

I-C.1.c. Eligibility cards. Each year all active 4-H horse project members will be given an eligibility card that must be presented when entering 4-H classes or 4-H horse shows. Organizers of open shows should ask exhibitors entering a 4-H class to present a current horse project card. Eligibility cards may be obtained from your county Extension Agent via the Extension Horse Husbandry office.

I-C.1.d. Stewards. Each 4-H horse show should have a steward appointed who will interpret and clarify rules. Any exhibitor with a question or complaint must speak with the show steward or show manager, **not the ringmaster**, prior to approaching the judge. If appropriate, the steward or show manager will arrange an appointment for the exhibitor with the judge. No exhibitor or parent can discuss class placings or reasons for placings with the judge unless the steward has granted permission and is present.

I-C.1.e. Profitability. The state horse show is not planned as a money-making operation. Any profits that may be made from the show will be used to improve the 4-H Horse Program by supporting educational events and 4-H member scholarships.

I-C.1.f. Classes. According to the North Carolina 4-H Horse Advisory Committee, all qualifying 4-H Horse shows must offer the following minimum standard qualifying class list:

<p>Speed Events: Barrels (Junior and Senior) Poles (Junior and Senior) Stakes (Junior and Senior)</p>	<p>Saddle Seat: Showmanship (Junior and Senior) Pleasure Equitation (Junior and Senior)</p>
<p>Non-Trotting: Showmanship (Junior and Senior) Pleasure Equitation (Junior and Senior)</p>	<p>Western: Showmanship (Junior and Senior) Pleasure Horsemanship (Junior and Senior) Pony Pleasure</p>
<p>Little Britches: Showmanship Pleasure (Walk/Jog) Horsemanship</p>	<p>Rookie Hunter W/T: Showmanship W/T Hunter Under Saddle W/T Equitation</p>
<p>Short Stirrup: Showmanship Hunter Under Saddle Equitation Hunter Over Fences Equitation Over Fences</p>	<p>Long Stirrup: Showmanship Hunter Under Saddle Equitation Hunter Over Fences Equitation Over Fences</p>
<p>Hunter – Horse: Showmanship (Junior and Senior) Equitation (Junior and Senior) Hunter Under Saddle Hunter Over Fences Equitation Over Fences (Junior and Senior)</p>	<p>Hunter – Pony: Showmanship (Junior and Senior) Equitation (Junior and Senior) Hunter Under Saddle Hunter Over Fences Equitation Over Fences (Junior and Senior)</p>
<p>Stock Type Hunter Showmanship Hunter Under Saddle Equitation</p>	<p>Ranch- Horse & Pony: Ranch Ground Handling (Junior and Senior)</p>

	Ranch Horsemanship (Junior and Senior) Ranch Riding (Junior and Senior) Ranch Rail Pleasure (Junior and Senior)
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Qualifying horse show hosts are encouraged to offer Miniature Horse Division Classes at their shows. Offering Dressage classes is also encouraged, however not required.

I-C.2. Steward Rules

I-C.2.a. Nature of Role. The steward must be a knowledgeable horseman, **have an understanding of 4-H rules and procedures and be certified as a NC 4-H Horse Program Steward.** This is a **required position at 4-H Horse Program shows.** It is also strongly encouraged for districts to have a steward present for events, such as horse bowl, in order to help interpret and clarify rules. A steward has no authority in connection with the management or judging of a show. He or she is solely responsible for interpreting rules and should protect the interest of exhibitors, judges, and show management. He or she should report any rule infractions to the proper officials and make recommendations. The steward is not a policeman and is not expected to look for rule infractions, but the steward should investigate any situations in which rules are not upheld.

I-C.2.b. Specific Duties.

The steward's duties are as follows:

- (1) Interpret and clarify rules and advise on eligibility for a particular class. Show management is responsible for enforcing these rules.
- (2) Report to management any misrepresentation or substitution of entry without waiting for a protest.
- (3) Measure officially any horses that are questioned relative to size and class eligibility.
- (4) Report to show/event management any rule violations. Show/event management is responsible for enforcing rules.
- (5) Serve as a mediator between the exhibitors and the judges. Exhibitors may not speak to the judge concerning a class without permission from the steward. Judges are encouraged to help youths, but in no instances, should judges be abused as a result of their placings. All exhibitors and parents should display good sportsmanship at all times.
- (6) Serve as a representative of the State 4-H Horse Program.

I-C.3. Age Requirements for Exhibitors

I-C.3.a. General. Each exhibitor must have reached age 8 on or before January 1 of the current year and must not have reached age 19 before January 1 of the current year. Younger members

(5 to 7 years of age) may participate in a noncompetitive manner in Cloverbud classes and activities if offered.

I-C.3.b. Junior. Junior classes are open only to those youths who have not reached age 14 before January 1 of the current year.

I-C.3.c. Senior. Senior classes are open only to those youths who have reached age 14 as of January 1 of the current year and who have not reached age 19 as of January 1 of the current year.

I-C.3.d. Cloverbud. Cloverbud classes are open only to those youths who have reached age 5 as of January 1 of the current year and who **have not reached age 8** as of January 1 of the current year.

I-C.4. Eligibility and Certification of Exhibitors

I-C.4.a. Membership. Each exhibitor must be an active and participating member of a 4-H club or be a member at large in good standing, and meet the requirements for membership as established by the local club or county program.

I-C.4.b. Certification. All eligible 4-H members will be given a 4-H Horse Project Card (an eligibility card) signed by their 4-H club leader and Extension agent. Rules for membership into the 4-H Horse Project will be determined by the county; however, the 4-H member is encouraged to participate in other 4-H events besides the 4-H horse show. It is the responsibility of the county extension agent and horse club leader to certify the eligibility of their 4-H members, **including Little Britches, Short Stirrup, and Long Stirrup status of the 4-H member. 4-H members must also indicate on their eligibility card form, which qualifying show they are going to attend.** Please note that 4-H members must obtain a separate eligibility card for each project horse they intend on showing for the current year. Contact your county extension agent to obtain deadlines for completing eligibility cards.

I-C.4.c. Horse Ownership. Each horse show exhibitor must manage at least one horse of any age or breed as a 4-H horsemanship project. It is recommended that the horse be owned by the 4-H member or his family. However, the horse can be owned by another person if the exhibitor meets the requirements of eligibility in item I-C.4.d. and is certified by his or her club leader and county Extension agent.

I-C.4.d. Horse Care. The horse must be managed and under the care of the 4-H member for 60 days prior to the Qualifying Horse Show. Project horses should not be trained on a regular daily basis by a professional within 60 days before competing in 4-H classes. **The definition of “regular care” in regards to eligibility for youth keeping a horse at a boarding barn or training facility is defined as “a trainer is not allowed to ride a 4-H member’s horse more than 3 days per week within 60 days of a 4-H qualifying show”.** Professional advice and instruction of the 4-H member is encouraged whenever possible. Such assistance can include occasional riding or handling of the horse by the professional but cannot include regular daily training and care of the horse within 60 days of competition. Youths boarding their horses at public stables that feed their horses and clean their stalls are eligible to participate in 4-H horse shows if the 4-H

members ride and care for the horses on a regular basis. The state Extension horse specialist's office will be glad to give advice and guidance when requested.

I-C.4.e. Qualification. All exhibitors wanting to show at the State Show must qualify at one of the four (North, South, East, West) qualifying shows held throughout the state.

I-C.4.f. Division Qualification. Each exhibitor in the State Show must qualify each horse in each respective division in a qualifying horse show in which he or she wishes to participate. Exhibitors must qualify in both the Hunter and Western divisions at the qualifying show if they plan to participate in both divisions at the State Show (for example, exhibitors qualifying only in Western Pleasure in the qualifying show will be allowed to enter only Western Division classes at the State Show). Exhibitors will be allowed to enter any class in the divisions for which they qualified at the qualifying show. The horses and exhibitors must meet the class requirements for the divisions they enter. Exhibitors should refer annually to the rules in this rulebook for the respective classes and the rule supplement that is enclosed in their qualifying packets and found on the Extension Horse Husbandry website.

I-C.4.g. Multiple Classes. Exhibitors may enter more than one showmanship class, but they must qualify in each division in which they enter showmanship. When one project horse is shared by two exhibitors, it may be shown in different showmanship classes by each exhibitor, providing both the exhibitors and the horse are qualified to participate. If an exhibitor has more than one horse, he or she may show each qualified horse in different showmanship classes.

I-C.4.h. Multiple Horses. Exhibitors may qualify multiple horses for the State Show but may enter only one horse in each class **with the exception of the Western Riding class, Ranch Horse and Speed Events wherein an exhibitor may qualify and exhibit one horse and one pony in each class when running an individual pattern.** The horse or pony can participate only once in each class.

I-C.4.i. Qualifying Points. The following point system will be used in earning qualifying points toward attending the State Show. Each exhibitor and horse must earn one or more qualifying points in each division to be eligible to participate in that division in the State Show.

Number of Horses in Class	Places in Class and Points									
	1	2	3	4	5	6	7	8	9	10
1	1									
2	2	1								
3	3	2	1							
4	4	3	2	1						
5	5	4	3	2	1					
6 to 12	6	5	4	3	2	1				
13 to 15	7	6	5	4	3	2	1			
16 to 17	8	7	6	5	4	3	2	1		
18 to 19	9	8	7	6	5	4	3	2	1	

20 or more	10	9	8	7	6	5	4	3	2	1
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I-C.4.j. Cross-Entry. Horses will not be allowed to cross-enter between horse and pony classes or division sections (for example, Working Pony Hunter Over Fences and Working Hunter Over Fences or Walking Horse Pleasure and Racking Horse Pleasure). **See footnotes on the State Show Class list annually for additional cross-entry information.**

I-C.4.k. Entry Forms. The qualifying show secretary will be given entry forms for the State Show. The secretary should fill in the 4-H member's name, horse's name as it appears on the Coggins test, and qualifying division and certify that the child is eligible to attend the State Show by signing or stamping the entry form. The agent advising the qualifying show or the show secretary must sign the entry form. The qualifying forms (including a list of 4-H members, their horses' names, and the divisions in which they are qualified) must be forwarded to the state Extension horse specialist's office immediately following the qualifying show.

I-C.4.l. Non-Point Classes. The following nonpoint classes (listed below from 1-9) may also be offered during the State 4-H Horse Show. Exhibitors are required to have qualified at a qualifying show in a division to compete in any of the non-point classes (#1-4, #9). Adaptive Riding Division (#6), Dressage Division classes (#7), Academy Division (#8), Costume and Cloverbud Classes are the only classes that an exhibitor may show in without previously qualifying at a qualifying show. Grand and Reserve Champion prizes are awarded for Adaptive, Dressage, and the Combined Training divisions, however these points do not count in any other divisions, nor for Southern Regional qualifications. In order to compete at the state show in a Combined Test, all exhibitors must have completed a course of 8 fences at a qualifying show. Exhibitors should refer to this manual, annually, for class descriptions, rules and guidelines, and a list of current classes that are offered.

- (1) **English Division—Saddle Seat—Trotting (Horses and Ponies)**
 - a. Saddle-type Halter (Mares and Geldings)
- (2) **Non-Trotting Division (Horses and Ponies)**
 - a. Non-Trotting Mares In-Hand
 - b. Non-Trotting Geldings In-Hand
- (3) **Hunter Division (Horses and Ponies)**
 - a. Hunter-Type Mares In-Hand
 - b. Hunter-Type Geldings In-Hand
 - c. Restricted Working Hunter Over Fences (Junior and Senior)
 - d. Restricted Hunt Seat Equitation Over Fences (Junior and Senior)
 - e. Hunt Seat Equitation Medal Class (Refer to item [IIC4i1](#) in this manual for class eligibility.)
- (4) **Western Division (Horses and Ponies)**
 - a. Stock-Type Halter Mares
 - b. Stock-Type Halter Geldings
 - c. Horsemanship Medal Class (Refer to item [IIID4i](#) in this manual for class eligibility.)
 - d. Western Pleasure- Jr Horse, Sr Horse
- (5) **Cloverbud Division**

- a. Cloverbud Western Showmanship
 - b. Cloverbud English Showmanship
 - c. Cloverbud English Equitation
 - d. Cloverbud Horsemanship
 - e. Cloverbud English Pleasure
 - f. Cloverbud Western Pleasure
 - g. Cloverbud Dressage
 - h. Cloverbud Barrels
 - i. Cloverbud Trail
 - j. Cloverbud Costume
- (6) **Adaptive Riding Division**
- a. Adaptive Showmanship
 - b. Adaptive Walk-Trot Equitation
 - c. Adaptive Trail
- (7) **Dressage Division** (Consult the [*Basic Dressage Manual*](#) for a complete listing and description of class rules and regulations.)
- a. Training Level Test 1
 - b. First Level Test 1
 - c. USDF Intro A
 - d. USDF Intro B
 - e. First Level Test 3
 - f. Training Level Test 3
 - g. Non-Trotting Intro Level A
 - h. Non-Trotting Western Dressage Intro Level 3
 - i. Western Dressage Intro Test
 - j. Maiden Combined Test*
 - k. Beginner Novice Combined Test*
 - l. Novice Combined Test*

*Note: To compete in the combined tests at the State 4-H Horse Show, each exhibitor must complete a hunter course of at least eight fences at his or her respective qualifying show.

- (8) **Academy Division (Saddle Seat)**
- a. Academy Showmanship
 - b. Academy W/T Pleasure
 - c. Academy W/T Equitation
 - d. Academy W/T/C Pleasure
 - e. Academy W/T/C Equitation
- (9) **Special Interest Classes:** The following special interest classes may be offered on a nonpoint basis. Additional information will be supplied annually as per the State 4-H Horse Advisory Committee's recommendations:
- a. Pleasure Pairs

b. Versatility

Classes may change annually in accordance with Advisory Committee recommendations.

I-C.4.m. Entry Form Submission. It is the 4-H member’s responsibility to complete the entry form and mail it with the entry fees and a photocopy of a current negative Coggins test for equine infectious anemia (current through the last day of the State Show) **along with their current, completed 4-H eligibility card, 4-H Medical Release Form, and appropriate show fees** to the appropriate person before the postmark deadline date. Incomplete or incorrect entry forms will be returned to the sender **(See the entry form for specific penalties concerning returned entries.) No entries will be accepted if received after the advertised deadline date.** The horse’s name on the entry form must be the same as that appearing on the Coggins test and the 4-H eligibility card for the entry to be accepted.

I-C.4.n. Refunds. Refunds will be made to any individual canceling before the entry deadline in accordance with current Advisory Committee policy. **Current policy as recommended by the Advisory Committee is that no State Show fees (including entry and stall fees) will be refunded if the amount is less than \$25.** Entries canceled after the deadline will be refunded only upon receipt of a veterinarian’s or physician’s certificate. Stall fees will also be refunded upon receipt of a physician’s or veterinarian’s certificate if show management is notified up to one week before the show. Requests for stall fee refunds will not be honored after this date. Individuals must submit to the State 4-H Horse Program Office a completed Refund Request Form, including all required information, by the advertised deadline date for a refund to be processed.

I-C.4.o. Optional Participation. Participation in any 4-H horse show should be optional and enjoyable for the exhibitor. No 4-H member is required to exhibit in a 4-H horse show to complete a horse project.

I-D. AWARDS—STATE 4-H HORSE SHOW

I-D.1. Class Awards

A special award and ribbon for first place and ribbons only for second through tenth places will be awarded in each class, depending upon class entries. Ribbons will be awarded according to the following number of entries per class:

Entries	Number of Ribbons
Less than 10	Ribbons awarded to number of entries in class
10 or more	First- through tenth-place ribbons awarded

I-D.2. Championship Awards

Championship awards will be based on points earned in performance classes only. (Showmanship is considered a performance class.) **In order to be eligible for a Championship award, exhibitors must show in a minimum of three (3) classes in that division.**

I-D.3. Showmanship Classes

Showmanship classes will have ribbons for the first 10 places, depending on class entries.

I-D.4. Sportsmanship Awards

A sportsmanship award will be presented to the junior and senior 4-H member who best exemplifies good sportsmanship and leadership during the show. The award is in memory of Pam Holland, Rockingham County Volunteer leader and is sponsored by the North Central District 4-H Horse Council. Individual members and leaders are encouraged to submit nominations for this award during the State 4-H Horse Show. Nominations should include the nominee's name, county, and the reason you feel this member deserves the award. The State Show committee will select the winner from their observations and after a careful review of all nominees.

I-D.5. Championship and Reserve Championship Awards

The following championship and reserve championship awards will be made to the individual horse and rider that earned the most points in each division:

Saddle Seat	Senior Hunter Pony	Junior Speed Events
Junior Non-Trotting	Senior Hunter	Senior Speed Events
Senior Non-Trotting	Stock Type Hunter	Junior Ranch
Rookie Hunter W/T	Little Britches	Senior Ranch
Short Stirrup	Western Pony	Combined Training
Long Stirrup	Junior Western	Dressage
Junior Hunter Pony	Senior Western	
Junior Hunter	Adaptive Rider (levels 1, 2, and 3)	
In addition, special awards will be given to the following: High Score, First Level Dressage Ride High Score, Training Level Dressage Ride High Score, USDF Intro Dressage Ride High Score, Non Trotting Dressage Ride High Score, Western Dressage Ride High Score, Combined Training		

I-D.6. Championship Points

I-D.6.a. Points will be awarded based on the following number of entries per class:

Number of Horses in Class	Places in Class and Points									
	1	2	3	4	5	6	7	8	9	10
1	1									
2	2	1								
3	3	2	1							
4	4	3	2	1						
5	5	4	3	2	1					
6 to 12	6	5	4	3	2	1				
13 to 15	7	6	5	4	3	2	1			
16 to 17	8	7	6	5	4	3	2	1		
18 to 19	9	8	7	6	5	4	3	2	1	
20 or more	10	9	8	7	6	5	4	3	2	1

Points to count towards the Junior Hunter and Senior Hunter High Point will be awarded based on the following in regards to the over fences classes (Low/Working Hunter Over Fences; Low/Working Equitation Over Fences) **only**.

Class Placing	1	2	3	4	5	6	7	8	9	10
Points (regardless of entries)	10	9	8	7	6	5	4	3	2	1

I-D.6.b. The number of horses in a class will be determined by the number actually shown.

I-D.6.c. Under no circumstances shall a disqualified contestant receive points; however, each horse brought into the ring will constitute an entry and will be counted.

I-D.7. Class Ties

I-D.7.a. Ties for first place in any class will be decided by a work-off with points being given according to placing after a work-off.

I-D.7.b. All other ties may be decided by the flip of a coin, judge's discretion, or a work-off with the consent of the exhibitors involved.

I-D.7.c. The total points of the exhibitors involved in a tie will be split equally among the exhibitors unless a work-off is used to split the tie.

I-D.8. Championship Ties

I-D.8.a. **Saddle-seat, Non-trotting, Western, Stock Type Hunter, Rookie Hunter W/T, Adaptive, and Ranch Divisions.** Championship ties will be broken on the basis of total equitation or horsemanship points earned. If a tie still exists, the contestant with the most points in the

showmanship classes (ranch ground handling for the ranch division) will be declared the champion. If a tie still exists, the exhibitor who places in the greater number of classes will be declared the champion.

I-D.8.b. Hunter Divisions. Championship ties will be broken by awarding the championship to the horse and rider who earn the most points in Over-Fences classes. Ties will be broken based on the rider accumulating the most points in classes in the following order: Equitation Over-Fences, followed by Equitation On-the-Flat, and, finally, total points earned in showmanship plus Equitation Over-Fences and On-the-Flat classes. If a tie still exists, the horse and rider placing in the greatest number of classes will be declared the Hunter Champion.

I-D.8.c. Speed Events Division. Championship ties will be broken by awarding championship points in the least number of classes, followed by the horse or pony with the most first place finishes. If still tied, horses or ponies will be ranked based on the fastest time earned in Texas Barrels.

I-D.8.d. Dressage Division. Champion ties will be broken by awarding the championship to the horse or pony scoring the most points in the least number of classes, followed by the horse or pony with the most first place finishes.

I-E. SOUTHERN REGIONAL HORSE SHOW

I-E.1. Overview

All exhibitors in the Southern Regional 4-H Horse Show will be required to wear safety helmet in every class/division and while being mounted on the grounds.

I-E.1.a. Total Number of Horses. North Carolina is allowed to send **70 horses** to participate in the Southern Regional Horse Show. Multiple exhibitors may show the same horse; consequently, more than **70** exhibitors could compete.

I-E.1.b. Expenses. All exhibitors will be expected to pay their own expenses in attending the show. The county horse clubs or district horse advisory councils are encouraged to help exhibitors from their area in meeting this expense. **The State 4-H Horse Advisory Committee approved the awarding of gifts to all North Carolina delegation members showing at the Southern Regional 4-H event. All North Carolina delegation members will receive a NC 4-H Horse Program T-shirt at the event. Additional horse-related items may also be provided to show exhibitors.**

I-E.1.c. One Horse Per Member. Each 4-H member will be allowed to qualify only one horse for the Southern Regional Horse Show (**unless the horses were champions or reserve champions at the State Show**). The individual member may choose which horse to take if more than one horse qualifies. If there are openings remaining after the entry closing date, members qualifying more than one horse will be given the opportunity to bring an additional horse. These additional horses and youths will be ranked and placed in the lowest priority group.

I-E.1.d. Selection. Southern Regional Horse Show exhibitors will be selected on points earned at the State 4-H Horse Show within a respective show division. The total number of eligible exhibitors for Southern Regional competition will be based upon a percentage of the

number of exhibitors within a division (not including invitational divisions, such as dressage) as compared to the number of exhibitors in the entire show. Within each division, a specific priority system has been developed.

I-E.2. Qualification Selection Procedure. The following qualification selection procedure will determine the **70** horses that represent North Carolina:

I-E.2.a. Reserved Positions. One qualifying position is reserved for a 4-H member exhibiting in **Roping classes** and one position is reserved for **the highest Dressage Division ride score from either the Training or First-Level Dressage classes at the State Show**. The State 4-H Horse Advisory Committee executive committee shall select a 4-H member based upon participation in that 4-H Horse Program's activities and performance in roping events. Exhibitors wishing to be considered as a Roping representative must submit a letter requesting consideration to the state Extension horse specialist's office before the State 4-H Horse Show. The executive committee has the option to reject applications based on lack of 4-H participation.

I-E.2.b. Other Positions. The **remaining 68 qualifying** positions will be selected based upon the following formula:

$$\frac{\text{Number of exhibitors in a division (W, HS, SS, SE, NT, R)*}}{\text{Total number of show exhibitors}} \times 68^{**} = \text{Qualifying positions within a respective division}$$

* W = Western; HS = Hunt Seat; SS = Saddle Seat; SE = Speed Events; NT= Non-Trotting; R=Ranch

** If all slots within a division are not filled, that is, Roping, Non-Trotting, or any other division, open qualification spots will be recalculated on a percent basis between remaining divisions with adjustments made in the total number of exhibitors eligible to participate at Southern Regionals.

Example

120 Western Division exhibitors divided by 240 total exhibitors = 0.50

0.50 x 68 qualifying positions = 34

34 Western Division exhibitors will be given the opportunity to exhibit at the Southern Regionals.

I-E.2.c. Slots. Qualification slots within a division will be determined based on the following priority system:

- (1) The champions (including horses and ponies) in each qualifying division.

- (2) The top-points-earning horses and ponies within each division will be selected from the greatest number of points accumulated during the State 4-H Horse Show to the least within the division.
- (3) When all individuals within a division who have earned points in the State 4-H Horse Show have declined a Southern Regional qualifying slot, the remaining slots will be reapportioned between the remaining divisions using the percent-basis formula.
- (4) All horses qualified for the Southern Regional Horse Show must have shown and earned a point at the State 4-H Horse Show or received reserve qualification slots as mentioned in items [I-E.2.a](#) and [I-E.2.b](#)
- (5) Ties will be broken giving priority to the horses or ponies having earned the highest places, starting in the largest class and working to the smallest class.

I-E.3. Entry Procedures

All exhibitors in the State Show will receive a class list and entry form for the Southern Regional Show in their State 4-H Horse Show packet. All interested youths should complete the entry form. The completed form and entry fees must be returned to the Extension horse specialist **by a specified deadline. The deadline will be advertised in the Operating Procedures in each exhibitor's show packet.** Submitted and completed forms will be ranked and accepted according to the priority schedule outlined above. Youth not submitting their completed forms by the deadline will lose their eligibility. Accepted entrants will receive rulebooks, information on motel accommodations, and other related materials. All entry forms not accepted will be returned along with the entry fees. Entry forms for the top 70 horses will be forwarded to the Southern Regional Horse Show.

I-F. GENERAL RULES AND REGULATIONS

I-F.1. Precedence of Rules

Rules in this book will have precedence over all other rules. US Equestrian (USEF) rules will be used for any Equitation, Hunt Seat, Saddle Seat, and Dressage rules not covered in this book. American Quarter Horse Association rules (AQHA) will be used for any Western, Ranch or Speed Events Division rules not covered in this book. Walking Horse Owners Association (WHOA) rules will be used for any Non-Trotting Division rules not covered in this book.

I-F.2. Proof of Horse Health

All horses must submit and show proof of a negative Coggins test for equine infectious anemia (EIA) or swamp fever within the past 12 months before participating in the State 4-H Horse Show. (The Coggins test must be current through the last day of the State Show.) Additional health papers may be requested at the direction of the NCDA&CS State Veterinarian. A photocopy of the current Coggins test must be enclosed with the entry forms to the State Show. **The horse's name that appears on the Coggins test must be the same as that which appears**

on the entry form for the entry to be accepted. Those not complying will be returned to the sender. Photocopies may be returned upon completion of the show. Youths are encouraged to have all horses vaccinated for tetanus and Eastern and Western equine encephalomyelitis (sleeping sickness).

I-F.3. Control of Horses

All exhibitors must have their horses under complete control at all times. Horses must enter the ring unassisted, and the gate must be closed before starting the class or course. Riders will not be allowed to leave the ring until their horses are walking under control. No horses will gallop into or out of the show ring because this endangers other exhibitors and spectators. Riders having difficulties in the ring and desiring to leave should request permission to be excused from the ringmaster or judge.

I-F.4. Right of Refusal

Show management reserves the right to refuse an exhibitor entry into any class or event if they deem that entry unsafe for the exhibitor or other exhibitors or animals. All show officials have the authority and must dismiss from the ring any entry that is unruly or not in sufficient control for the safety of the handler or other exhibitors.

I-F.5. Classes Offered

Horse show classes in this rulebook may be offered at the discretion of the state 4-H Extension horse specialist's office. Class rules may be amended. **Not all classes listed in this rulebook are offered at the State 4-H Horse Show. State 4-H Horse Show classes are designated annually during the State 4-H Horse Advisory Committee Meeting.**

I-F.6. Right to Alter

Show management reserves the right to alter or modify any class or contest procedures, obstacles, or patterns in this book due to safety concerns.

I-F.7. Treatment of Horses

Cruelty or rough handling of horses will not be allowed at any show or event. A horse and exhibitor may be excused from the ring, show, or event for lack of control, cruelty, rough handling, or unsportsmanlike conduct. The standard by which conduct or treatment will be measured is that which a reasonable person, informed and experienced in general accepted equine training and exhibition procedures, or veterinary standards would use to determine whether the incident is cruel, abusive, or inhumane. The stewards, show-event management, or judge may disqualify anyone mistreating an animal or demonstrating unsportsmanlike conduct.

I-F.8. Stallions

Stallions are not allowed to be shown in 4-H horse shows or classes except for yearling colts in halter or in-hand classes.

I-F.9. Horse and Rider Combinations

At the State Show, a horse may be exhibited by more than one rider only if both riders qualified for the State Show on the same horse in different classes at the qualifying show. **In no instance, will the contestant-horse combination be allowed to show in the same class twice. Each exhibitor and horse may participate only once in a class with the exception of the Western Riding class, Ranch Horse and Speed Events wherein an exhibitor may qualify and exhibit one horse and one pony in each pattern class.** The horse or pony can participate only once in each class.

I-F.10. Restricted Ring Entry

No person other than the exhibitors and show officials will be allowed in the ring while any class is being judged. Exceptions are for the Adaptive and Cloverbud divisions.

I-F.11. Cancellation of Classes

All scheduled classes will be held. Classes with less than five entries for more than two consecutive years may be canceled or combined where appropriate at the discretion of the North Carolina State 4-H Horse Advisory Committee.

I-F.12. Riding Over Show Grounds

Riding over the show grounds, except in the immediate area of the horse show ring, is strictly prohibited. No horse will be allowed to proceed at any gait faster than a walk on the State Fairgrounds property except within the riding rings. Youth are reminded that signs have been posted in certain areas that forbid horses. As good 4-H members, you should obey these signs. Failure to follow these courtesies on the fairgrounds could result in dismissal from the show.

I-F.13. Timing

In timed events, an electric timer will be used if available. In all cases, two stopwatches should be available and used for the official time if no timer is available. The average of the two stopwatches used by the official timers will be considered the official time.

I-F.14. Reruns and Re-rides

No rerun or re-ride will be given to any contestant if handicapped by an equipment/tack failure or an accident to the horse or rider. If timing equipment malfunctions, riders will be granted a rerun.

I-F.15. Splitting Classes

The Executive Committee will make the decision on splitting large "under-saddle" classes based on class entries as presented at the pre-show meeting.

I-F.16. Orders-of-Go

All heats and working orders will be drawn at random and posted daily with the class orders-of-go.

I-F.17. Exhibitors per Heat

The number of exhibitors selected from each heat to return to the finals will be left to the discretion of the judge. Judges do not have to select the same number of exhibitors from each heat.

I-F.18. Number of Rings

Multiple rings will be used concurrently during the show. Efforts have been made to eliminate or minimize class conflicts between the rings. In cases of conflicts, however, the show management will cooperate wherever possible to allow youth to participate in conflicting schedules if notified in advance. **It will be the exhibitor's responsibility to choose the preferred class when no solution is available to work out the conflict.** Please note: Entry fees will not be refunded to youth who miss a class due to scheduling conflicts.

I-F.19. Gate Calls

It is not a responsibility of the announcer to announce gate calls. When time permits, announcers at their discretion may make announcements to update exhibitors in the paddock and barn areas concerning the progress of the classes in the arena(s). It is each exhibitor's responsibility, however, to stay aware of which class is in the arena and when his or her class is entering the arena. For all "individual go" classes, there will be an "on-deck" cone prior to the 1st cone on course. If an exhibitor is called to the "on-deck" cone and misses this call, then the exhibitor has officially missed their gate call and will be refused entry into the class. It is the responsibility of each exhibitor to be at the on-deck cone at the required time. In all other classes, the gate will be closed when the last visible horse in the paddock area for that heat and/or class enters the ring. No additional entries will be accepted to that class and/or heat. Show management may authorize an exhibitor being moved in the order-of-go to help alleviate a class conflict, if notified before the class starts. There are no class holds for tack changes.

I-F.20. Entry Fee for Champions

There is no entry fee for championship awards. Championships are based on points earned in performance classes. They are listed in the class list for award scheduling purposes.

I-F.21. Forbidden Substances and Methods

The North Carolina 4-H Horse Program has adopted American Quarter Horse Association (AQHA) rules concerning drug use in horses during horse shows or classes exclusive to 4-H'ers. Exhibitors are responsible for being knowledgeable of and following the guidelines for drug use as prescribed in the current AQHA rulebook for that year. All groups sponsoring 4-H shows or 4-H classes reserve the right to have horses tested for drugs by a qualified veterinarian. In an effort to incorporate drug-testing procedures, there will be an administrative fee charged to **every** entry at the State 4-H Horse Show. **For current rules, either refer to the AQHA Handbook Showing Rules at [2021 AQHA Rulebook](#) or call 1-806-376-4811.**

Disciplinary actions of those tested positive or those who refuse to have their horses tested will be referred to the Executive Committee of the N.C. 4-H Horse Advisory Committee for action. All protests are to be filed with the Grievance Committee following appropriate protest rules. If the drug test is returned positive, the exhibitor will be fined a \$50 penalty and may be subject to the following actions below. The Executive Committee of the N.C. 4-H Horse Advisory Committee reserves the right to take the following actions if a horse tests positive for forbidden substances at a sanctioned show:

- A. Disqualify the horse from all classes in which it participated in the show and take away earned points for high point and Southern Regional Qualification.
- B. Ban the horse from participation in future 4-H shows for such a period as determined appropriate.
- C. Levy an additional fine or penalize the exhibitor as deemed appropriate.
- D. Ban the exhibitor from participation in future 4-H shows and events for such a period as determined appropriate.

I-F.22. Schooling Supervisors

All schooling times are subject to availability of schooling supervisors. All riders schooling over fences must be supervised by a parent, guardian, or trainer while schooling. If there are no schooling supervisors for the main or covered arena, there will be no schooling sessions and the rings will be closed. Sign-up sheets for volunteers willing to serve as schooling supervisors are available during the State 4-H Horse Show. A schooling supervisor, designated with the authority to maintain order in schooling areas, will be on duty each day of the show. **Any 4-H member that possesses a current eligibility card may ride or lunge another 4-H member's horse, but must wear an exhibitor back number. An adult may lunge or lead a 4-H member's horse but may not mount or ride a 4-H member's horse unless that horse is deemed "dangerously uncontrollable" and the adult has received written permission from the schooling supervisor.** Permission will only be given when the schooling supervisor is announced

to be on duty. Exhibitors who violate this rule can be disqualified at the show committee's discretion.

I-F.23. Riding Safety Headgear Policy

The North Carolina Cooperative Extension Service 4-H Horse Program ("the 4-H Program") requires all riders to wear protective headgear that meets or surpasses current applicable ASTM (American Society for Testing and Materials)/SEI (Safety Equipment Institute) standards while riding during all County, District and State 4-H Horse Program sponsored events and activities. This headgear must be properly fitted, properly worn on the top of the head, and worn with the harness securely fastened. Go-Pro cameras or other type devices are not permitted to be attached or affixed to the helmet. Events and activities covered by this Rule include, but are not limited to: 4-H Horse Shows, 4-H Horsemanship Camps, 4-H Trail Rides, and 4-H Horse Drill Teams. The term "riding" as used in this Rule (I-F.23) shall refer to the riding or driving of a horse or pony in a 4-H sponsored event or activity. The term "rider" as used in this Rule refers to a person engaged in riding.

The 4-H Horse Program and the show committees, officials, judges, extension personnel and volunteers associated with the 4-H Horse Program shall enforce this Rule during 4-H Program events and activities. Any rider violating this rule will be immediately prohibited from further riding, and shall be barred or disqualified from the event or activity in which the rider is engaged at the time of the violation. It is the responsibility of the rider, and the parent or guardian of the rider, to confirm that the headgear worn by the rider complies with safety standards set forth above; is properly fitted, fastened, and worn; and is in such a condition that it would protect the rider in the case of an accident. The 4-H Horse Program and the show committees, officials, judges, extension personnel and volunteers associated with the 4-H Horse Program are not responsible for checking headgear worn by riders for compliance with this Rule.

The 4-H Horse Program makes no representation or warranty, expressed or implied, concerning the headgear worn by any rider during a 4-H Program sponsored event or activity. In particular, the 4-H Program makes no representation or warranty concerning the safety performance of any headgear worn by any rider. The 4-H Program cautions riders that death or serious injury may result despite wearing such headgear as all equestrian sports involve inherent dangerous risk and as no headgear can protect against all foreseeable injuries.

I-F.24. Functional Heel

The State Show management will enforce that all riding during the event (and all 4-H activities) **must be done with a boot that has a “functional heel,”** which is defined as a heel that stops the forward movement of the boot through the stirrup.

IF.25. Safety or Flack Vests

Safety or flack vests are considered optional attire or equipment in all divisions and classes and can be worn either over or under approved riding attire.

I-F.26. Dress Code

The dress code described under each show division in this manual will be strictly enforced unless show management makes pre-approved changes.

I-F.27. Finality of Decisions

The decision of the judge is final. All horses and ponies cannot win, so the judge’s decision, on whatever it may be, should be accepted in the true spirit of sportsmanship and 4-H membership. When an exhibitor or exhibitor’s parent, leader, or agent is guilty of unsportsmanlike conduct, the show management may suspend such exhibitor’s rights to participate in future classes or shows for such period as judged appropriate. The exhibitor’s parent, leader, friend, or agent can and will be barred from the show grounds for unsportsmanlike conduct or improper behavior.

I-G. APPEALS AND COMPLAINTS

I-G.1. Source

Appeals and complaints must be directed by an exhibitor, a grievance committee designated by show management, or a spokesperson for the exhibitor and should be registered with the steward. The show committee will serve as the appeals committee. This committee will confer with the steward and act upon any protested class. The North Carolina 4-H Horse Program does permit a protesting of all animals including animals with a permanent height card. When a protest occurs, the animal must be made available for re-measurement prior to the end of the event. If the animal is not presented for measurement, the entry is disqualified from the event and the current measurement card is revoked. If the animal was originally measured unshod (noted on eligibility card), it may be presented unshod for re-measurement. It is the sole responsibility of the owner/exhibitor to have the shoes removed prior to re-measurement. If the shoes of a previously measured unshod animal are not removed, the animal will be measured shod with no adjustment made for shoe thickness. This also is in accordance with current USEF rules. If an animal is measured unshod, exhibitors have the option to add a shoe and exhibit the animal shod after the height has been certified. The 4-H exhibitor should retain

the measurement card for future 4-H and open shows and should transfer the card with the animal to the new owner if sold.

I-G.2. Form

A verbal protest, accompanied with \$50 cash, must be filed with the paddock coordinator or show office by the complaining party within the time the protested class is announced or until the gate is closed for the next class, whichever comes first. A written protest must be submitted within 15 minutes. If the appeals committee upholds the protest, the deposit will be refunded. If the protest is overruled, the deposit shall be forfeited to the N.C. 4-H Horse Program Fund.

I-G.3. Exclusions

Eligibility of exhibitors and horses and the judges' decision cannot be protested. All youths and horses must have been certified by local county Extension agents and club leaders to participate in 4-H classes or 4-H shows. A judge's decision is final in regard to eligibility.

I-H. LIST OF SHOW DIVISIONS AND POSSIBLE CLASSES

The North Carolina State 4-H Advisory Committee conducts an annual review of classes offered. The rules in Chapter II clarify judging procedures, equipment, and attire for their type of horses when shown in the North Carolina 4-H Horse Program.

***INDICATES NON-POINT CLASS**

- (1) **Speed Events- Junior and Senior**
 - a. Barrel Race- Jr, Sr
 - b. Texas Barrels- Jr, Sr
 - c. Flag Race- Jr, Sr
 - d. Pole Bending- Jr, Sr
 - e. Stake Race- Jr, Sr
- (2) **Adaptive Rider- Levels 1, 2, 3**
 - a. Adaptive Rider Showmanship- Combined
 - b. Adaptive Rider Walk Only- Level 1, 2, 3
 - c. Adaptive Rider Walk/Trot Equitation- Level 1, 2, 3
 - d. Adaptive Rider Trail- Level 1, 2, 3
- (3) **Rookie Hunter W/T**
 - a. Showmanship
 - b. Hunter Hack
 - c. Hunter Under Saddle
 - d. Hunt Seat Equitation on Flat
- (4) **Short Stirrup**
 - a. Showmanship

- b. Hunter Hack
 - c. Working Hunter Over Fences
 - d. Hunt Seat Equitation Over Fences
 - e. Hunter Under Saddle
 - f. Hunt Seat Equitation on Flat
 - g. Bridle Path Hack
- (5) **Long Stirrup**
- a. Showmanship
 - b. Hunter Hack
 - c. Working Hunter Over Fences
 - d. Hunt Seat Equitation Over Fences
 - e. Hunter Under Saddle
 - f. Hunt Seat Equitation on Flat
 - g. Bridle Path Hack
- (6) **Hunter Pony- Junior, Senior**
- a. Showmanship
 - b. Working Pony Hunter Over Fences
 - c. Hunt Seat Equitation Over Fences
 - d. Hunter Hack
 - e. Working Pony Hunter Under Saddle
 - f. Hunt Seat Equitation on the Flat
 - g. Bridle Path Hack
- (7) **Hunter Horse- Junior, Senior**
- a. Showmanship
 - b. Low/Working Hunter Over Fences
 - c. Low/Working Hunt Seat Equitation Over Fences
 - d. Hunter Hack
 - e. Hunter Under Saddle
 - f. Hunt Seat Equitation on the Flat
 - g. Bridle Path Hack
- (8) **Stock Type Hunter – Junior/Senior combined**
- a. Showmanship
 - b. Hunter Under Saddle
 - c. Hunt Seat Equitation on the Flat
 - d. Show Hack
- (9) **Hunter Nonpoint Classes in which Juniors, Seniors, Ponies, and Horses Compete Together:**
- a. Hunter Type Mares*
 - b. Hunter Type Geldings*
 - c. Hunt Seat Equitation Medal Class (see rule [III-C.4.i. \(1\)](#))*
- (10) **Little Britches**
- a. Showmanship

- b. Horsemanship
 - c. Walk, Jog Pleasure
 - d. Walk, Jog, Lope Pleasure
 - e. Trail
- (11) **Western Pony**
- a. Showmanship
 - b. Horsemanship
 - c. Trail
 - d. Western Pleasure
 - e. Western Show Hack
 - f. Western Riding
- (12) **Western Horse- Junior, Senior**
- a. Showmanship
 - b. Horsemanship
 - c. Trail
 - d. Western Pleasure
 - e. Western Show Hack
 - f. Western Riding- Jr/Sr Combined
- (13) **Western Nonpoint Classes in which Juniors, Seniors, Ponies, and Horses Compete Together:**
- a. Stock-Type Geldings*
 - b. Stock-Type Mares*
 - c. Horsemanship Medal Class*
 - d. Western Pleasure- Jr Horse, Sr Horse*
- (14) **Combined Training**
- a. Maiden Combined Test
 - b. Beginner Novice Combined Test
 - c. Novice Combined Test
- (15) **Dressage**
- a. USDF Intro A, Intro B
 - b. Training Level Test 1, Test 3
 - c. First Level 1, First Level 3
 - d. Non-Trotting Intro Level A, Non-Trotting Western Dressage Intro Level 3
 - e. Western Dressage Intro Test 1, Intro Test 3
- (16) **Saddle Seat**
- a. Showmanship
 - b. Saddle Seat Pleasure
 - c. Saddle Seat Equitation
 - d. Hunter Pleasure- English Type
 - e. Western Pleasure- English Type
 - f. Saddle Type Halter*
 - g. Academy Showmanship*

- h. Academy W/T Pleasure*
 - i. Academy W/T Equitation*
 - j. Academy W/T/C Pleasure*
 - k. Academy W/T/C Equitation*
- (17) **Non-Trotting- Junior and Senior**
- a. Showmanship
 - b. English Non-Trotting 2 Gait (Jr, Sr)/Other Non-Trotting 2 Gaited English
 - c. Non-Trotting Equitation 2 Gait- Jr, Sr
 - d. Walking Horse Pleasure/ Racking Horse Pleasure/ Other Non-Trotting Pleasure
 - e. Western Non-Trotting 2 Gaits - Jr, Sr
 - f. Non-Trotting Mares in Hand*
 - g. Non-Trotting Geldings in Hand*
- (18) **Cloverbud**
- a. English Showmanship*
 - b. Western Showmanship*
 - c. English Equitation*
 - d. Horsemanship*
 - e. English Pleasure*
 - f. Western Pleasure*
 - g. Dressage*
 - h. Costume*
 - i. Barrels*
 - j. Trail*
- (19) **Ranch - Junior and Senior**
- a. Ranch Trail
 - b. Ranch Riding
 - c. Ranch Ground Handling
 - d. Ranch Horsemanship
 - e. Ranch Rail Pleasure
 - f. Ranch Reining
- (20) **Ranch Nonpoint Classes in which Juniors, Seniors, Ponies, and Horses Compete Together:**
- a. Stock-Type Geldings*
 - b. Stock-Type Mares*
 - c. Horsemanship Medal Class*
- (21) **Special Interest Classes**
- a. Pleasure Pairs*
 - b. Versatility- Jr, Sr*
 - c. Costume- Cloverbud, Jr, Sr*

CHAPTER II. SHOWMANSHIP

[II-A. Overview](#)

[II-B. Scorecard For Showmanship Classes](#)

[II-C. Breeding or In-Hand Classes](#)

II-A. OVERVIEW

The same scorecard and class procedures will be used for all exhibitors in Showmanship classes. The exhibitor uses the horse as a means to display his or her ability to fit and show properly. Showmanship is considered a performance, not a conformation class.

II-A.1. Purpose

The real purpose of showmanship is to learn the best way to fit and train a horse so that its best attributes can be seen easily by the judge or potential buyer. All youths are encouraged to participate and learn. Showmen are reminded that they are being judged on the fitting, training, and showing of their horses. The horse's conformation is not to be considered in the judging of this class. Showmen must wear the correct attire for the division in which they are participating. Refer to specific division requirements in regard to attire and equipment.

II-A.2. Awards

Exhibitors in the showmanship classes will be eligible for ribbons for the first 10 places depending on the number of entries. **The final judging of all showmanship classes may include the top 15 horses, including all ties.**

II-A.3. Judging Procedure

The following judging procedure will be used for all classes: Exhibitors will individually enter the ring and be scored on the fitting, leading, and posing of their horses as well as pattern precision. After the completion of individual judging, the judge may give the finalists additional work before final placings and awards are made. A show manager may elect to modify or change the above ring procedure at his or her own discretion.

II-B. SCORECARD FOR SHOWMANSHIP CLASSES

II-B.1. Club Member and Equipment

II-B.1.a. Personal Appearance. Each club member should be neat, clean, well groomed, attentive, courteous, and in appropriate attire for the division. Chaps and spurs are prohibited.

II-B.1.b. Equipment. Clean and properly adjusted equipment should be used. Halters (leather, nylon, or rope) must be used in the Western Division. Halters or bridles may be used in the English and Hunter divisions (exhibitors should conform to breed standards). Lead shanks (or ropes) should be 6 to 7 feet long and should be adjusted to the point where a youth does not have to hold a hand on the chain. The shank needs to be short enough to assure maximum control and responsiveness from the horse. Judges may penalize youths who use a shank over the horse's nose. **Hackamores, whips, crops, bats, chaps and spurs are prohibited.** Whips are permitted in Saddle Seat classes only.

II-B.2. Horse (Fitting and Grooming)

II-B.2.a. Cleanliness. The horse should be clean and well groomed. Fitting for a show is a year-round job. No amount of delayed fitting or grooming oils will cover up a poor job of feeding or an unhealthy, unsound horse. Daily grooming and good nutrition are very important to the hair coat. Just before entering the show ring, the showman should rub the horse down with a grooming cloth to remove any dust that may have accumulated since brushing. Avoid using an oily grooming cloth because oil will accumulate dust. Wipe about the ears, eyes, nostrils, lips, sheath, and dock with a damp cloth or sponge.

II-B.2.b. Clipping. Horses should be clipped in ample time before showing to allow for some regrowth to cover up any minor mistakes. The long hair under the chin and jaw and on the fetlocks and pasterns should be trimmed. The clippers should be run with the grain of the hair. The entire ear should be clipped close.

II-B.2.c. Mane and Tail. The mane and tail must be combed and styled as appropriate to the type of horse. A bridle path should be clipped. Stock horses may have the mane completely roached, leaving a forelock from the headstall forward. A small lock of mane is left over the withers to help balance the neck and cushion some of the wear from a saddle (required by AQHA and Appaloosa Horse Club). **The tail should be appropriate for the particular breed.**

II-B.2.d. Feet. The horse's feet should be trimmed and properly shod (trimming and shoeing should be done approximately 10 days before a show). The hooves should be clean. Exhibitors may wish to use hoof dressing or other treatment to improve the appearance of the feet.

II-B.3. Method of Showing

II-B.3.a. Leading

- (1) Be able to walk, trot, turn, stop, and back as directed by ring officials or the posted pattern.
- (2) Always lead from the left side at an alert walk, following the judge's directions. When showing at a walk, always walk by the horse's left side, **never in front of him.** The horse's head should be slightly in front of your shoulder. The horse should be trained to move willingly with his body (head, neck, back, and hindquarters) in a

straight line in the direction being traveled. Showmen will need to give the horse enough lead to allow him to travel straight, but keep the lead short enough to assure precise control. Exhibitors must have the right hand on the lead when leading their horse. The left hand will contain the remainder of the reins of lead in a loosely coiled loop or figure-eight fold. Horses should walk in a brisk, alert manner and give the appearance that the exhibitor and horse are a team.

- (3) Run by the left side of the horse when showing at a trot. When leading, your horse should travel alertly and willingly with his head up but not too high. You should run with good posture and vitality.
- (4) When a particular show ring procedure used by a judge requires a horse to be reversed, the horse should always be turned to the right. Turn in as small an area as possible and attempt to keep the hind feet in one place while turning; this allows you to keep the horse lined up with the judge. All turns should be made naturally and as directed by ring officials. Any turns requiring more than 90 degrees should be made to the right.
- (5) **Always** move your horse **directly** toward or away from the judge unless specific instructions are made indicating the judge would like a side view of your horse.

II-B.3.b. Posing

- (1) Keep your horse posed at all times, and know where the judge is and what the judge wants. A good showman always gives the judge the best view of the horse. Make it easy for the judge to see your horse at its best advantage. When the judge is down the line, let your horse stand, if posed reasonably well, without undue fussing.
- (2) When posing your horse, stand toward the front, facing the horse at a 45-degree angle to the eye, but never **directly** in front of the horse. Always be in a position where you can **observe your horse and keep an eye on the judge**. The “Quarter Method” is the suggested method of showmanship. The following guidelines are meant to serve as an illustration of movement around the horse while showing in showmanship at halter and are for the exhibitors’ information:
 - a. Imaginary lines bisect the horse into four equal parts as seen in Figure II-B.3.b below. The quadrants are numbered I, II, III, and IV for ease of identification. One line runs across the horse just behind the withers. The other imaginary line runs from head to tail.
 - b. When the judge is in quadrant I, the handler should be in IV. As the judge moves to II, the handler should move to I. As the judge moves up the horse to III, the handler returns once more to IV. When the judge moves up to IV, the handler returns to I. This method is based on safety as the handler can keep the horse’s hindquarters from swinging toward the judge should the horse become fractious.

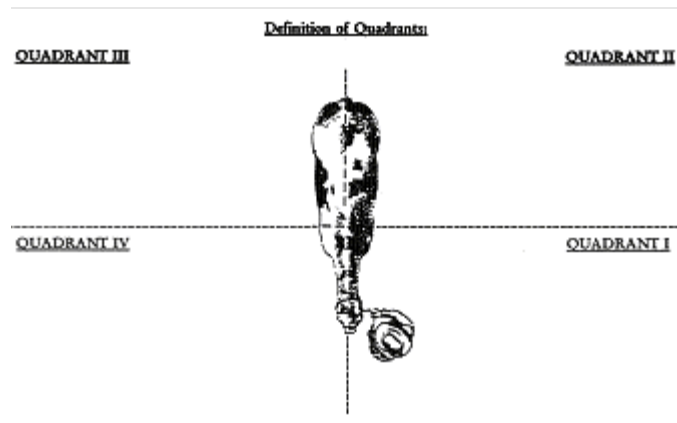


Figure II-B.3.b. Posing: Definition of Quadrants

- (3) Western horses will stand squarely, with their feet directly under them. Hunter horses may stand squarely or in a traditional hunter stance. Hunt Seat exhibitors must be consistent in the stance used to pose the horse. English horses must be posed according to their breed standards. Position your horse by the pressure on the lead strap. Never kick or position the leg with your hand while in the class. When the judge is observing other animals, let your horse stand if posed reasonably well.
- (4) Keep your position in line and allow reasonable space (at least 6 feet) between your horse and the others. Never allow your horse to interfere with other horses.
- (5) If requested to change position in line, back your horse out of the line and approach the new position from the rear. Be careful when walking up behind other horses and allow yourself plenty of room to enter.
- (6) Keep alert, and be aware of the judge's position at all times. Don't be distracted by persons or things outside the ring.
- (7) Show the animal at all times, not yourself.
- (8) Respond quickly to requests from the judge and officials.
- (9) Quickly recognize and correct any faults in your horse.
- (10) Move easily, quietly, and with confidence when showing your horse. Be courteous; respond promptly to directions and display good horsemanship at all times.
- (11) Keep showing until the entire class has been placed and excused from the ring.
- (12) Be natural. Over showing, undue fussing, and maneuvering are objectionable.

II-B.4. Scoring Ranges (based on current AQHA rules)

II-B.4.a. Breakdown. Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1

Poor, -2 Very Poor, -3 Extremely Poor. Exhibitors overall form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

II-B.4.b. Penalties. An exhibitor should be penalized in the pattern independent of maneuver scores and deducted from the final score as follows:

Three (3) point penalties include:

- (1) Break of gait at walk or trot for up to two strides
- (2) Over or under turning up to 1/8 of a turn
- (3) Ticking or hitting cone
- (4) Sliding a pivot foot
- (5) Lifting a pivot foot during a pivot or set-up and replacing it in the same place
- (6) Lifting a foot in a set-up and replacing it in the same place after presentation

Five (5) point penalties include:

- (1) Not performing the gait or not stopping within 10 feet of designated area
- (2) Break of gait at walk or trot for more than 2 strides
- (3) Splitting the cone (cone between the horse and handler)
- (4) Horse stepping out of or moving the hind end significantly during a pivot or turn
- (5) Horse stepping out of set-up after presentation
- (6) Horse resting a foot or hipshot in a set-up
- (7) Over or under turning 1/8 to 1/4 turn

Ten (10) point penalties include:

- (1) Exhibitor is not in the required position during inspection
- (2) Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during the set-up
- (3) Standing directly in front of the horse
- (4) Loss of lead shank, holding chain or two hands on shank
- (5) Blatant disobedience including kicking, rearing or pawing; horse continually circling exhibitor

Disqualifications (should not be placed) include:

- (1) Loss of control of horse that endangers exhibitor, other horses, or judge
- (2) Horse becomes separated from exhibitor
- (3) Failure to display correct number
- (4) Willful abuse
- (5) Excessive schooling or training; use of artificial aids
- (6) Illegal equipment
- (7) Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait; over or under turning more than 1/4 turn

In Rookie Classes only:

Exhibitor's going off pattern, knocking over or on the wrong side of cone, never performing specified gait, or overturning more than ¼ than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

II-C. BREEDING OR IN-HAND CLASSES

Conformation classes will be divided into four basic conformation types of Western (Stock) Horse, Saddle Horse, and Hunter Horse. Exhibitors will use the proper attire and equipment as outlined for each show division in Chapter III of this manual.

II-C.1. Judging

II-C.1.a. Criteria. Horses are judged on conformation, soundness and transmissible weaknesses, condition, quality, breed character, and way of going at the judge's discretion.

II-C.1.b. Manner of Judging. Horses are judged individually at a walk or trot on the line and then standing.

II-C.2. Class Specifications

II-C.2.a. Tack. Horses will be shown in a halter made of leather, rope, or other suitable material. In Saddle and Hunter classes, horses may be shown in a halter or bridle.)

II-C.2.b. Accessories. Whips or bats of any type will not be allowed, except in Saddle Seat Division in-hand and showmanship classes.

II-C.2.c. Exhibitor. Horses are to be handled and shown by only one club member regardless of breed standards.

II-C.2.d. Procedures. Horses will enter the ring at a walk in a counterclockwise direction unless instructed differently by the judge or ring officials. Subsequent procedures will be as directed by the judge, the ring steward, or both.

II-C.2.e. Completion. On completion of the judging, the top 6 to 10 horses will be lined up in order of placing so that the public may see how the horses placed.

CHAPTER III.
SHOW DIVISIONS AND CLASSES

[III-A. English Division \(Saddle Seat\)—Trotting/Academy Division](#)

[III-B. English Division \(Saddle Seat/Western\)—Non-Trotting Division](#)

[III-C. Hunter Division](#)

[III-D. Western Horses and Ponies Division](#)

[III-E. Stock Type Hunter Division](#)

[III-F. Acceptable Equipment](#)

[III-G. Cloverbud Division](#)

[III-H. Little Britches Division](#)

[III-I. Speed Events Division](#)

[III-J. Special Invitational Division](#)

[III-K. Adaptive Riding Division](#)

[III-L. Ranch Division](#)

III-A. ENGLISH DIVISION (SADDLESEAT, ACADEMY)—TROTTING DIVISION

III-A.1. Overview

Rules in this book will have precedence over all other rules. US Equestrian Federation (USEF) formerly, AHSA, rules will be used for any saddle seat rules not covered in this book. **Only Trotting horses will be allowed to compete in this division. Saddle seat pleasure horses and ponies will be combined unless participation numbers warrant dividing classes into a separate horse and pony division in which there is to be no cross-entering. Action devices are prohibited on the show grounds.**

Exhibitors in the Southern Regional Horse Championships must conform to Southern Regional rules that maybe different. Contact the Extension Horse Husbandry Office for a copy of the rules.

III-A.2. Appointments

III-A.2.a. Personal Appointment. Clothing must be clean, neat, and appropriate saddle seat attire (informal or formal). Riders shall wear a saddle suit with matching jodhpurs, tie, derby or soft hat, and Jodhpur boots. **Day coats are permitted in all classes.** Academy riders shall wear long sleeved, button down shirts with a vest and tie, jodhpurs, and Jodhpur boots. Spurs of the un-roweled type, whips, and crops are optional. Long whips are prohibited. **Use of US Equestrian Federation (USEF)-approved protective headgear of any riding style (with fastened harness) is mandatory.** Refer to Rule [1-F.23](#) in this rulebook. The dress code will be strictly enforced unless show management makes pre approved changes.

III-A.2.b. Tack. Flat, English-type saddles are required. Hunter, forward seat, and dressage saddles are prohibited. Horses must be shown in full bridles (curb and snaffle) or Pelham with two reins. Snaffle bridles will only be allowed in showmanship, conformation, and academy classes. Draw reins, martingales, hackamores, and similar equipment are prohibited; academy classes are permitted to use martingales on the snaffle bit only.

III-A.2.c. Conformity. The above appointments must be used by all exhibitors participating in classes outlined in the English (Saddle Seat) Division unless noted differently in the specific class requirement.

III-A.3. Position (For Equitation Classes)

III-A.3.a. General Appearance. The proper equitation seat should not be exaggerated but should be thoroughly effective and most comfortable for riding the type of horse called for at any gate and for any length of time. Riders should convey the impression of effective and easy control. Good riders will show themselves to their best advantage when riding. Ring generalship will be taken into consideration by the judge.

III-A.3.b. Basic Position. The seat is erect and appears comfortable and balanced. The rider's head should be up and shoulders back with a slight bend at the knees. The stirrup should then be adjusted

III-A.3.c. Hands. Hands should be held in an easy position (neither perpendicular nor horizontal to the saddle) and should show sympathy, adaptability, and control. The height at which the hands are held above the horse's withers is a matter of how and where the horse carries his head. The method of holding the reins is optional, except that both hands shall be used and the reins must be picked up at one time. Bight of reins must fall on the off side of the horse.

III-A.3.d. Mounting and Dismounting. To mount, take up the reins with your left hand and place your hand on the withers. Stand facing the rear of the horse, grasp stirrup leather with your right hand, insert your left foot in the stirrup, and mount. To dismount, you may step down or slide down.

III-A.4. Class Routines

III-A.4.a. English Showmanship In-Hand Class

- (1) Refer to the standard showmanship class procedures and score card for ring and judging procedures.
- (2) Exhibitors should show horses with a curb rein when using a full bridle.

III-A.4.b. English Breeding or In-Hand Classes

- (1) Horses or ponies are judged on conformation, soundness, transmissible weaknesses, quality, breed character, and movement.
- (2) Horses or ponies will be shown in an acceptable English bridle or halter. Arabians must have a throat latch. Horses must be shown and handled by only one club member. No bats of any kind will be allowed; whips, however, will be permitted.
- (3) Horses or ponies will enter the ring in a counterclockwise direction at a walk or at the judge's directions. Horses or ponies will be judged individually and on the line at a walk and trot. Class procedure will be as directed by the judge, the ringmaster, or both.
- (4) When the top 10 animals have been placed, they will be lined up in order of placing by the ringmaster so that the public may see how the animals placed.

III-A.4.c. Saddle Seat Equitation Classes

- (1) The rider's performance and skills are being judged in this class. The riders' basic position, use of hands and legs, and their ability to control and show their horses are important. The horse's and the rider's performance and execution, however, must be considered.
- (2) Riders will enter the ring in a counterclockwise direction and proceed around the ring at each gait and, on command, reverse and repeat each gait. The riders may be requested to perform additional tests.
- (3) **At the judge's discretion, those riders chosen for a work off will** individually perform a given pattern within a set time period. The pattern may be composed of any combination of maneuvers listed in the optional list of tests listed later in this chapter

under item [III-A.4.c. \(5\)](#). Failure to execute or complete the pattern will not result in disqualification but will be scored accordingly. Scores may be posted on completion of the class.

- (4) The pattern to be used should be posted 1 hour in advance. The pattern should test the rider's skill. The pattern will be performed after the rail work.
- (5) The following is an optional list of tests for saddle seat riders. These optional tests are from the *US Equestrian Federation (USEF) Rulebook*, Equitation Article 2219:
 - (a) Circle at a trot.
 - (b) Performance on rail.
 - (c) Performance around the ring.
 - (d) Feet disengaged from stirrups. Feet engaged. In the lineup only.
 - (e) Change of diagonals down center of ring or on the rail.
 - (f) Execute serpentine at a trot. A series of left and right half-circles off center of an imaginary line where the correct diagonal must be shown.
 - (g) Back for no more than eight steps.
 - (h) Figure-eight a trot demonstrating change of diagonals. Unless otherwise specified, it may be started either facing the center or away from the center. If started facing the center, it must be commenced from a halt. At left diagonal, the rider should be sitting in the saddle when the left front leg is on the ground. When circling clockwise, rider should be on left diagonal; when circling counterclockwise, rider should be on right diagonal.
 - (i) Execute serpentine at a canter on correct lead demonstrating a simple change of lead. This is a change whereby the horse is brought back into a halt or walk and restarted into a canter on the opposite lead.
 - (j) Circle at the canter on the correct lead.
 - (k) Figure-eight at canter on a correct lead demonstrating simple change of lead. (This is a change whereby the horse is brought back into a halt or walk and restarted into a canter on the opposite lead.) Unless specified, it can be started either facing the center or away from the center. If started facing the center, it must be commenced from a halt. Figures are commenced in the center of two circles so that one lead change is shown.
 - (l) Change leads down center of ring or on the rail demonstrating simple change of lead. The judge must specify exact lead changes to be executed and the beginning lead. In a simple change of lead, the horse is brought back to a halt or walk and restarted into a canter on the opposite lead from the halt or walk.
 - (m) Ride without stirrups for a brief period of time, no more than 1 minute at the trotting phase. Riders may be asked to engage stirrups at a halt or walk.

III-A.4.d. Saddle Seat/Academy Pleasure Classes

- (1) Horses and ponies will be shown at a walk, trot, and canter (walk, trot only in W/T Academy) around the ring in each direction. The reverse may be executed by turning the horse toward the rail or the center. **All horses should stand quietly and back readily.**

- (2) In Saddle Seat Pleasure, horses and ponies will be judged on manners, action, and presence. All horses must be serviceably sound.
- (3) In Academy Pleasure, the rider will be judged on his or her ability to control the horse and show it to the best of its ability.

III-A.4.g. Hunter Pleasure—English-Type Class

- (1) The class is open only to English-type horses and ponies, including Arabians, Morgans, Saddlebreds, and crossbreds from the above-mentioned breeds. Hunter and stock-type horses and ponies are ineligible. This class is a point class in the Saddle Seat Division for the Trotting Class breeds. There is to be no cross-entering between this class and the Non-Trotting classes.
- (2) Junior and Senior riders compete in the same class.
- (3) Horses will be required to walk, trot, and canter in both directions of the ring. Horses and ponies may be required to reverse direction at any gait except the canter.
- (4) Horses and ponies will be required to back up on request and stand quietly.
- (5) For appointments, refer to the Hunter Division appointments listed later in this chapter under [III-C.2.a. through 2.d.](#)

III-A.4.h. Western Pleasure—English-Type Class

- (1) The class is open only to English-type horses and ponies, including but not limited to Arabians, Morgans, Saddlebreds, and crossbreds from the above mentioned breeds. Hunter and stock-type horses and ponies are ineligible. This class is a point class in the Saddle Seat Division for the Trotting Class breeds. There is to be no cross-entering between this class and the Non-Trotting Classes.
- (2) Horses entered in this class are to be plain shod with natural tails. Subject to change. Refer to State Show Class List footnotes annually.
- (3) Junior and Senior riders compete in the same class.
- (4) Horses and ponies will be required to walk, jog-trot, and lope-canter in both directions of the ring. Horses and ponies may be required to reverse directions at any gait except the lope-canter.
- (5) Horses will be judged on their manners and way of going. All horses should stand quietly and back readily.
- (6) For appointments, refer to the Western Division rules listed later in this chapter under items [III-D.2.a. through 2.d.](#) (Note: Only one hand is permitted on the reins if the entrant is riding with a curb bit.)

III-B. ENGLISH DIVISION—NON-TROTTING DIVISION

III-B.1. Overview

These classes are designated for non-trotting horses and ponies such as walking horses, racking horses, Rocky Mountains and Paso Finos. There will be no cross-entering into Trotting Division classes in the Saddle Seat Division. Horses and ponies will compete in the same class. Horses will be required to perform gaits appropriate to their respective breed. Non-Trotting

Division championships include points accumulated in all Non-Trotting Division classes. **Refer to shoeing guidelines as outlined by the Walking Horse Owner's Association (WHOA). Action devices are prohibited on the show grounds.**

All Non-Trotting Division entries are subject to inspection by a designated qualified person (DQP) prior to the class. Class winners are required to report to the DQP immediately after the class. Exhibitors failing a DQP inspection will not be permitted to show. Exhibitors in the Southern Regional Horse championships must conform to Southern Regional rules which may be different. Contact the Extension Horse Husbandry Office for a copy of the rules.

III-B.2.Appointments

III-B.2.a. Personal Appointment. All Non-Trotting Class exhibitors may show in Western, Hunter, or Saddle Seat Class attire as it conforms to the standards of the non-trotting breed they are exhibiting. Mixing of attire is prohibited. Exhibitors should follow attire rules as outlined according to their respective breed associations. The rider's attire should be appropriate for the time of day and should be conservative and well fitting. A day coat with appropriate jodhpurs are acceptable. **Riders are mandated to wear the protective headgear of any riding style (with fastened harness) that is approved by the US Equestrian Federation (USEF). Refer to Rule [1-F.23](#) in this rulebook. The dress code will be strictly enforced unless the show managers make pre-approved changes.**

III-B.2.b. Tack. All Non-Trotting Class exhibitors may show in Western, Hunter, or Saddle Seat Class tack as it conforms to the standards of the non-trotting breed they are exhibiting. Mixing of tack is prohibited.

III-B.3. Position

III-B.3.a. General Appearance. The proper equitation seat should be relaxed and supple, yet erect in the saddle and in tune with the horse's natural motion. Any excessive motion in the saddle or swinging of the arms and legs should be penalized. An artificial or unnatural appearance in the saddle also should be penalized.

III-B.3.b. Basic Position. The rider's basic seat should be deep in the saddle with back erect and legs in line with the body. The arms should be relaxed with hands in a natural position that will allow maximum use of the hands as an aid to the horse. Reins should be held in the crossed-closed position. A rider should not be penalized for using the legs as an aid in executing gaits, but any excessive motion or pumping should be penalized.

III-B.4. Class Routines

III-B.4.a. Non-Trotting Showmanship At Halter Class. Refer to the standard Showmanship Class procedures and score card for ring and judging procedures (item [II.B.](#))

III-B.3.b. Non-Trotting Mares And Geldings In Hand Class

- (1) Horses or ponies are judged on conformation, soundness, transmissible weaknesses, quality, breed character, and movement.
- (2) Horses or ponies will be shown in appropriate equipment as indicated for their respective breed being exhibited. Horses must be shown and handled by only one club member.

III-B.3.c. Non-Trotting Equitation Class

- (1) To be judged on the rider's performance and horsemanship skills with emphasis on the proper use of hands, legs, and seat. Junior and Senior riders will compete in the same class.
- (2) Individual workouts may be required at the discretion of the judge but will be limited to those tests described earlier in this chapter for the Saddle Seat Equitation Class, item [III-A.4.c. \(5\)](#) (tests a, b, c, and e); a test designed by the judge; or both. All tests must test appropriate gaits for the breeds entered.

III-B.3.d. Other Non-Trotting Horse Two Gait English Pleasure

- (1) To be judged as a pleasure class based on manners, consistency, and way of going.
- (2) Horses will be required to work both ways of the ring at a "favorite walk" and "favorite intermediate gait". Horses will be required to stand quietly and back.
- (3) Walking and racking horses are ineligible to compete in this class. Junior and Senior riders will compete in the same class. Refer to the annual class list for cross-entry rules and footnotes.

III-B.3.e. English Non-Trotting (Two Gaits) Class

- (1) To be judged as a pleasure class based on manners, consistency, and way of going.
- (2) Horses will be required to work both ways of the ring at a walk and one other breed-appropriate gait. (A canter is not allowed.) Horses may be required to stand quietly or back, or both.

III-B.3.f. Western Non-Trotting (Two Gaits) Class

- (1) To be judged as a pleasure class based on manners, consistency, and way of going.
- (2) Horses will be required to work both ways of the ring at a walk and one other breed appropriate gait. (A canter is not allowed.) Horses may be required to stand quietly or back, or both.
- (3) Junior and Senior riders will compete in the same class.

III-B.3.g. Walking Horse Pleasure (Three Gaits) Class

- (1) To be judged as a pleasure class based on manners, consistency, and way of going.
- (2) Horses will be required to work both ways of the ring at a flat walk, running walk, and canter. Horses will be required to stand quietly and back.
- (3) Junior and Senior riders will compete in the same class.
- (4) Refer to the class list annually for cross-entry restrictions and footnotes. A horse/rider combination can only enter one 3-Gaited Pleasure Class (Walking Horse, Racking Horse or Other).

III-B.3.h. Racking Horse Pleasure (Three Gaits) Class

- (1) To be judged as a pleasure class based on manners, consistency, and way of going.
- (2) Horses will be required to work both ways of the ring at a walk, slow rack, and fast rack. Horses will be required to stand quietly and back.
- (3) Junior and Senior riders will compete in the same class.
- (4) Refer to the class list annually for cross-entry restrictions and footnotes. A horse/rider combination can only enter one 3-Gaited Pleasure Class (Walking Horse, Racking Horse or Other).

III-B.3.i. Other Non-Trotting Horse Pleasure (Three Gaits) Class

- (1) To be judged as a pleasure class based on manners, consistency, and way of going.
- (2) Horses will be required to work both ways of the ring. The appropriate gait calls are as follows: “Favorite Walk, Favorite Intermediate Gait, and Favorite Third Gait”. For example, Paso Finos will be required to walk, corto, and largo. Horses will be required to stand quietly and back. Walking and racking horses are ineligible to compete in this class. Junior and Senior riders will compete in the same class.
- (3) Refer to the annual class list for cross-entry rules and footnotes. A horse/rider combination can only enter one 3-Gaited Pleasure Class (Walking Horse, Racking Horse or Other).

III-C. HUNTER DIVISION

III-C.1. Overview

III-C.1.a. Governing Rules. The rules in this book will have precedence over all other rules. US Equestrian Federation (USEF) rules will be used for any hunt seat rules not covered in this book. Protective hard hats approved by the US Equestrian Federation (USEF) with a fastened chin-strap and harness are required in all classes and any time when mounted on the show grounds. **Refer to Rule [1-F.23](#) in this rulebook.**

III-C.1.b. Divisions. Hunter classes are divided into divisions based on rider experience and fence height. **Cross-entry between divisions is not allowed.** All animals must be serviceably sound.

(1) Rookie W/T Division

- a. Riders must be 4-H members in their first year of showing hunt seat at the 4-H level as a junior or higher division. The intention of this division is to serve as a safe introductory experience to the hunt seat discipline. Riders are only permitted one year to show at this level. Open to horses and ponies. Four-H members showing exclusively in this division may not compete in the Versatility Class and are not eligible to show at Southern Regionals.

(2) Short Stirrup

- a. Riders must be 4-H members ages 8 to 13. Three years of participation in the division is allowed, with no more than 2 years showing over fences. This division is specifically designed for the inexperienced Junior riders in the Hunt Seat Division. Open to horses and ponies. Four-H members showing exclusively in this division may not compete in the Versatility Class and are not eligible to show at Southern Regionals.

(3) Long Stirrup

- a. Riders must be 4-H members ages 14-18. Two years of participation in the division is allowed. Open to horses and ponies. **Participants in this division may not have previously shown over fences for more than 2 years.**

(4) Junior Hunter Pony

- a. Riders must be 4-H members ages 8-13 riding a pony (refer to section [III-C-1.c.](#)).

(5) Junior Hunter Horse

- a. Riders must be 4-H members ages 8-13 riding a horse (refer to section [III-C-1.c.](#)). Riders may elect to show over fences at either the Low Working Hunter or Working Hunter height (III-C.4.d., III-C.4.e.).

(6) Senior Hunter Pony

- a. Riders must be 4-H members ages 14-18 riding a pony (refer to section [III-C-1.c.](#)).

(7) Senior Hunter Horse

- a. Riders must be 4-H member ages 14-18 riding a horse (refer to section [III-C-1.c.](#)). Riders may elect to show over fences at either the Low Working Hunter or Working Hunter height ([III-C.4.d.](#) [III-C.4.e.](#)).

III-C-1.c. Horse and Pony Height. The Junior Hunter Horse and Senior Hunter Horse Divisions are open only to animals that measure more than 14.2 hands. The Pony Divisions include all hunters that measure 14.2 hands or less. The Pony Divisions are divided into three additional sections, depending on the pony's size. Small ponies are a maximum height of 12.2 hands; medium ponies are over 12.2 hands but do not exceed 13.2 hands; and large ponies are larger than 13.2 hands but do not exceed 14.2 hands. All ponies will compete in the same class but may be judged over a different size fence that will be determined by the ponies' sizes (i.e., only one set of awards for small, medium, and large ponies). **All ponies entered in the Hunter Pony divisions must be measured at their respective qualifying shows by a NC Certified Measurer unless the exhibitor can provide show management an USEF or NCHJA permanent pony card, which will be honored. Refer to Extension Equine Husbandry website for a current list of certified pony measurers. Ponies showing exclusively in the Rookie Hunter W/T, Short Stirrup or Long Stirrup Divisions are not required to be measured. Pony heights may be protested. Refer to Rule [I.G.1.](#) in this rulebook.**

III-C.2. Appointments

III-C.2.a. Personal Appointment. Protective headgear approved by the US Equestrian Federation (USEF) will be required in all Hunt Seat classes and when schooling over fences. **Exhibitors showing in the Hunt Seat division must wear approved hard hats with a fastened harness.** Clothing must be clean, neat, and appropriate for hunter classes. Riders must wear coats, boots, breeches, and helmets. Clean shirts with stock and pin or ratcatcher and choker are preferred. The coat should be any tweed or melton acceptable for hunting (including conservative wash jackets in season). Breeches should be in traditional shades of buff, gray, rust, beige, or canary (Jodhpur included), and high English boots or Jodhpur boots should be worn. Black, dark-blue, or brown hunt caps or derbies are required. Spurs of the un-roweled type, gloves, crops, or bats are optional. Gloves are preferred in the equitation class and should be heavy wash leather or brown leather. Safety or flack vests are considered optional attire or equipment in all divisions and classes and may be worn either over or under approved riding attire. The dress code described will be strictly enforced unless the show managers make pre-approved changes.

III-C.2.b. Tack. Clean English forward-, hunting-, or dressage-type saddles. Saddles may have suede seats or suede inserts on the skirts. Regulation snaffle and Pelham of full bridle, all with a cavesson noseband, are required. Breast plates are optional. Martingales are optional in over-fences classes. Martingales are not allowed in any under-saddle classes, including Hunter Hack and the flat portion of the Hunt Seat Equitation Over Fences classes. Draw reins, hackamores, nonconventional bits and nonconventional nosebands are all prohibited in the show ring. Boots and bandages are prohibited with the exception of Hunt Seat Equitation classes.

III-C.2.c. Sidesaddles. Sidesaddles are considered appropriate with proper saddle attire for ladies. Refer to US Equestrian Federation (USEF) guidelines for proper attire specifications.

III-C.2.d. Applicability. The above appointments must be used by all exhibitors participating in classes described in the Hunter Division unless noted differently in a specific class requirement.

III-C.3. Position

III-C.3.a. General Appearance. Riders should have a workmanlike appearance, with light, supple seat and hands that convey the impression of complete control should any emergency arise.

III-C.3.b. Basic Position. The eyes should be up and shoulders back. Toes should be out at an angle best suited to the rider's conformation, ankles flexed in, heels down, and calf of leg in contact with the horse and slightly behind girth. Iron may be either under the toe, under the ball of the foot, or **slightly** behind the ball of the foot.

III-C.3.c. Position in Motion. At the walk, sitting trot, and canter, the rider's body should be a couple of degrees in front of the vertical; at posting trot, inclined forward; and at galloping and jumping, at the same inclination as the posting trot.

III-C.3.d. Hands. Hands should be over and in front of the horse's withers, knuckles 30 degrees inside the vertical with hands making a straight line from horse's mouth to rider's elbow. Hands should not be held tightly together. Method of holding reins is optional, and the bight of the reins may fall on either side, but it is more acceptable for the bight of the reins to lie on the off side. The rider should maintain light contact with the horse's mouth at all times except when standing still.

III-C.3.e. Reins. The rein of a snaffle bridle may be held either outside the little finger or between the third and little finger. The snaffle rein of a Pelham or full bridle should be held outside the little finger and curb rein between the third and little finger or between the second and third fingers. In either case, reins should be picked up at the buckles by the right hand, then straightened and separated in correct order by the fingers of the left hand, then pulled taut and adjusted to even pressure in **both hands**.

III-C.3.f. Mounting and Dismounting. To mount, take up the reins in your left hand and place your hand on the withers. Grasp stirrup leather with your right hand, and insert left foot in stirrup and mount. To dismount, either step down or slide down. The rider's size must be considered.

III-C.4. Class Routines

III-C.4.a. Hunter Showmanship Classes

- (1) The class procedure and judging will be as outlined in this manual for the uniform Showmanship Class procedure and scorecard (items [II-B.3](#) and [II-B.4](#)). The horse's conformation **will not** be considered in the judging or scoring.
- (2) Hunters may be shown in an acceptable hunting bridle or halter. A hunting bridle is preferred.

- (3) Horse's manes and tails may be braided or shown unbraided. All manes and tails should be neat and properly thinned. If the mane is braided, however, the tail should also be braided.
- (4) Horses will be asked to walk and trot on the line. All horses should stand squarely or in the traditional hunter stance. The method of posing horses should remain uniform throughout the class.
- (5) Exhibitors must wear the proper hunting attire when showing.
- (6) Hooves should be clean and treated with a good hoof dressing that will give the appearance of a healthy foot (use of hoof black is discouraged).

III-C.4.b. Hunter Horses and Hunter Ponies In-Hand Classes

- (1) Horses are judged on conformation, soundness and transmissible weaknesses, quality, condition, breed character, and way of going at the judge's discretion.
- (2) Horses will be shown in an acceptable hunting bridle or a suitable halter. Horses must be handled and shown by only one club member. **No whips or bats** of any type will be allowed.
- (3) Horses will enter the ring in a counterclockwise direction at a walk or at the direction of the judge. Subsequent procedures will be as directed by the judge, ring steward, or both. Horses will be examined and judged individually and then at a walk and trot in hand.
- (4) When the top 6 to 10 horses have been placed, horses may be lined up in order of placing by the ringmaster so that the public may view the results.

III-C.4.c. Hunt Seat Equitation On the Flat Classes

- (1) Each rider's performance and skills are being judged. The rider's basic position, use of hands and legs, and his or her ability to control and show the horse are important. But the horse's and the rider's performance and execution of tests must be considered. **Riders will be tested on the rail only during the preliminary heats. Finalists will be required to perform individual patterns.**
- (2) The judge will evaluate each rider on his or her individual skills and execution of the tests.
- (3) The final riders will be required to perform a pattern and may be required to perform additional work on the rail to determine final placings. Riders shall enter the ring at the direction of the ring steward. If additional rail work is requested, the riders will proceed at least once around the ring at each gait (walk, trot, and canter; walk, trot only for Rookie Hunter W/T division) at least one direction of the ring, and, on command, reverse and repeat. The riders may be requested to gallop in safe groups (of eight horses or less) and perform additional tests. The reverse may be executed by turning either toward or away from the rail.
- (4) Riders **will not** be required to jump.
- (5) The following optional tests may be used for Hunt Seat Class riders:
 - (a) Answer any question on horses, tack, or riding.
 - (b) Execute a working trot sitting, working trot rising, or a working trot showing a lengthening of stride (either sitting or rising).

- (c) Walk back.
- (d) Walk from a gallop with the emphasis on the rider's hands.
- (e) Halt from a canter.
- (f) Dismount and remount in the lineup.
- (g) Ride without stirrups.
- (h) Maintain a counter-canter.
- (i) Demonstrate a half turn on forehand, a half turn on the haunches, or both.

III-C.4.d. Hunt Seat Equitation Over Fences Classes

- (1) **Riders will be judged on hands, seat, use of aids, and control.** Each entry will individually execute a course consisting of 6 to 10 jumps with a minimum of four obstacles.
- (2) Except for jumping disobediences, jumping faults of the horse are not to be considered unless they are the rider's responsibility. Three cumulative disobediences; fall of the horse, rider, or both; or going off course will result in automatic elimination. Eliminated riders will leave the ring immediately unless given permission to take one schooling jump when leaving.
- (3) The course should be designed by the show committee or qualified horseman and must meet the approval of the judge. The course diagram should be posted 1 hour before the class is called and should contain at least one change of direction.
- (4) The **minimum and maximum heights** of fences shall be the following:
 - (a) **Working Hunter Horses (Jr & Sr riders): 2 feet 6 inches to 2 feet 9 inches**
 - (b) **Low Working Hunter Horses (Jr & Sr riders): 2 feet 3 inches**
 - (c) **Long Stirrup Horses & Ponies: 2 feet**
 - (d) **Short Stirrup Horses & Ponies: 2 feet**
 - (e) **Large ponies (Jr & Sr): 2 feet 3 inches - 2 feet 6 inches**
 - (f) **Medium ponies (Jr & Sr): 2 feet - 2 feet 3 inches**
 - (g) **Small ponies (Jr & Sr): 2 feet**
- (5) Following the jumping performance, any or all of the entries may be called back to perform at a walk, trot, and canter on the rail and to execute any appropriate test included earlier in this chapter under [III-C.4.c. \(7\)](#).
- (6) Fences must conform to those listed for working hunters. The first fence must be vertical (brush or post and rail) and should be set at the minimum fence height for the division.

III-C.4.e. Working Hunter Over Fences Classes

- (1) Horses will be judged on performance, manners, hunting pace, style of jump, and way of moving as well as suitability for actual use in the hunting field.
- (2) All horses must be serviceably sound. Horses must be placed on performance before being considered for soundness. Finalists will be jogged in hand past the judge for

soundness in order of performance. Any horse showing lameness, impaired wind, or impaired vision shall be refused an award at the judge's discretion. It is suggested that the judge call the top ten to twelve horses back to jog.

- (3) Each horse will individually negotiate a course consisting of at least eight jumps with a minimum of four obstacles. At least one change of direction is **recommended**. The course diagram should be posted 1 hour before the class is called. Judging will start when the horse enters the arena and end when the horse leaves the arena.
- (4) Management must provide at least one practice jump. This jump should be in a warm-up ring or arena. The use of additional practice jumps is encouraged.
- (5) Pony hunter classes will be combined for small, medium, and large ponies with the same course and one set of awards being used. The ponies may jump different size fences as outlined in these rules.
- (6) The **minimum and maximum** heights of fences are as follows:

(a) **Working Hunter Horses (Jr & Sr riders): 2 feet 6 inches to 2 feet 9 inches**

(b) **Low Working Hunter Horses (Jr & Sr riders): 2 feet 3 inches**

(c) **Long Stirrup Horses & Ponies: 2 feet**

(d) **Short Stirrup Horses & Ponies: 2 feet**

(e) **Large ponies (Jr & Sr): 2 feet 3 inches - 2 feet 6 inches**

(f) **Medium ponies (Jr & Sr): 2 feet - 2 feet 3 inches**

(g) **Small ponies (Jr & Sr): 2 feet**

(7) Hunter Courses

(a) Selected Jumps:

- i. Brush
- ii. Post and rail
- iii. Chicken coop
- iv. Gate
- v. Stone wall
- vi. White board fence
- vii. Ascending oxers (Back element must be 3 inches higher and preferably 6 inches.) Chicken coops hinged at the top and free at the bottom, hogbacks, triple bar jumps, striped rails, parallel bars, square oxers and targets are **prohibited**.

(b) Suggestions:

- i. The first jump must be a brush or vertical set at the minimum fence height for the division (brush preferred). In-and-outs and oxers are prohibited as the first jump.
- ii. All jumps should appear solid. Adequate poles and cups are needed to fill in blank spaces.
- iii. Ground lines should be placed on the ground in front of all fences.

- (8) **When designing a working hunter course, the jumps should be spaced a minimum of 48 feet apart, but all intervals must be in multiples of 12 feet (for example, 48 feet, 60**

feet, 72 feet, or 84 feet) from the base of the fence on the landing side of the first obstacle to the base of the fence on the take-off side of the second obstacle in the line.

(9) Faults

- (a) An even hunting pace is required for a good performance. Faults such as excessive speed, breaking gaits, and wrong leads will be penalized.
- (b) Jumping form and style will be considered. Unsafe jumping will be penalized, regardless of whether the jump was cleared.
- (c) Light touches are not to be considered in the jumping but may be recorded for reference in extremely close competition. Touching brush only on a brush jump is not to be scored as a touch.
- (d) When a horse makes two faults at an obstacle, only the major fault on the top element will be scored. Disobediences are cumulative and count in addition.
- (e) When an obstacle contains more than one jump, faults are scored on each jump.
- (f) In case of refusal or run-out on an obstacle that contains more than one jump, entry may rejump previous as well as remaining jumps.
- (g) Three cumulative disobediences, a fall of horse or rider, or going off course disqualifies the entry. Dismissed contestants will exit promptly.

(10) The following faults are scored according to the judge's opinion and, depending on severity, may be considered minor or major faults:

(a) **Minor or major faults**

- i. Showing an obstacle to a horse
- ii. Spooking
- iii. Missing a lead change
- iv. Jumping out of form
- v. Kicking out
- vi. Jumping into corners of obstacles

(b) **Major faults**

- i. Knockdown of any part of an obstacle
- ii. Bucking
- iii. Refusals
- iv. Trotting while on course when It is not specified
- v. Circling while on course
- vi. Stopping for loss of shoe or broken equipment
- vii. Dangerous jumping

(c) **Elimination faults**

- i. Three refusals
- ii. Bolting from the ring
- iii. Going off course
- iv. Fall of horse or rider
- v. Jumping a fence before it is reset

(d) **The following may or may not be considered faults, depending on their severity and frequency:**

- i. Light rubs
- ii. Excessive show of animation
- iii. Swapping leads in a line
- iv. Adding or eliminating a stride in a line
- v. Late lead changes

III-C.4.f. Horse and Pony Hunter Under Saddle Class

- (1) Horses and ponies are to be judged on performance, way of going, manners, and suitability of horse and rider at the judge's discretion. All animals will be shown both directions of the ring at a walk, trot, and canter (walk, trot only for Rookie W/T). The judge may request any or all animals to hand gallop in groups that will be safe for mounts and riders. Emphasis will be placed on the mount's performance and way of going.
- (2) Mounts must back easily and stand quietly.
- (3) Mounts should perform without undue restraint, but light contact with the mouth should be maintained. Mounts should be under control at all times.
- (4) Large numbers in this class may necessitate elimination heats to accommodate all entries. It is suggested that no more than 25 horses compete per heat, regardless of arena size.

III-C.4.g. Bridle Path Hack Class

- (1) Horses will be judged on their **ability to give a pleasurable ride**, manners, performance, and suitability to purpose. Emphasis will be placed on ability to give a pleasurable ride and manners.
- (2) Horses enter the ring at a trot and are shown on the flat at a walk, trot, or canter on a reasonably loose rein **without loss of contact with the horse's mouth**.
- (3) Horses must work both ways of the ring at all gaits to demonstrate their ability with different leads. Horses may be required to go from one gait to another gait or extend any gait at the judge's discretion.
- (4) The judge may ask finalists to hand gallop, but never more than a safe number of horses should gallop at one time (a suggested maximum of eight).
- (5) Horses will be required to back easily and stand quietly.
- (6) Any portion of a class or heat may be placed on the rail for extra work by the judge at any time. Any extra rail work must be conducted in both directions.
- (7) Entries shall be **penalized** for being on wrong lead but not necessarily disqualified. Excessive speed, breaking gait, tossing of head, and going sideways are to be penalized.

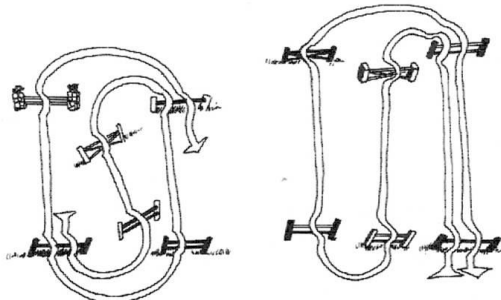
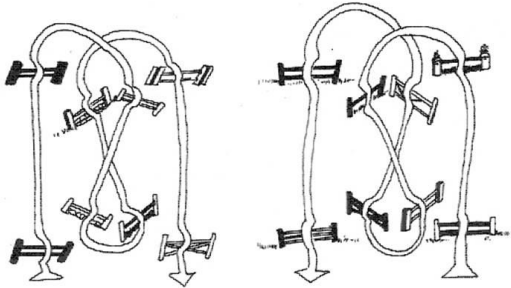
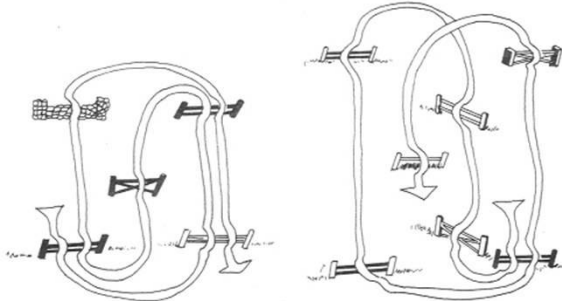
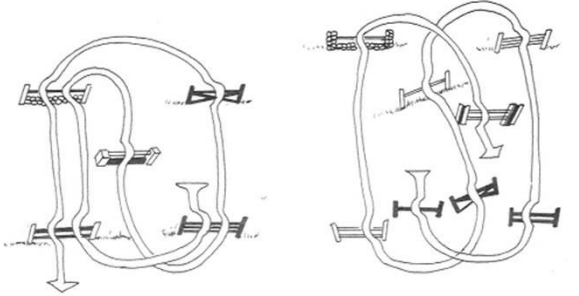
III-C.4.h. Hunter Hack Class

- (1) **Horses and ponies will first be required to negotiate two jumps**, with a minimum of 48 feet between jumps. Jump distances may be set greater than 48 feet apart but must be in increments of 12 feet. Martingales are not allowed.
- (2) The heights of fences are as follows:
 - a. Hunter Hack Rookie W/T: 18" cross-rails
 - b. Junior/Senior Pony: 2'
 - c. Short Stirrup: 2'
 - d. Long Stirrup: 2'
 - e. Junior/Senior Hunter Horse: 2'3"
- (3) **A minimum of the top 15 horses and ponies and all ties will be selected by the judge to be judged on the rail, according to Hunter Under Saddle Class rules. The judge will have the option to work horses and ponies both directions of the ring; however, only one direction will be required.**

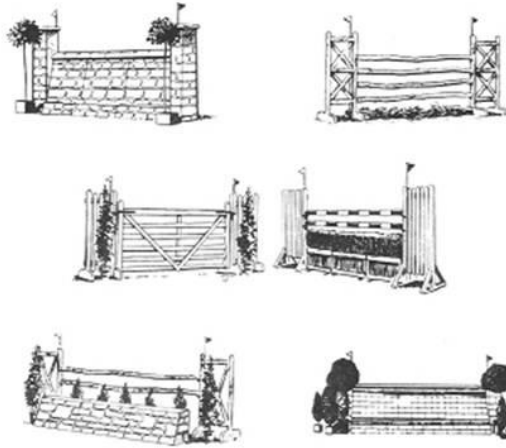
III-C.4.i. Hunt Seat Equitation Medal Class

- (1) This class is offered to Junior and Senior 4-H members, exhibiting either a horse or pony, that placed either first or second at a qualifying show in the following Hunt Seat Equitation Over Fences Classes: Jr Pony, Sr Pony, or Working Hunt Seat Equitation Over Fences.
- (2) **This class does not offer points towards Southern Regional qualification or division champion.**
- (3) Courses will consist of two changes of direction.
- (4) Fence heights will be set according to the recommended horse and pony heights set forth in this manual for the Jr/Sr Pony and Working Hunter divisions.
- (5) The class will be judged as an equitation class over fences first, followed by equitation on the flat.
- (6) A minimum of the top 10 riders and all ties may be selected from the fence work to return for flat work on the rail.

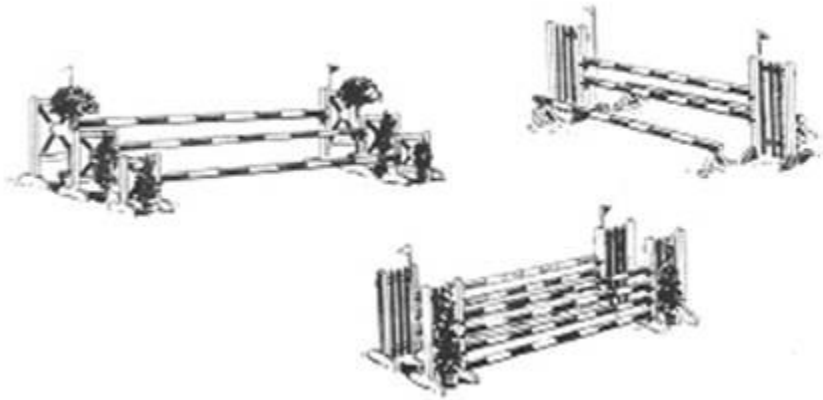
III-C.5. Suggested Hunter Class Courses (1 through 8)



III-C.6. Acceptable Hunter Class Fences



III-C.7 Illegal Hunter Class Fences



III-D. WESTERN HORSES AND PONIES DIVISION

III-D.1. Overview

Rules in this book will have precedence over all other rules. American Quarter Horse Association (AQHA) rules will be used for any Western Division rule not covered in this book. Western-type horses and ponies will be shown in proper western tack with the riders dressed accordingly. Western boots will be required in all classes. All horses must be serviceably sound. Western Division ponies are 14.2 hands and under (58 inches), and Western Division horses are more than 14.2 hands. **All ponies entered in the Western Pony divisions must be measured at a qualifying show by a NC 4-H Horse Program Certified Measurer unless the exhibitor can provide show management with an USEF or NCHJA permanent pony card. Refer to the list of certified Equine Measurers that is available on the Extension Equine Husbandry website.**

Ponies showing exclusively in Speed Events and Little Britches divisions are not required to be measured. Pony heights may be protested. Refer to [Rule I-G.1](#) in this rulebook.

III-D.2.Appointments

III-D.2.a. Personal Appointment. Clothing must be neat and clean. Riders shall wear helmets and boots. Long-sleeve shirts with a collar are required. Appropriate neckwear is preferred. Halter-tops or other shirts without sleeves or collars are inappropriate and will result in automatic **disqualification** of entry. Spurs, chaps, or similar equipment are optional in riding classes. **Use of protective headgear for any riding style (with fastened harness) as approved by US Equestrian Federation (USEF) is mandatory. Refer to [Rule I-f.23](#) in this rulebook. Safety or flack vests are considered optional in all divisions and classes and may be worn either over or under approved riding attire. The dress code described will be strictly enforced unless the show managers make pre-approved changes.**

III-D.2.b. Tack. The saddle must be a western type and must fit the rider. **Exhibitor numbers are required on both sides of the saddle pad.** A hackamore, snaffle, or curb bit may be used. Silver equipment will not count over a good working outfit. Reins may be split or romal. Curb straps or chains must be flat and not less than ½-inch wide. Tie-downs, draw reins, and martingales are prohibited. Carrying of rope, hobble, slicker, or similar equipment is optional. Mechanical hackamores and tie down straps are prohibited except in Speed Events Division classes. A mechanical hackamore is considered to be any hackamore with metal under the jaw or metal used in a leverage action. The judge or show officials may disqualify any entry using equipment that they deem too severe or request the alteration of such equipment. Refer to the information on suggested acceptable and unacceptable equipment later in this chapter under [III-F](#).

III-D.2.c. Junior horses or ponies, age 5 or younger, may be shown with a snaffle bit or bosal, using two hands on the reins in accordance with the following rules:

- (1) Horses are to be shown in plain headstall, standard stall, or silver headstalls (browband, shaped ear, or split ear). Only smooth ring snaffles are permitted with a broken mouthpiece (conventional O-ring, egg butt, or D-ring) with a ring no larger than 4 inches and no smaller than 2 inches. A loose leather curb strap, attached below the reins, is optional.
- (2) A braided rawhide or leather bosal may be used in lieu of a snaffle bit no larger than 3/4 inch in diameter at the cheek. There must be a minimum of two finger spaces (approximately 1 1/2 inches) between the bosal and nose. Absolutely no metal under the jaw or the noseband in connection with the bosal will be permitted.
- (3) Standard, leather, or woven split reins are mandatory. Reins must be attached above the curb strap and held close to the pommel with 4 inches of the saddle horn. Reins held tight (in a straight line from the bit to the hands) or excessively loose will be penalized.
- (4) Exhibitors may not enter the show arena with any kind of training device, tack, or equipment. Training devices include any equipment not described above. Martingales, tie-downs, and nosebands are prohibited.
- (5) Head carriage should be quiet and natural. Horses will be penalized for carrying their heads excessively low, behind the vertical or nosing out.
- (6) Age-eligible horses exhibited in 4-H shows in snaffle bit classes are not to have been shown in curb bits during that calendar year or previous year.
- (7) Horses meeting the above requirements are eligible to participate in all Western Division classes.

III-D.2.d. The above appointments will be required by all exhibitors entering classes in this division unless specifically exempted.

III-D.3. Position

III-D.3.a. General Appearance. Riders shall convey a neat, workmanlike position with complete and easy control over their horses.

III-D.3.b. Seat and Position of Hands, Legs, and Feet

- (1) Basic position. The rider should sit in a comfortable, balanced, relaxed, and flexible manner. The rider should sit in the middle of the saddle with thigh, knee, and upper calf in contact with the horse. Lower legs may hang straight down from the knee forward to the stirrup or with a slight bend in the knee, depending on the type of saddle. In either position, stirrups should be just long enough for heels to be lower than the toes. Feet should be placed in stirrups with boot heels touching stirrups or on the balls of the feet. Riding with one's weight on the toes will be penalized. Toes should be turned only slightly out with ankles flexed in toward the horse in a comfortable position. The lower legs and feet should be kept close to the horse's body but not in contact, except when applying aids. When in proper position, the rider should maintain a straight line from the shoulders through the hips and along the back at a trot.
- (2) Arms and hands. Arms and hands should be held in an easy, relaxed manner. Upper arms should be held in a straight line with the body. Only one hand is to be used for reining, and hands shall not be changed on reins. One hand should be around the reins with one finger between split reins. Use of romal reins is permitted without a finger

between the reins. Reins are to be carried immediately above to slightly in front of the saddle horn. Reins should be gathered such that light contact in the horse's mouth is maintained. The tails of the reins should fall on the same side of the horse as the rein hand. At a walk, the freehand and lower arm may hang naturally to the side or be carried parallel to the belt. At a trot and lope, the free arm and hand should be kept quiet and relaxed. (Arms should not be rigid and unnatural, but excessive jumping with the free arm will be penalized.)

III-D.3.c. Position in Motion. The rider shall sit to the trot and not post. At the lope he should be close to the saddle. The rider should lean forward with increasing speed, keeping the upper part of the body parallel with the horse's line of thrust. All movements of the horse should be governed by the use of imperceptible aids. Exaggerated shifting of the rider's weight is not desirable and will be discriminated against in the judging.

III-D.3.d. Mounting and Dismounting

- (1) Control the horse by taking up the reins in your left hand and adjusting them to feel the bit, and hold the horse steady.
- (2) It is preferred that the rider stand on the horse's left side with his or her back to the horse's head, twisting the near stirrup with the right hand and placing the left foot in the stirrup. The left hand will hold the reins with light contact maintained on the horse's mouth, resting in front of the withers, with the right hand on the saddle horn. The rider should spring up with the right leg, keeping his or her body close to the horse and settling **easily** into the saddle. Riders may mount facing toward the horse's head and stepping up into the saddle without discrimination or penalty, but horses must stand quietly and be under control.
- (3) Slip the right foot into the off stirrup, and assume basic position.
- (4) The horse should stand while mounting until given the signal to move out.
- (5) To dismount, reverse the above procedures and step down, facing the horse's head.

III-D.4. Class Routines

111-D.4.a. Western Showmanship at Halter Class

- (1) Exhibitors will follow the procedures outlined in the uniform showmanship scorecard described in this manual (item [II-B](#)).
- (2) All horses will be shown in an acceptable halter and lead. Exhibitors will wear western attire. Chaps and whips are prohibited.
- (3) Horses may be shown with a thinned mane, or the mane can be roached. If the mane is roached, a lock should be left on the withers.
- (4) Western horses should stand squarely on all four feet when being posed.

111-E.4.b. Western Stock-Type Mares or Geldings at Halter Classes

- (1) Horses will be judged on conformation, soundness and heritable weaknesses, condition, quality, breed character, and way of going at the judge's discretion. Emphasis will be placed on structural correctness, soundness, and the relationship of form to function.
- (2) Horses must be shown in a clean, properly fitted halter. Horses must be shown and handled by only one club member. **No whips or bats** of any type are allowed.
- (3) Horses will enter the ring at the judge's discretion and walk and trot on the line. Subsequent procedures will be as directed by the judge or ringmaster. Horses will be examined and judged individually.
- (4) Upon completion of class placing, the judge will line up the top 6 to 10 horses in order of placing for public viewing.

111-E.4.c. Western Horsemanship Class

- (1) The rider's performance and horsemanship skills will be judged. The rider's basic position, use of hands and legs, and ability to control and show a horse are important, but the horse and rider's performance and execution of a pattern must be considered.
- (2) Each entry will first, **individually**, execute a posted pattern and be scored. Failure to execute or complete the pattern within the designated time will not result in disqualification but will be scored accordingly. Individual scores will be posted upon completion of the class if possible. **Judges will use current AQHA Western Horsemanship scoring rules and guidelines for this class.**
- (3) The pattern to be used should be posted at least 1 hour before the class begins. The judge and show committee should work together to design a pattern that will objectively test the rider's skill. The optional list of tests listed later in this section, item [III-D.4.c. \(6\)](#), and should be used as a guide in designing a pattern. Tests may be combined.
- (4) The judge will use the above scores in determining which riders will be given additional individual or rail work.
- (5) Entries that are selected for rail work will enter the ring in a counterclockwise direction. Riders will proceed at once around the ring at each gait (walk, jog or appropriate gait, and lope) **at least one direction of the ring, but may be asked to reverse and repeat.** Entries may be requested to gallop in safe groups (maximum of eight entries) and perform additional work. Judges may request riders to perform an upward or downward transition to or from any gait. Horses will be requested to reverse only at a walk or jog. The finalists must be given rail work before final placing.
- (6) The optional tests for Western Horsemanship Class riders are as follows:
 - (a) Answer any questions about horses, tack, or equitation.
 - (b) Back.
 - (c) Dismount and mount.
 - (d) Execute a figure eight at a trot.
 - (e) Lope and stop.
 - (f) Execute a figure eight at a lope on the correct leads, demonstrating a simple change of lead. A simple change of lead is when the horse is brought back into a walk or jog at the center of the circle and restarted into a lope on the opposite lead.
 - (g) Ride without stirrups.

- (h) Execute a figure eight at a lope, demonstrating a flying change of leads.
- (i) Change leads down a straight line, demonstrating a simple change of leads.
- (j) Demonstrate a rollback.
- (k) Demonstrate a sliding stop.
- (l) Execute a 180-degree turn.
- (m) Execute a 360-degree turn or spin.
- (n) Execute an extended trot or hand gallop.
- (o) Execute a sidepass.
- (p) Pivot—both ways.
- (q) Lope circles of varying sizes and at varying speeds.

(7) Scoring.

- (a) Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. Exhibitors overall form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.
- (b) **Penalties.** An exhibitor should be penalized in the pattern independent of maneuver scores and deducted from the final scores as follows:
 - i. **Three (3) Point Penalties**
 - 1. Break of gait at the walk or jog up to 2 strides
 - 2. Over or under turn from 1/8 to ¼ turn
 - 3. Tick or hit of cone
 - 4. Obviously looking down to check leads
 - ii. **Five (5) Point Penalties**
 - 1. Not performing the specified gait or not stopping within 10 feet of designated location
 - 2. Incorrect lead or break of gait at the lope (except when correcting an incorrect lead)
 - 3. Break of gait at the walk or jog for more than 2 strides
 - 4. Loss of stirrup
 - 5. Bottom of boot not touching pad of stirrup at all gaits including backup
 - 6. Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
 - iii. **Ten (10) Point Penalties**

1. Loss of rein
2. Use of either hand to instill fear or praise while on pattern or during rail work
3. Holding saddle with either hand
4. Cueing with the end of the romal
5. Blatant disobedience including kicking, pawing, bucking, and rearing
6. Spurring in front of the cinch

iv. **Disqualifications**

1. Failure to display correct number
2. Abuse of horse or schooling
3. Fall by horse or exhibitor
4. Illegal equipment or illegal use of hands on the reins
5. Use of prohibited equipment
6. Off pattern, including: knocking over or wrong side of cone or maker; never performing designated gait or lead; over or under turning more than $\frac{1}{4}$ turn

III-D.4.d. Western Riding Class

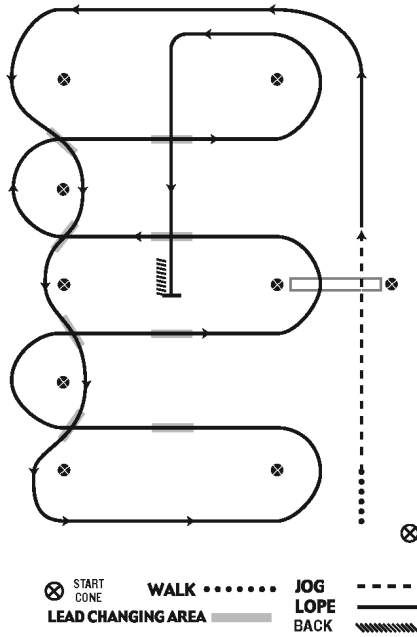
- (1) The horses will be judged on riding quality of gaits (walk, trot, and lope), change of leads, and response to rider, manners, disposition, and intelligence. **Entries will be judged and scored according to current AQHA rules.**
- (2) The Western Riding class is a competition on the performance of a sensible, well-mannered, and easy moving ranch horse that has the athletic ability and handiness to do a variety of ranch jobs as well as give its rider a pleasant ride over trails or in open country. This competition is not a race or a stunt and should not be confused with equitation classes in which the rider is judged.
- (3) Each horse and rider will perform the Western Class riding patterns and routines individually. If the pattern is changed, the contestants should be notified and the pattern to be used should be posted 1 hour before the class is called. The pattern specifications are as follows:
 - (a) The eight small circles represent pylon markers, which are recommended. These should be separated by a uniform measured distance of not less than 30 feet nor do more than 50 feet on the sides with five markers (see pattern illustrations below). In Pattern I, the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with a 50- to 80-foot width in the pattern, as the arena permits.
 - (b) A solid log or pole should be used that is a minimum of 8 feet in length.
 - (c) The long serpentine line indicates the direction of travel and gaits at which each horse is to move. The recommended lead changing point is equal to $\frac{1}{2}$ stride length before or after the center point between the markers. **The shaded area represents the lead changing area between the markers.** The dotted line (...)

indicates walk, the dash line (---) jog, and the solid line () lope; the squiggly line (zzzz) indicates the back.

(d) Western Class Riding Patterns

Western Riding Patterns (from the AQHA Rulebook)

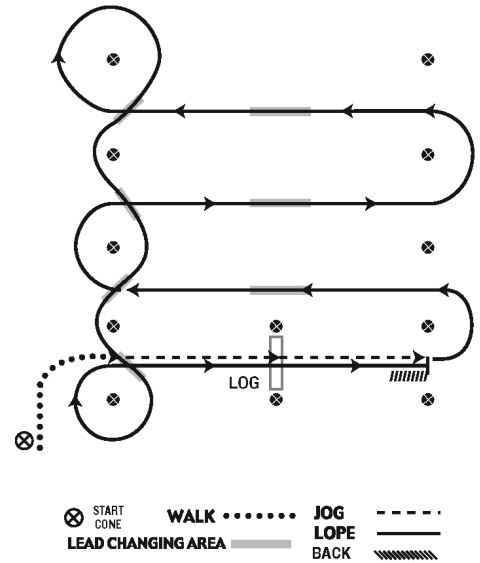
WESTERN RIDING PATTERN 1



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

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WESTERN RIDING PATTERN 2

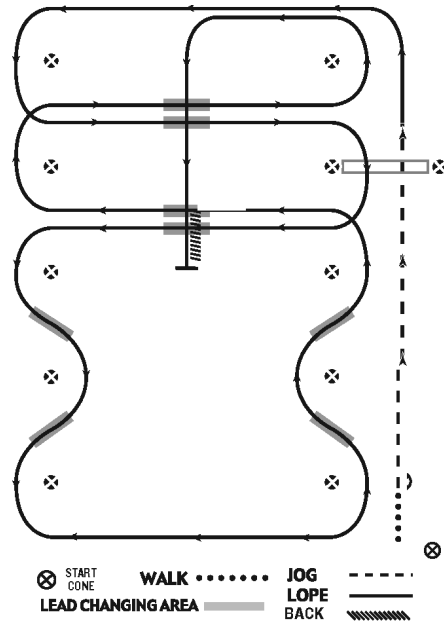


- ⊗ START CONE
- WALK
- JOG
- LOPE
- zzzz BACK
- ▭ LEAD CHANGING AREA

1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

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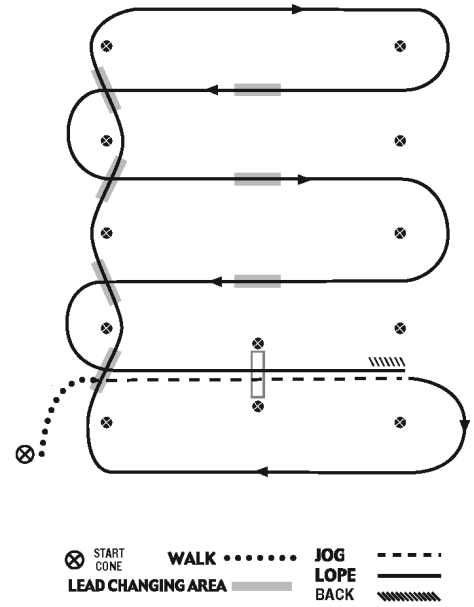
WESTERN RIDING PATTERN 3



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

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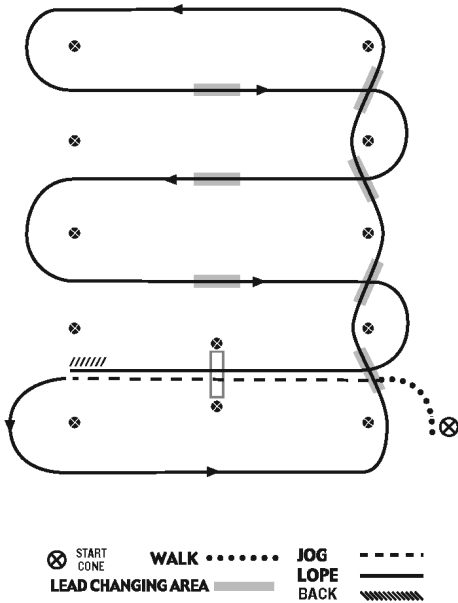
WESTERN RIDING PATTERN 4



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

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WESTERN RIDING PATTERN 9



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

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III-D.4.d. (Western Riding Class, continued)

(4) Scoring. Maneuvers will be scored on both quality and accuracy. Factors influencing quality include smoothness, speed, and manners. Accuracy involves the precision with which the maneuver is executed. Quality and accuracy points are calculated into an overall (final) score. According to the *AQHA Official Handbook of Rules & Regulations* the scoring system should range from 0 to 100 with 70 points denoting an average performance. Maneuver points are added or subtracted from the overall score on the following basis with points ranging from plus 1.5 to minus 1.5. Please refer to the Western Riding Section for scoring guidelines under the following:

[2021 AQHA Rulebook](#)

-1.5	= Extremely Poor
+1.5	= Excellent
-1	= Very Poor
+1	= Very Good
-.5	= Poor
+.5	= Good
0	= Average

- (a) Maneuver scores are subjective to the judge's opinion and may vary from judge to judge. Maneuver scores are to be determined independently of penalty points for accuracy
- (b) Credits: The following are examples of credits for which points may be added to the maneuver score:
- i. Clean simultaneous lead changes
 - ii. Precision in changing leads near the center point of the lead change area
 - iii. Accurate and smooth pattern
 - iv. Slower pace while maintaining a collected frame with a consistent footfall pattern
 - v. Ease of guidance and control with rein and leg
 - vi. Manners and disposition
 - vii. Smooth, level lead changes
 - viii. Smooth, clean stop and back, backing readily off diagonal pairs
- (c) Faults: The following are examples of faults that may require deductions from the maneuver score:
- i. Excessive opening of mouth, pinning of ears, or wringing of tail by the horse
 - ii. Anticipation of lead changes
 - iii. Rough or elevated lead changes
 - iv. Rough stop, rough back, or both
 - v. Excessive stumbling
 - vi. Propping lead changes (whereby the horse drops a shoulder and elevates on the forehand into the lead change)
 - vii. Appearance of charging in the lead changes, rushing, or being inconsistent in pace.
- (d) Penalties: The following are penalty points that have a specific point deduction as outlined by the American Quarter Horse Association. These penalties are **not** subjective to the judge's preference. Judges should familiarize themselves with the following point deductions prior to the class.

½ -Point Penalties

- i. Tick or light touch of log

1-Point Penalties

- i. Hitting or rolling log
- ii. Out of lead more than one stride either side of the center point and between the markers
- iii. Splitting the log (log between the two front or two hind feet) at the lope
- iv. Hind legs skipping or coming together during lead change
- v. Break of gait at the walk or jog up to two strides
- vi. Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during a change)

3-Point Penalties

- i. Not performing the specific gait (jog or lope) or not stopping when called for in the pattern, within 10 feet (3 meters) of the designated area
- ii. Simple change of leads
- iii. Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- iv. Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- v. In pattern 1 and 3 failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- vi. Break of gait at walk or jog for more than two strides
- vii. Break of gait at the lope

5-Point Penalties

- i. Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties).
- ii. Blatant disobedience including kicking out, biting, bucking and rearing
- iii. Holding saddle with either hand
- iv. Use of either hand to instill fear or praise

Disqualifications (resulting in a 0 score)

- i. **Four or more simple lead changes and/or failures to change leads**
- ii. Illegal equipment
- iii. Willful abuse

- iv. Off course
- v. Knocking over markers
- vi. Completely missing log
- vii. Major refusal - stop and back 2 strides or 4 steps with front legs
- viii. Major disobedience - rearing or schooling
- ix. Failure to start lope prior to end cone in pattern #1
- x. Overturn of more than 1/4 turn
- xi. Failure to start lope within 30 feet of designated area in Patterns 2, 3, 4, 5, 7, 8, 9

III-D.4.e. Western Pleasure—Senior Horse and Pony Class

- (1) Horses will be judged on manners, performance, and suitability for giving a pleasurable ride. This point class may be subdivided by age of exhibitor as necessary.
- (2) Horses are shown at a walk, jog, and lope on a reasonably loose rein without undue restraint. Horses must work both ways of the ring at all three gaits, demonstrating their ability with different leads.
- (3) Horses must back easily and stand quietly. At the judge's discretion, only the finalists may be requested to back.
- (4) Horses should be reversed to the inside of the ring. The judge may request the horses to reverse at a walk or trot.
- (5) The judge may request an exhibitor to change from any gait to any other or extend the jog. Horses will not be required to hand gallop.
- (6) Judges may request any horse(s) to perform additional rail work of the same nature.
- (7) Martingales, nosebands, draw reins, and tie-downs are prohibited. Spurs, chaps, ropes, and riata are optional and may be used at the rider's discretion.

III-D.4.f. Western Pleasure—Junior Horse and Pony Class

- (1) Exhibitors must be primarily responsible for the training of horses being shown in this class. This point class has been added to give youths who have raised a project horse or purchased a young, untrained horse an opportunity to train and show their project horses in a friendly and competitive environment.
- (2) Horses must be less than 6 years old.
- (3) Horses may be shown in a bosal hackamore or traditional western bit according to the rules noted earlier in this section ([III-D.2.c.](#)).
- (4) Horses will be judged on manners, performance, and suitability for giving a pleasurable ride. Young horses are expected to make mistakes that will be penalized but will not eliminate horses from consideration.
- (5) Horses are shown at a walk, jog, and lope on a reasonably loose rein without undue restraint. Horses must work both ways of the ring at all three gaits, demonstrating their ability with different leads. Horses may not be asked to extend either the jog or lope.
- (6) Horses must back easily and stand quietly. At the judge's discretion, only the finalists may be requested to back.
- (7) Horses should be reversed to the inside of the ring. The judge may request the horses to reverse at a walk or trot.
- (8) The judge may request any rider and mount to change from any gait to any other gait.
- (9) The judge may request any rider and mount perform additional rail work of the same nature.
- (10) Mechanical hackamores, martingales, nosebands, draw reins, and tie-downs are prohibited. Spurs, chaps, ropes, and riata are optional and may be used at the rider's discretion.

III-D.4.h. Trail Classes

- (1) These classes will be open to Juniors and Seniors riding Western Division horses and ponies and will be point classes towards the Western Division championships. Each

horse will individually work through an obstacle course designed to test the manners, performance, and intelligence of a good trail riding horse in the following classes:

- (a) Western Trail—Senior
- (b) Western Trail—Junior
- (c) Western Pony Trail
- (d) Little Britches Trail

(2) Tack and appointments used must meet the same requirements that apply to the Western Division. Mixing of tack and attire is prohibited.

(3) The course shall consist of six obstacles. Three of the six obstacles will be mandatory, and the others should be selected from the optional list. The gait between obstacles shall be optional or determined by the judge.

(a) No dangerous objects will be used as an obstacle or part of an obstacle. Rider safety is of utmost importance and must be considered first. The following are unacceptable obstacles:

- i. Tires
- ii. Animals
- iii. Hides
- iv. PVC pipe
- v. Dismounts
- vi. Ground Tie
- vii. Jumps
- viii. Rocking or moving bridges
- ix. Water box with floating or moving parts
- x. Flames, dry ice, fire extinguishers, and similar items
- xi. Logs or poles elevated in a manner that permits them to roll

(b) Mandatory obstacles are as follows:

- i. Open, pass through, and close a gate (only if a gate that will not endanger horse or rider is available).
- ii. Ride over logs or rails.
- iii. Back through an obstacle.

(c) Optional obstacles are as follows:

- i. Back through an L-shaped obstacle.
- ii. Walk through a water obstacle.
- iii. Put on and remove a slicker.
- iv. Carry or drag an object from one area of the arena to another. (Use only objects that are usually found or carried on a trail. **No live animals** or objects that might endanger a horse or rider are allowed.)
- v. Remove and replace materials from a mailbox.
- vi. Back through and around three markers set either in a triangle or a line.
- vii. Execute a side pass.
- viii. The obstacles should consist of four logs or rails, each 5- to 6-feet long, laid in a square as shown below. Each contestant will enter the square by

stepping over a log or rail at the designated side. When the mount's four feet are inside the square, the rider should execute a 360-degree turn (right or left), pause, and depart by stepping over the log or rail opposite the side of entry.

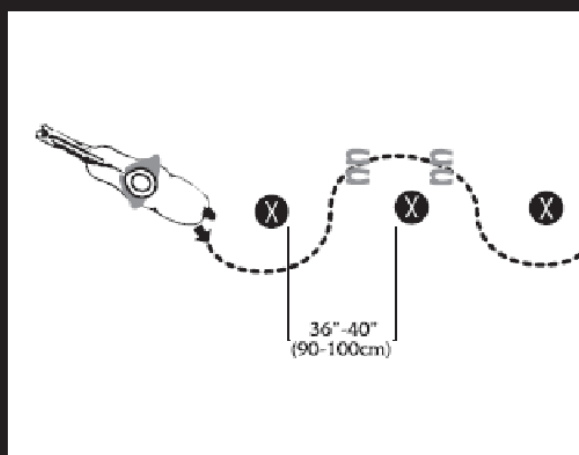
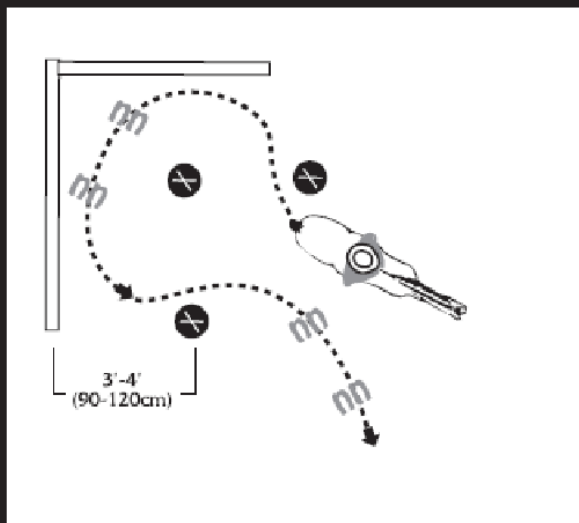
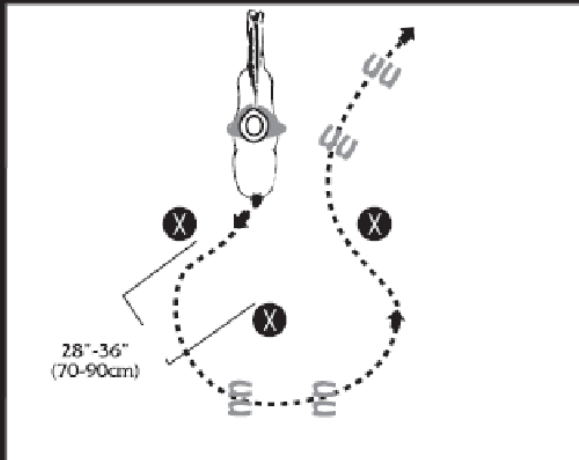
- ix. Back through obstacles. Beginning on either the right or the left of the center of the pole, each rider will back across the starting line, proceed through the centerline poles, turn without touching the baseline, and back through the center poles and across the finish line on the side opposite the side of entry.

(4) The course diagram should be posted at least 1 hour before the class is called.

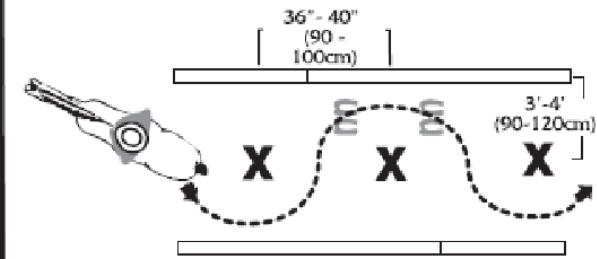
(5) Trail class exhibitors will not be worked on the rail. Each entrant's quality of movement at the walk, jog, and lope will be evaluated while on course.

(6) Trail will be scored according to current AQHA rules. Please refer to the Trail Section under the following: [2021 AQHA Rulebook](#)

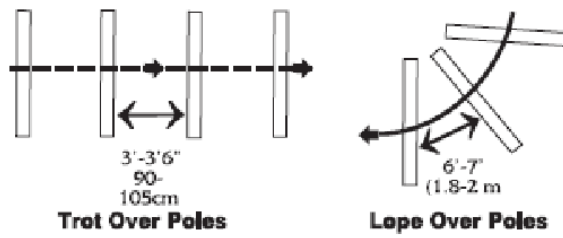
Back Through and Around Three Markers



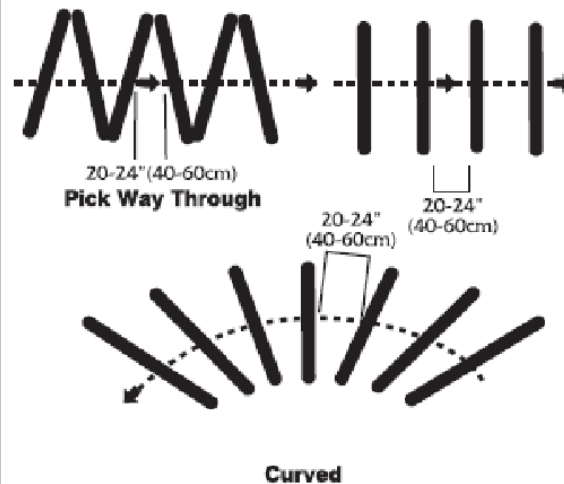
Back Through and Around Three Markers



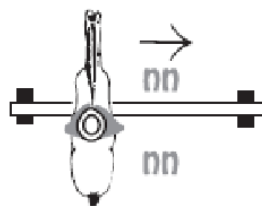
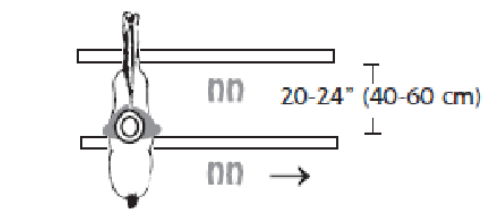
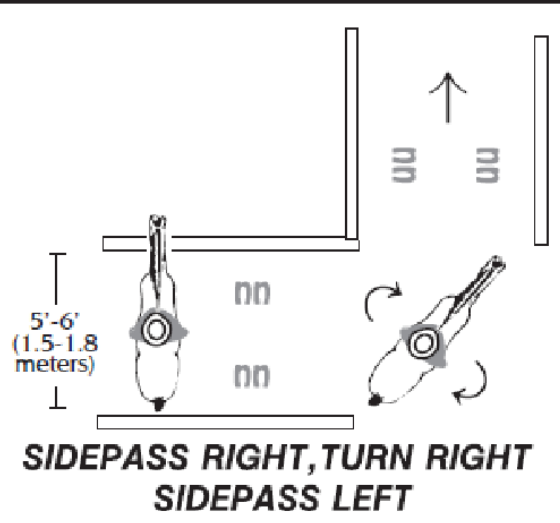
Trot Overs, Lope Overs



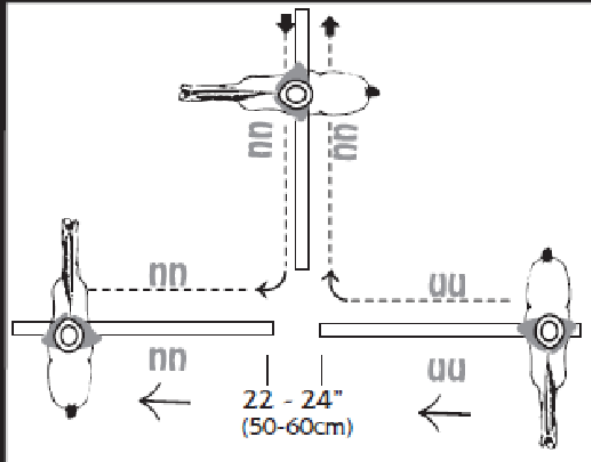
Walk Overs



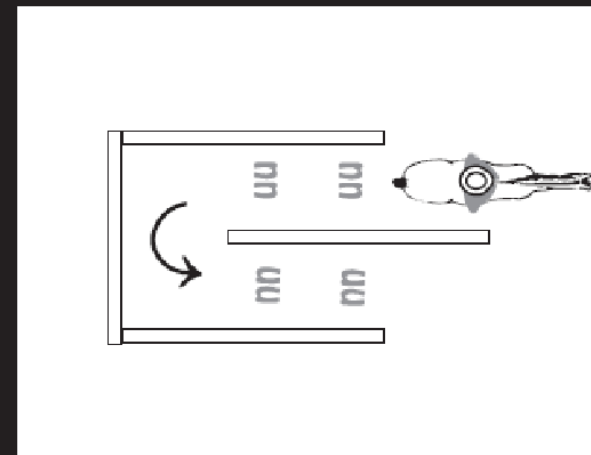
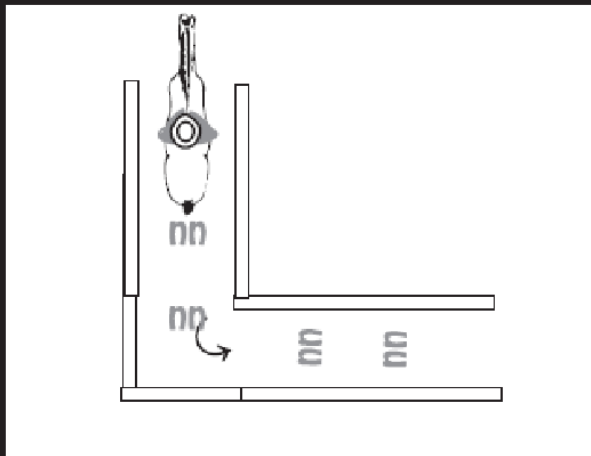
Variations of Sidepass



Variations of Sidepass

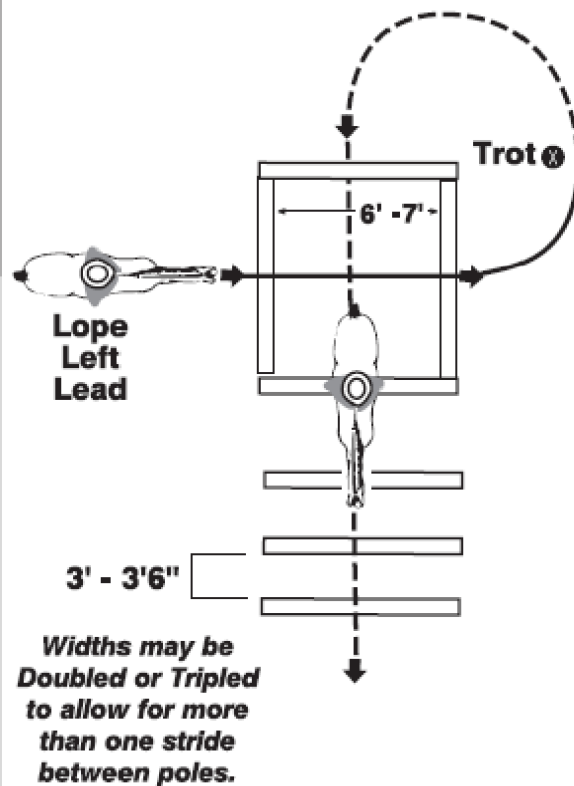


Variations of L Back Through



Trot Overs, Lope Overs & Walk Overs

Can use
Walk Overs, Trot Overs
& Lope Overs in One Class



III-D.4.i. Horsemanship Medal Class

- (1) This class is offered to Junior and Senior 4-H members, exhibiting either a horse or pony, which placed first or second in a Horsemanship (either Ranch Horsemanship or Western Horsemanship) Class at a qualifying show.
- (2) The class will be judged on the riders' equitation in accordance with Horsemanship Class rules stated earlier in this chapter under items [III-D.3.](#) And [III-D.4.c. \(1\)](#) and c. (5).
- (3) Exhibitors will be scored on their horsemanship skills while individually performing a prescribed pattern. The riders' equitation and ability to control their horses throughout the pattern will be evaluated.
- (4) The judge will use the above scores to select a minimum of 10 riders to be judged on their equitation on the rail. Riders will be worked both directions on the rail.

(5) The final placing will be the cumulative placing of the pattern work (50 percent) and the rail work (50 percent).

III-D.4.j. Western Show Hack

- (1) Horses and ponies will be judged on manners, performance, and suitability for giving a pleasurable ride. Exhibitors will demonstrate their ability with different leads and variation in collection and impulsion. When asked to extend a gait, emphasis will be placed on an extension of stride length, not increased speed. This point class may be subdivided by age of exhibitor as necessary.
- (2) Horses are shown at a normal walk, collected walk and extended walk, normal jog, collected jog and extended jog, and normal lope, collected lope and extended lope on a reasonably loose rein without undue restraint. Horses must work both ways of the ring and exhibit all nine gaits. However, all nine gaits must be exhibited only once in the class.
- (3) Horses must back easily and stand quietly. At the judge's discretion, only the finalists may be requested to back.
- (4) Horses should be reversed to the inside of the ring. The judge may request the horses to reverse at any of the walk or jog gaits.
- (5) The judge may request an exhibitor to change from a jog gait to a lope gait or a lope gait to the jog gait.
- (6) Judges may request any horse(s) to perform additional rail work of the same nature.
- (7) Martingales, nosebands, draw reins, and tie-downs are prohibited. Spurs, chaps, ropes, and riata are optional and may be used at the rider's discretion.

III-E. STOCK TYPE HUNTER DIVISION

III-E.1. Overview

Rules in this book will have precedence over all other rules. American Quarter Horse Association (AQHA) rules will be used for any Stock Type Hunter Division rule not covered in this book. This division is open to Junior and Senior riders on horses and ponies. **Entries in this division may not cross enter into any other hunter division and may not show over fences (including hunter hack).**

III-E.2. Appointments

III-E.2.a. Personal Appointment. Appropriate hunt seat attire in accordance with section III-C-2.a. must be worn.

III-E.2.b. Tack. Appropriate hunt seat tack in accordance with section [III-C.2.b.](#) must be used.

III-E.3. Class Routines

III-E.3.a. Stock Type Hunter Showmanship

- (1) Exhibitors will follow the procedures outlined in the uniform showmanship scorecard described in this manual (item [II-B](#)).
- (2) All horses will be shown in an acceptable halter and lead or snaffle bridle. Exhibitors will wear hunt seat attire. Spurs, bats, and whips are prohibited.
- (3) Horses should stand squarely on all four feet when being posed.

III-E.3.b. Stock Type Hunter Under Saddle

- (1) The purpose of the hunter under saddle horse is to present or exhibit a horse with a bright, alert expression, whose gaits show potential of being a working hunter. Therefore, its gait must be free-flowing, ground covering and athletic. Hunters under saddle should be suitable to purpose. Hunters should move with long, low strides reaching forward with ease and smoothness, be able to lengthen stride and cover ground with relaxed, free-flowing movement, while exhibiting correct gaits that are of the proper cadence. The quality of the movement and the consistency of the gaits is a major consideration. Horses should be obedient, have a bright expression with alert ears, and should respond willingly to the rider with light leg and hand contact. Horses should be responsive and smooth in transition. When asked to extend the trot or hand gallop, they should move out with the same flowing motion. The poll should be level with, or slightly above, the withers to allow proper impulsion behind. The head position should be slightly in front of, or on, the vertical.
- (2) The class will be judged on performance, condition, and conformation. Maximum credit should be given to the flowing, balanced, willing horse.
- (3) Horses are to be shown under saddle at the walk, trot, and canter both ways of the ring. Judge may request a hand gallop. Horses must back and stand quietly. Horses should be reversed to the inside away from the rail.
- (4) Horses will not be required to jump.
- (5) Faults are to be scored accordingly, but not necessarily cause disqualification during the rail work:
 - a. Quick, short, or vertical strides
 - b. Being on the wrong lead
 - c. Breaking gait
 - d. Excessive speed at any gait
 - e. Excessive slowness in any gait, loss of forward momentum
 - f. Failure to take the appropriate gait when called for
 - g. Head carried too high
 - h. Head carried too low (such that poll is below the withers)
 - i. Over flexing or straining neck in head carriage so the nose is carried behind the vertical
 - j. Excessive nosing out
 - k. Failure to maintain light contact with horses' mouth
 - l. Stumbling

- m. If a horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired
- n. Consistently showing too far off the rail

III-E.3.c. Stock Type Hunter Equitation

- (1) The purpose of this class is to evaluate the ability of the hunter rider to perform various maneuvers on his/her horse which provides a base for natural progression to over fence classes. The communication between horse and rider through subtle cues and aids should not be obvious. Equitation is judged on the rider and his/her effect on the horse. Hunt seat equitation on the flat provides a base for a natural progression to over fence classes. Riders will not be asked to jump in this class. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
- (2) The rider's performance and equitation skills will be judged. The rider's basic position, use of hands and legs, and ability to control and show a horse are important, but the horse and rider's performance and execution of a pattern must be considered.
- (3) Each entry will first, **individually**, execute a posted pattern and be scored. Failure to execute or complete the pattern within the designated time will not result in disqualification but will be scored accordingly. Individual scores will be posted upon completion of the class if possible. **Judges will use current AQHA Equitation scoring rules and guidelines for this class.**
- (4) The pattern to be used should be posted at least 1 hour before the class begins. The judge and show committee should work together to design a pattern that will objectively test the rider's skill. The optional list of tests listed later in this section, item [III-E.3.c. \(7\)](#), should be used as a guide in designing a pattern. Tests may be combined.
- (5) The judge will use the above scores in determining which riders will be given additional individual or rail work.
- (6) Entries that are selected for rail work will enter the ring in a counterclockwise direction. Riders will proceed at once around the ring at each gait (walk, trot, and canter) **at least one direction of the ring, but may be asked to reverse and repeat.** Entries may be requested to gallop in safe groups (maximum of eight entries) and perform additional work. Judges may request riders to perform an upward or downward transition to or from any gait. Horses will be requested to reverse only at a walk or jog. The finalists must be given rail work before final placing.
- (7) The optional tests for Stock Type Hunter Equitation riders are as follows:
 - a. Answer any questions about horses, tack, or equitation.
 - b. Back.
 - c. Dismount and mount.
 - d. Sitting or two-point trot.

- e. Serpentine at the trot or canter.
- f. Turn on the haunches or forehand.
- g. Execute a figure eight at a trot.
- h. Canter and stop.
- i. Execute a figure eight at a canter on the correct leads, demonstrating a simple change of lead. A simple change of lead is when the horse is brought back into a walk or jog at the center of the circle and restarted into a lope on the opposite lead.
- j. Ride without stirrups.
- k. Execute a figure eight at a canter, demonstrating a flying change of leads.
- l. Change leads down a straight line, demonstrating a simple change of leads.
- m. Leg-yield
- n. Execute an extended trot or hand gallop.

(8) Scoring.

- a. Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from +3 to -3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties, and should reflect equal consideration of both performance of the exhibitor's pattern and the form and effectiveness of the exhibitor and presentation of horse to result in the following scores: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor. Exhibitors overall form and effectiveness should also be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.
- b. **Penalties.** An exhibitor should be penalized in the pattern independent of maneuver scores and deducted from the final scores as follows:
 - i. **Three (3) Point Penalties**
 - 1. Break of gait at the walk or trot up to 2 strides
 - 2. Over or under turn from 1/8 to ¼ turn
 - 3. Tick or hit of cone
 - 4. Obviously looking down to check leads or diagonals
 - ii. **Five (5) Point Penalties**
 - 1. Not performing the specified gait or not stopping within 10 feet of designated location
 - 2. Missing a diagonal up to 2 strides
 - 3. Incorrect lead or break of gait at the canter (except when correcting an incorrect lead)

4. Complete loss of contact between rider's hands and the horse's mouth
5. Break of gait at the walk or trot for more than 2 strides
6. Loss of iron
7. Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation

iii. **Ten (10) Point Penalties**

1. Loss of rein
2. Missing diagonal for more than 2 strides
3. Use of either hand to instill fear or praise while on pattern or during rail work
4. Holding saddle with either hand
5. Cueing with the end of the romal
6. Blatant disobedience including kicking, pawing, bucking, and rearing

iv. **Disqualifications**

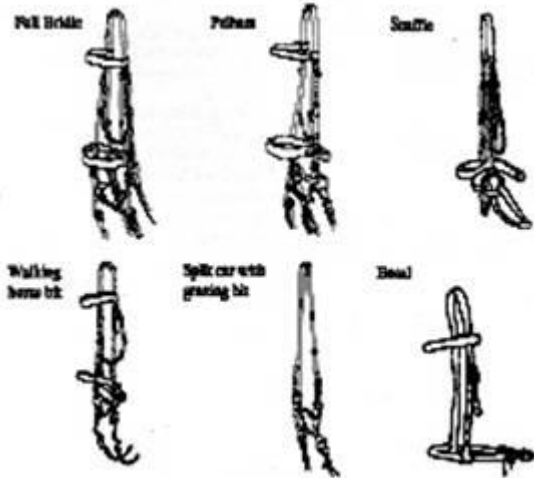
1. Failure to display correct number in a visible manner
2. Abuse of horse or schooling
3. Fall by horse or exhibitor
4. Illegal use of hands on the reins
5. Use of prohibited equipment
6. Off pattern, including: knocking over or wrong side of cone or maker; never performing designated gait, lead, or diagonal; over or under turning more than $\frac{1}{4}$ turn

III-E.3.d. Stock Type Hunter Show Hack

- (1) Horses and ponies will be judged on manners, performance, and suitability for giving a pleasurable ride. Exhibitors will demonstrate their ability with different leads and variation in collection and impulsion. When asked to extend a gait, emphasis will be placed on an extension of stride length, not increased speed.
- (2) Horses are shown at a normal walk, collected walk and extended walk, normal trot, collected trot and extended trot, and normal canter, collected canter and hand gallop on light contact without undue restraint. Horses must work both ways of the ring and exhibit all nine gaits. However, all nine gaits must be exhibited only once in the class.
- (3) Horses must back easily and stand quietly. At the judge's discretion, only the finalists may be requested to back.
- (4) Horses should be reversed to the inside of the ring. The judge may request the horses to reverse at any of the walk or trot gaits.
- (5) The judge may request an exhibitor to change from a trot gait to a canter gait or a canter gait to the trot gait.
- (6) Judges may request any horse(s) to perform additional rail work of the same nature.

III-F. ACCEPTABLE EQUIPMENT

III-F.1. Suggested Acceptable and Unacceptable Bridles and Bits



III-F.2. Some Acceptable Curb Chains



III-F.3. Unacceptable Bit



Mechanical Hackamore
(unacceptable except game division
and roping classes)

III-G.CLOVERBUD DIVISION

III-G.1. Overview

The rules in this book will have precedence over all other rules. USEF rules will be used for any hunt seat or saddle seat rules not covered in this book. American Quarter Horse Association (AQHA) rules will be used for any Western or Speed Events Division rule not covered in this book. Refer to the Hunter, English, or Western Division rules in this chapter, depending on exhibitor's tack and attire, for a complete description of appointments, position, and additional information on class routines. The use of protective headgear approved by USA Equestrian (AHSA) is **mandatory**. Refer to [Rule 1-F.23](#) in this rulebook.

Classes in this division are open to those who have reached age 5 and who have not reached age 8 as of January 1 of the current year. All classes within this division are offered on a noncompetitive basis. Exhibitors will not be ranked as first- through sixth-place (or tenth-place) winners but will receive participation ribbons. Youth competing in the Cloverbud Division classes are not eligible to participate in other classes. Horses and ponies will participate in the same class.

III-G.2. Class Routines

For all classes, exhibitors may have an assistant in the arena if desired. Youth showing in western attire may ride with 2 hands, if desired, using closed or split reins, and a legal snaffle bit regardless of the age of the horse.

III-G.2.a. Cloverbud Showmanship at Halter Class

- (1) This class will be judged according to the general showmanship rules listed in this manual under the English, Hunter, or Western Division rules.
- (2) Youth are permitted to exhibit in appropriate hunt seat or saddle seat attire for the English Showmanship or Western attire for the Western Showmanship in accordance with the governing appointments in each of the respective divisions. Mixing of tack or attire is prohibited.

III-G.2.b. Cloverbud English Equitation and Horsemanship Classes

- (1) Exhibitors will be judged according to the equitation or horsemanship rules for their specific style of riding as listed under the appropriate riding division.
- (2) Horses will be required to walk, trot/jog, stop, stand quietly, and back. Horses will not be requested to lope or canter.
- (3) Youth may participate in hunt seat, saddle seat, or western attire, as appropriate for the class entered, but tack and attire may not be mixed.

III-G.2.c. Cloverbud Pleasure Classes

- (1) Exhibitors will be judged according to the pleasure rules and attire for their respective division.

(2) Exhibitors will not be requested to lope or canter.

III-G.2.d. Cloverbud Dressage Class

- (1) This class is open to any cloverbud exhibitor, any discipline or seat.
- (2) Exhibitors will be judged according to the rules set forward in the Dressage Manual.
- (3) Exhibitors will have the option of riding either USDF 2019 Intro Test A or WDAA Intro Level Test 2. Gaited horses may exhibit and substitute a pleasure gait for the trot or jog where called for.

III-G.2.e Cloverbud Barrels

- (1) Exhibitors will be judged according to the rules and attire for the speed events division.
- (2) Exhibitors will complete the cloverleaf barrel pattern at the walk or trot.
- (3) Exhibitors may have an assistant present in the arena and receive help entering and exiting the arena.

III-G.2.f Cloverbud Trail

- (1) This class is open to any cloverbud exhibitor, any discipline or seat.
- (2) Exhibitors will be judged according to the rules set forward in the Western Trail Division.
- (3) The pattern shall be no less than 3 and no more than 5 obstacles. The mandatory obstacles are ground poles and a backing element. Optional obstacles include maneuvering through cones, turning in a box, and crossing a bridge.

III-H. LITTLE BRITCHES DIVISION

III-H.1. Overview

The rules in this book will have precedence over all other rules. American Quarter Horse Association (AQHA) rules will be used for any Western or Speed Events Division rules not covered in this book. Refer to the Western Division rules in this chapter for a description of appointments, position, and additional information on class routines. **The use of protective headgear approved by USA Equestrian (AHSA) is mandatory. Refer to [Rule 1-F.23](#) in this rulebook.**

Classes in the division are open to youths, **ages 8 to 13**, who are in their first two years of showing, *excluding Cloverbud Classes*. **The division is specifically designed for inexperienced Junior riders.** Verification of a youth's eligibility is required by a volunteer leader. This division is a qualifying division at the qualifying shows. Entries in this division at the State Show must have qualified in this division at a qualifying show. Little Britches exhibitors may also show in Pleasure Pairs, and One Halter (Conformation) classes. Little Britches entries are not restricted from qualifying in the Junior Hunter Division, **Stock Type Hunter, Short Stirrup**, Speed Events Division, Dressage or Saddleseat Division Classes, but cannot cross over into the Junior

Western Division **or Junior Ranch Division**. Four-H members showing (qualifying) exclusively in Little Britches or Short-Stirrup Division classes may not compete in the Versatility Class. Four-H'ers showing exclusively in Little Britches are not eligible to show at Southern Regionals.

III-H.2. Class Routines

III-H.2.a. Showmanship Class. This class is open to horses and ponies exhibited in accordance with rules listed under [Chapter II](#) of this manual.

III-H.2.b. Walk-Jog Pleasure Class

- (1) This class is open to horses and ponies exhibited in accordance with rules listed in this chapter for the Western Horses and Ponies Division, items [III-D.4.e.](#) and 4.f., **and the Ranch Division, items [III-L.2](#) and [III-L.3](#).**
- (2) Exhibitors will not be requested to lope.

III-H.2.c. Walk-Jog-Lope Pleasure Class

- (1) This class is open to horses and ponies exhibited in accordance with rules listed in this chapter for the Western Horses and Ponies Division, under items [III-D.4.e.](#) and 4.f., **and the Ranch Division, items [III-L.2](#) and [III-L.3](#).**
- (2) Exhibitors will be required to walk, jog, and lope in both directions of the ring.

III-H.2.d. Walk-Jog Horsemanship Class

- (1) This class is open to exhibitors showing horses or ponies in accordance with rules listed in this chapter for the Western Horses and Ponies Division, under items Exhibitors will not be required to lope, dismount, or mount. **Riders in this class will be required to perform an individual pattern prior to rail work.**
- (2) The rider's performance and horsemanship skills will be judged. The rider's basic position, use of hands and legs, and his or her ability to control and show a horse are important, but the horse and rider's performance and execution of rail work must be considered.

III-H.2.e. Walk-Jog Trail

- (1) Horses and ponies will be shown according to guidelines listed in rule [III-D.4.h.](#)
- (2) **This class is open to exhibitors showing horses or ponies in accordance with the tack and attire regulations for the Western Horses and Ponies Division, under items [III-D.2.](#) and the Ranch Division, items [III-L.2](#).**
- (3) Exhibitors will not be required to lope.

III-I.SPEED EVENTS DIVISION

III-I.1.Overview

Current American Quarter Horse Association (AQHA) rules will be used in the Speed Events Division for any questions not covered in the Western Division rules or these rules. All rules concerning appointments, including tack and attire, as listed in the Western Division will apply to Speed Events Division classes. **The Western Division judge or a declared Speed Events Division judge must be present during the Speed Events Division classes.** Speed Events Division classes may be divided into Horse and Pony divisions. The Horse Division is open to animals that measure more than 14.2 hands. The Pony Division includes all animals that measure 14.2 hands (58 inches) or less. **Horses and ponies will not be allowed to cross-enter between divisions if offered separately.** Junior and Senior riders **will not** compete in the same class.

III-I.2. General Rules

III-I.2.a. Riders and horses will be required to use western attire and equipment that is described earlier in this chapter. Tie-downs and mechanical hackamores may be used, but draw reins are prohibited. All equipment must be considered safe and humane by the judge or the show steward. **Exhibitors may not be tied, buckled, or fastened to the tack or horse by any means. Rubber bands are not permitted.**

III-I.2.b. Riders should dress neatly. **The use of protective headgear approved by US Equestrian Federation (USEF) is mandatory for the Speed Events Division classes. Please refer to [Rule 1-F.23](#) in this rulebook.**

III-I.2.c. An electric timer should be used for all classes when possible. Otherwise, at least two stopwatches shall be used with the average time of the watches to be official.

III-I.2.d. **If a rerun is declared for an exhibitor, that exhibitor will be given the option of running immediately or at the end of the class.**

III-I.2.e. All exhibitors must have their horses under complete control at all times. Horses must be mounted when entering the ring. No assistance to either horse or rider is permitted past the arena gate **and a rider may be disqualified if their horse is excessively unruly at the gate or refuses to enter the gate multiple times.** After completing the course, each rider must have his or her horse under complete control before the gate is opened. Failure to adhere to this rule shall result in disqualification. **Riders must remain mounted at all times within the arena to avoid disqualification. Fall of a horse or rider at any point while in the arena will result in a disqualification.**

III-I.2.f. Spurring, striking, or beating the horse in any manner whatsoever forward of the cinch shall result in disqualification. (Touching the horse shall not be considered striking or beating the horse.) Excessive use of spurs, bats, crops or whips, or cruel treatment will result in disqualification. **Lameness of any kind is subject to question by an official show steward per [I-C.1.d.](#)**

III-I.2.g. Contestants must start and stop **inside the ring with a closed gate**. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. (This rule is subject to change for safety concerns, depending upon facilities.)

III-I.2.h. In the event of a tie in a timed class, the contestant declared the winner in the runoff must run the pattern in not more than 2 seconds over his original time, or the runoff must be held again.

III-I.3. Class Routines

III-I.3.a. Barrel Race

- (1) Knocking over a barrel shall carry a 5-second penalty. Failure to follow the exact course as drawn and described in the *AQHA Rulebook*, and in items III-I.3.a. **(3)** and **(4)** below, shall be cause for disqualification. A contestant may touch the barrel with his or her hands in barrel racing without penalty.
- (2) The course must be set to fit the arena. The course should be set so that a horse may have ample room to turn and stop. All barrels must be a minimum of 18 feet from the arena wall and barrels 1 and 2 must be a minimum of 10 yards from the timers to the first barrel.
- (3) At a signal from the starter or timer, such as the word "go," the contestant will go to barrel number one, pass to the left of this barrel, complete a 360-degree turn, then proceed to barrel number two, this time passing to the right with another 360-degree turn. At barrel number three, the same passage to the right and a 360-degree turn are accomplished.
- (4) This barrel course also may be run to the left. For example, the contestant will start to barrel number two, turning to the left around this barrel; then proceed to barrel number one, turning to the right; then to barrel number three, turning to the right, and followed by the final sprint to the finish line.

BARREL RACING CONTEST

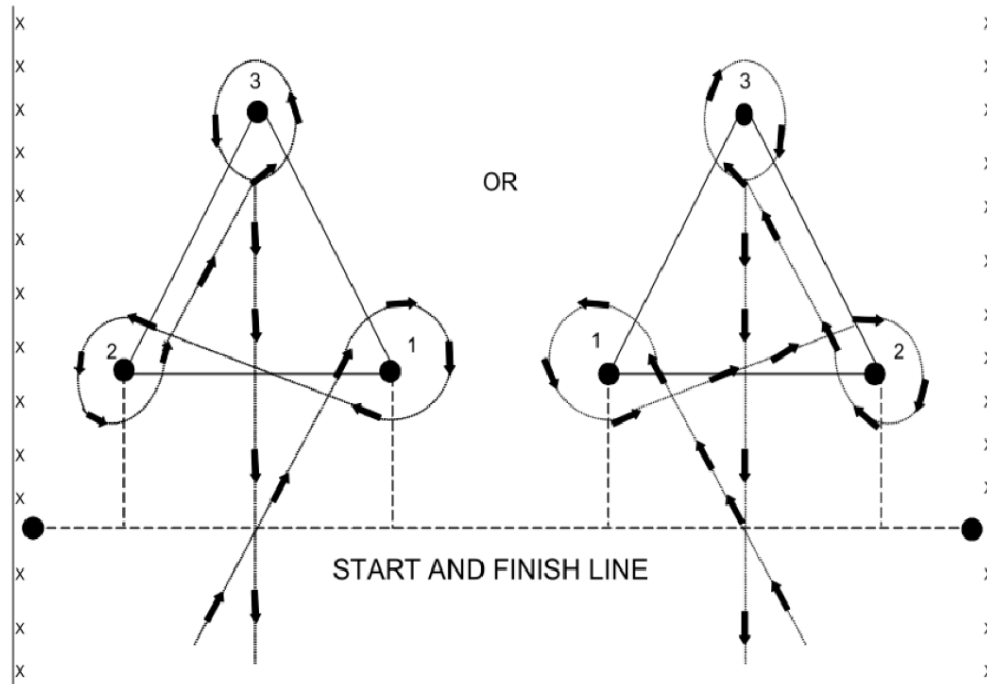


Figure III-
Barrel Race

I.3.a
Course

(from the *Southern Regional 4-H Horse Championship Rule Book*)

III-I.3.b. Pole Bending

- (1) The pole-bending pattern is to be run around six poles. The poles are to be 21 feet apart, and the first pole must be 21 feet from the starting line. Each pole should be at least 6 feet in height.
- (2) At least 25 yards are needed beyond the finish line for stopping the horses.
- (3) Knocking over a pole shall carry a 5-second penalty. **A contestant may touch the pole with his or her hand without penalty.** Failure to follow the course and maintain forward motion shall be cause for disqualification.
- (4) The pole-bending contest pattern is illustrated below:

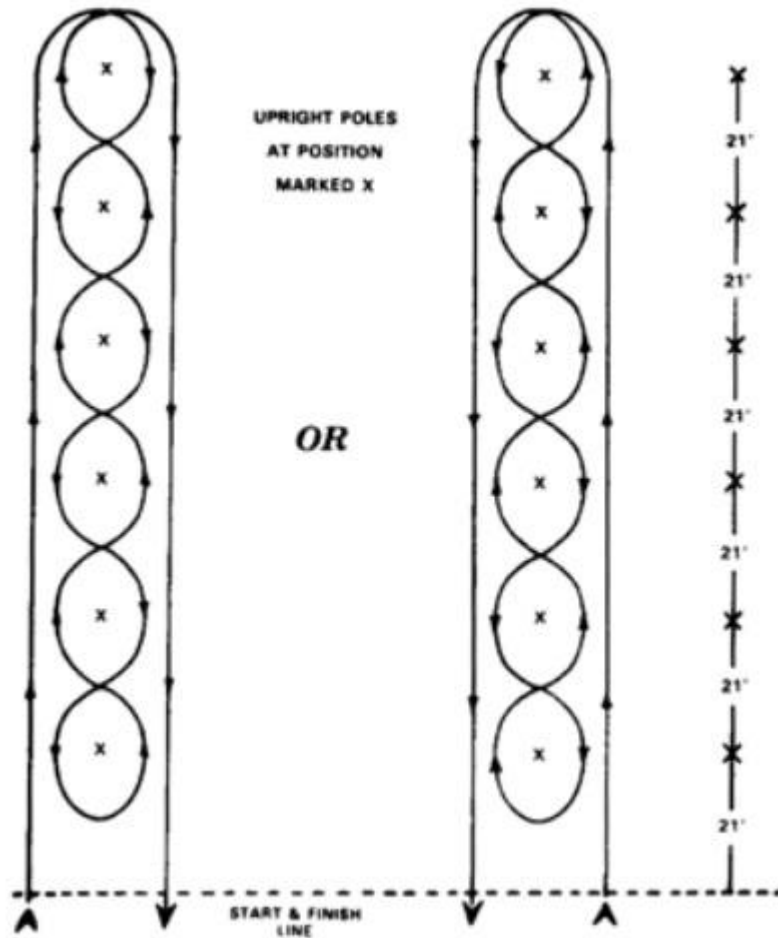


Figure III-I.3.b. Pole-Bending Pattern (from the *AQHA Handbook*)

III-I.3.c. Stake Race (Adopted from current AQHA rules)

The stake race is a timed event consisting of markers set on either side of a center line. Contestants are given a running start to complete a figure eight pattern. They must cross the center line between upright markers, head to either the right or left of the first pole, make a 180 degree turn, head to the second pole, turn around it in the opposite direction and then to the center line to stop the clock.

- (1) The contestant is allowed a running start and may begin his run from either the left or right side of the first pole. Start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line.
- (2) If an upright marker or pole is knocked down, it **will be a 5 second penalty**. If the original course is altered by a rider intentionally grasping a pole, a five-second penalty for each pole grasped will be assessed.
- (3) All horses must start from the same end of the arena.
- (4) Failure to cross the start and finish line between the markers shall result in no time.

- (5) Failure to cross over the center line between the markers before turning the second pole and cross back over the center line after turning the second pole, shall result in no time.
- (6) A whip may not exceed two feet in length excluding over and unders which must be attached to the saddle.
- (7) It is recommended that drags be conducted before the start of a stake racing and after every seven head. Show management may drag more frequently.
- (8) The judge must disqualify any contestant for excessive use of a whip, rope, crop, bat or reins anywhere on the horse.
- (9) If a tie occurs where points are involved, placing will be worked off if all tied exhibitors agree to participate in a run-off, if not, a coin toss will be used to separate the ties.

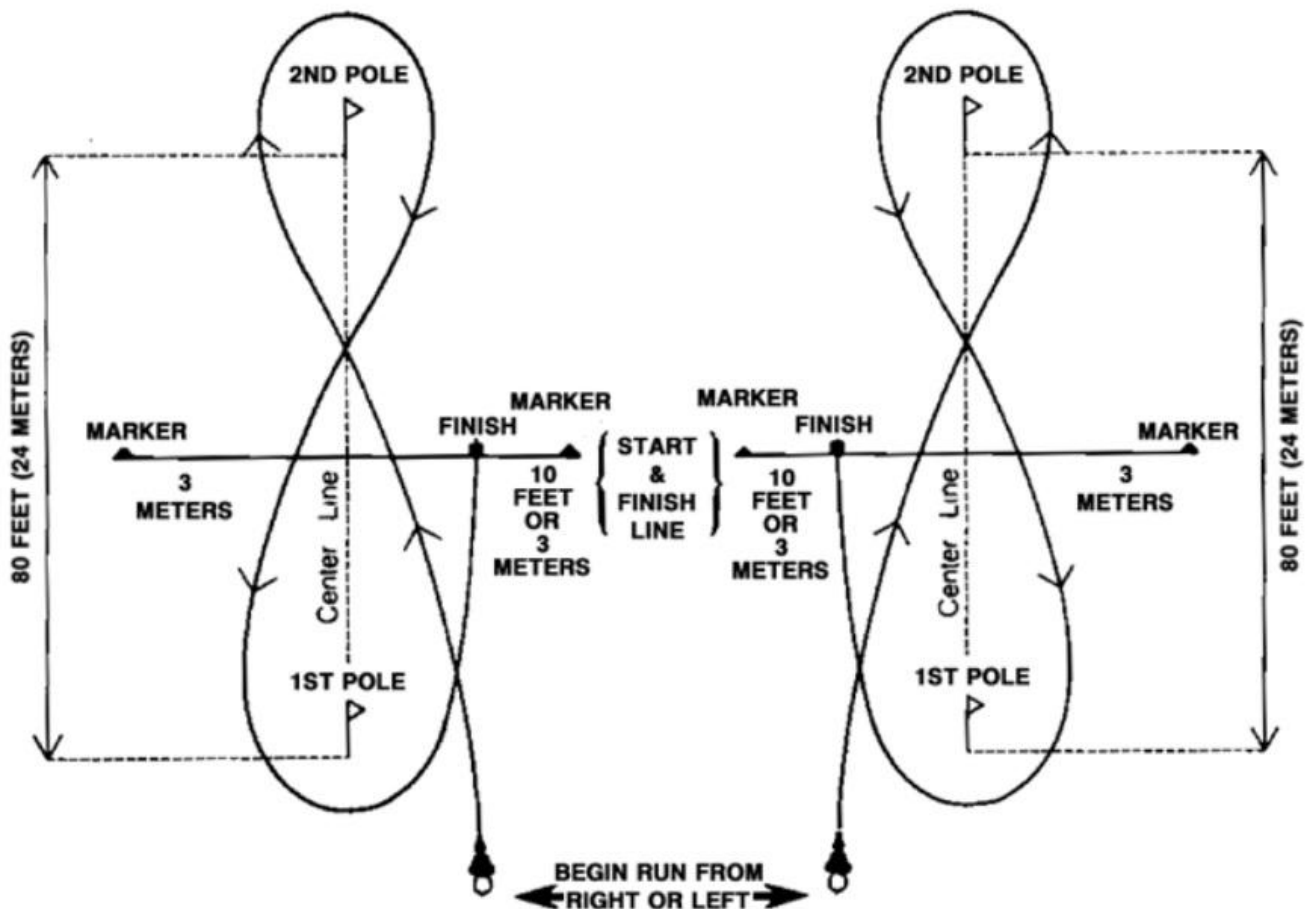


Figure III-I.3.c. Stake Race Pattern (from the AQHA Handbook)

(2) Top of Form

- a. The start and finish line is 20 feet (6 meters) wide and marked by two upright markers 10 feet (3 meters) on each side of the center line and short enough so as to not interfere with the timer if one is used. Short pylons or cones are recommended. The first and second poles marking the center line are each 40

feet (12 meters) from the start and finish line, making them a total of 80 feet (24 meters) apart.

- b. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

III-I.3.d. Texas Barrels

- (1) Three barrels are placed in a straight line, 60 feet apart, the first barrel being 30 feet from the timing line, which is 20 feet long. (Measurements are to the center of barrels.)
- (2) The exhibitor shall cross the timing line, pass the first barrel on either side, pass succeeding barrels on alternate sides, turn around the third barrel, and return in the same manner to cross the timing line.
- (3) Knocking over a barrel shall carry a 5-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his or her hands.
- (4) The course must be measured exactly. If the course is too large for the available space, the pattern should be reduced by 5 feet between each barrel until the pattern fits the arena. At least 60 feet are required for a stopping area.
- (5) The Texas barrels pattern is as follows:

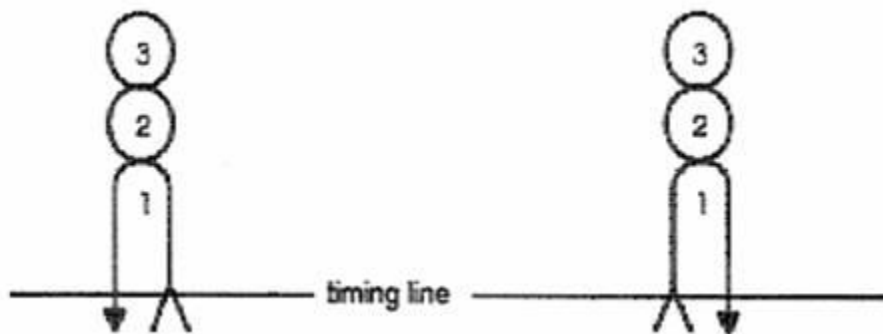


Figure III-I.3.d. Texas Barrels Pattern

III-I.3.e. Flag Race

- (1) One barrel is positioned 150 feet from the start or finish line. A bucket filled $\frac{1}{2}$ way with sand is placed on top of the barrel.
- (2) Two different colored batons (with or without flags attached) will be used during this event.
- (3) Riders will start from behind the start or finish line with a baton, run to the barrel at the far end of the arena, and switch batons **in the bucket**. Riders will return to the start or finish line with the new baton in hand.
- (4) The baton must be deposited **inside** the bucket, **in an upright position**. Failure to maintain the baton in an upright position, switch batons, **run behind the barrel**, or place the baton in the bucket will result in disqualification.
- (5) Knocking over a barrel will result in disqualification.
- (6) Any route may be used to and from the finish line. **The exhibitor must make a complete pass, but is not limited to one pass around the barrel.**

(7) The flag race barrel, bucket, and baton are illustrated below:



Figure III-I.3.e. Flag Race Barrel, Bucket and Baton

III-J. SPECIAL INVITATIONAL DIVISION

III-J.1. Pleasure Pairs Class

III-J.1.a. Pairs may be shown in hunt seat, saddle seat, or western tack and attire in accordance with the rules of the pleasure class in the respective riding divisions.

III-J.1.b. Class entry will consist of two horses or ponies and two exhibitors.

III-J.1.c. Junior and Senior exhibitors will compete in the same class.

III-J.1.d. Entries are to be shown abreast at a walk; jog, trot or pleasure gait; and lope, canter or extended pleasure gait, both ways in the ring. Horses may be asked to back and stand quietly. Judges may request additional tests.

III-J.1.e. The use of leg wraps, splint boots, and similar accessories are prohibited.

III-J.2. Dressage Division Classes

Consult the N.C. 4-H Horse Program Basic Dressage Manual and Rule Supplement found at <http://equinehusbandry.ces.ncsu.edu/state-horse-show/>

III-J.3. Versatility Class

Versatility Class is composed of four events, with each event counting equally toward the overall placement. Each event will be run in accordance to the rules governing that event, unless otherwise specified.

III-J.3.a. General Rules

- (1) Separate classes will be held for Junior and Senior members.
- (2) A fall by a horse or rider will result in a disqualification from the Versatility Class, and the horse and rider will be excused from the ring.
- (3) Anything resulting in a no-score or no-time from any one event will result in 0 points or no placement in that event, but will not eliminate the entry from placement in other events in the class (for example, going off pattern in the precision pattern or receiving a no-time in the games portion).
- (4) In Versatility Class, attire must appear to be in accordance with the rules of the event with the exception of boots. (Western chaps or jeans over hunt seat boots **or** jodhpurs with straps over western boots are acceptable.). USEF-approved headgear with a fastened harness of any riding style is **mandatory** for any class or riding division. **Refer to [Rule 1-F.23](#) in this rulebook. For Texas Barrels, the saddle must be Western but other tack and attire is the rider's preference. However, exhibitors must wear a long-sleeved shirt with a collar.**
- (5) All horses and riders will remain in the arena for the entire class. Horses and riders will not be permitted to leave the arena between events or before the class is dismissed. Failure to follow this policy will result in disqualification from the versatility class. Large classes will be split in accordance with 4-H Horse Program rules. Horses not competing in a round of the finals of a split class will be maintained in a specified holding area and must not be spoken to or assisted by non-horse-show personnel. Unauthorized assistance at any time will result in disqualification from the class.

- (6) Exhibitors disqualified from the Versatility Class may keep any awards earned in previous Versatility Class events, but all points will be forfeited. Should an exhibitor be disqualified, points will not be redistributed.
- (7) Ribbons will be awarded to first- through tenth-place entrants in each event and overall, depending on the number of entries.
- (8) Two grooms per horse will be permitted in the ring at a designated time between events. The function of the groom is to assist the rider in changing tack and attire. Use of wheelbarrows or motorized vehicles during tack changes is prohibited. Grooms will not be permitted in the arena during the judging of the event and may only enter the arena when so designated by the announcer per their instructions. At the announcer's direction, the grooms will first be lined up down the middle of the ring at the cones; and, at the specified time, the grooms will be instructed to WALK to their respective exhibitor. There is a 5-minute limit for each tack and attire change. Failure to complete the tack and attire changes within the time limit will result in disqualification from the class.
- (9) Points accumulated in this class will not be used in the determination of Southern Regional qualification.
- (10) Only one rider per horse will be permitted. Points will be awarded for first-through tenth-place entrants in each event in the following order:

Versatility Class Awarding of Points

Number of Horses in Class	Points Awarded by Competition Placement									
	1	2	3	4	5	6	7	8	9	10
1	1									
2	2	1								
3	3	2	1							
4	4	3	2	1						
5	5	4	3	2	1					
6	6	5	4	3	2	1				
7	7	6	5	4	3	2	1			
8	8	7	6	5	4	3	2	1		
9	9	8	7	6	5	4	3	2	1	
10	10	9	8	7	6	5	4	3	2	1

Ties will be broken according to the following rules:

- (a) The horse and rider placing in the most events will win the tie.
- (b) The horse and rider with the highest finish in any one event will break the tie.
- (c) The final tiebreaker will be the fastest time accumulated in a barrel race according to the barrel-racing rules listed for the Speed Events Division rules listed in this chapter (item [III-I.2.a](#))

III-J.3.b. Events

- (1) Western Pleasure. Horses will be judged according to the Western Pleasure Class rules listed in this chapter for the Western Horses and Ponies Division (items [III-D.4.e.](#) and 4.f.). Gaits to be called: walk; jog or pleasure gait; lope or extended pleasure gait, both ways of the ring. Separate classes will be held for Junior and Senior exhibitors. Tack must correspond to that listed in this chapter for the Western Horses and Ponies Division ([item III.E.2.b.](#)) except as noted above in the general rules for Versatility Class, [item III-J.3.a.\(4\)](#).
- (2) English Pleasure. Horses will be judged as an open Pleasure Class entry at a walk; trot or pleasure gait; canter or pleasure gait, both ways of the ring. Horses may be shown in either Hunt Seat or Saddle Seat Division attire. Tack must be in accordance with rules for appointments listed in this chapter for the Hunt Seat and Saddle Seat divisions ([items III-A.2](#), III-C.2), except as above in the general rules for Versatility Class, [item III-J.3.a.\(4\)](#).
- (3) Precision Pattern
- (4) Horses will be judged on their ability to perform a prescribed equitation-type pattern with emphasis placed on execution of movements, manners, and responsiveness to the rider, precision, and exactness of pattern. Cones will be used to denote movements within the pattern. A pre-announced time limit will be imposed on all patterns. Horses will not be required to do flying lead changes.
- (5) Rider's equitation will not be evaluated.
- (6) Horses may be exhibited in either Western, Hunt Seat or Saddle Seat Division tack and attire, but a mixture of tack and attire is prohibited, with the exception noted above in the general rules for Versatility Class, [III-J.3.a.\(4\)](#). Entries must conform to appointment rules for their respective divisions.
- (7) Texas Barrels. Horses will be judged according to the rules in the Speed Events Division ([item III-I.3.d.](#)) except that failure by an exhibitor to follow the course will be given a no-time instead of a disqualification.

III-J.4. Costume Class

III-J.4.a. Non-point classes open to all exhibitors on horses and ponies. Ribbons will be awarded according to NC State 4-H Horse Show Rules

III-J.4.b. Judging to be based upon the originality to the costume and consistency of the theme as evidenced in the exhibitors attire and horses tack and equipment.

III-J.4.c. Participants will compete and be awarded in one of the following classes, divided by age: Cloverbud, Junior, and Senior.

III-J.4.d. Participants in these classes may show mounted or dismounted (shown in hand) and no carts are allowed. Each entry will be allowed one handler in the ring. **If mounted, the rider's seat must be in direct contact with the horse or saddle. No person may be tied to the horse. All participants must wear boots with a functional heel as outlined in [Rule I-F.24](#) in this rulebook.**

III-J.4.e. The classes may be split at fifteen entries upon Show Management's discretion.

III-J.4.f. USEF-approved headgear with a fastened harness of any riding style is **mandatory** for any class or riding division. Refer to [Rule 1-F.23](#) in this rulebook.

III-K. ADAPTIVE RIDING DIVISION

III-K.1. Objective

To provide an educational and therapeutic opportunity for physically or mentally handicapped 4-H members to demonstrate their horsemanship skills.

III-K.2. General Rules

Exhibitors in this division must meet the following requirements:

- III-K.2.a.** They must be eligible members in a 4-H adaptive riding program. Participation is to be verified by an agent. The minimum participation age is 9.
- III-K.2.b.** They are not eligible to participate in classes other than those offered in the Adaptive Riding Division. This is an Invitational Division.
- III-K.2.c.** They are exempt from the management and ownership of project animals. Show management reserves the right to approve the suitability of all animals entered in this division.
- III-K.2.d.** They will submit a medical information form (TRD-1), a Parent Release form (TRD-2), and the Therapeutic Riding Division Form (TRD-3). (Forms are available in the [Appendix](#) of this manual and from the coordinator of the 4-H Therapeutic Riding Programs.)
- III-K.2.e.** USEF-approved headgear with a fastened harness of any riding style is mandatory for any class or riding division. Refer to Rule [1-F.23](#) in this rulebook.
- III-K.2.f.** Riders with Downs Syndrome may not compete if they have a positive diagnosis for atlantoaxial subluxation or atlantoaxial instability.

III-K.3. Classes

- III-K.3.a.** All classes offered under this division are invitational. Previous qualification at a qualifying show is not required. Divisional championships will be awarded.
- III-K.3.b.** In riding classes, the following will be offered as separate levels.
 - (1) Level 1: Riders require a horse handler and one to two side walkers. A horse handler is an individual who is positioned at the horse's head for safety. The side walkers may assist the rider during mounting and dismounting.
 - (2) Level 2: Riders require a horse handler during the trotting phase of the class only. The use of a side walker is optional.
 - (3) Level 3: Riders must ride independently. Assistance is prohibited. Unauthorized assistance will be penalized at the judge's discretion.
- III-K.3.c.** Riders will not be permitted to cross-enter riding levels.
- III-K.3.d.** Aides may not give commands to the rider or the mount nor provide extra physical prompting, except in case of emergency. Special consideration, however, will be given to the visually impaired, hearing impaired, or severely disabled rider.
- III-K.3.e.** Riders will be ranked in 1st through 10th places, depending on class entries as described in this manual. Class winners will receive an award and ribbon. Second- through tenth-place winners will receive ribbons.

III-K.4. Clothing and Equipment Requirements

III-K.4.a. Apparel. Riders are encouraged to use appropriate tack and wear correct riding apparel.

- (1) Jeans or other long pants and hard-soled shoes or boots are acceptable. Attire must be neat.
- (2) Tank tops and halter-tops are not permitted by riders, horse handlers, or side walkers.
- (3) Sneakers or other soft-soled shoes may be worn only with written permission of a physician.

III-K.4.b. Tack

- (1) Style of tack is optional.
- (2) Adaptive equipment may be used, but in no way may the rider be attached to the horse or saddle.
- (3) Safety stirrups are advised.

III-K.4.c. Special Equipment (such as a mounting ramp, mounting, and block)

- (1) Riders and their respective club leaders are responsible for assuring that proper and safe special equipment is on hand to facilitate safe mounting procedures at all shows.
- (2) Riders will enter the arena mounted in all performance classes.

III-K.4.d. Class Tack and Attire. Consult this manual for a complete description of proper tack and attire for the Western, Hunt Seat, and Saddle Seat Division classes.

III-K.5. Class Routines

II-K.5.a. Walk Only Equitation Class

- (1) This class will be offered on three different riding levels.
- (2) Each rider's equitation will be judged on position, balance, use of natural aids, and control of the mount. Emphasis will be placed on each rider's ability to safely and independently control the horse.
- (3) Riders maybe accompanied by horse handlers and one or two side walkers in Levels 1 and 2. Handlers and side walkers may assist only to assure the rider's safety. Continued or unnecessary assistance from aides will be penalized by the judge in all levels.
- (4) Class routine
 - a. Riders will enter the arena at a walk in a counterclockwise direction.
 - b. At the direction of the announcer, riders will walk, reverse at a walk, walk; stop; back.
 - c. Riders will perform only at the walk.

III-K.5.b. Walk-Trot Equitation Class

- (1) This class will be offered on three different riding levels.
- (2) Each rider's equitation will be judged on position, balance, use of natural aids, and control of the mount. Emphasis will be placed on each rider's ability to safely and independently control the horse.

(3) Riders may be accompanied by horse handlers and one or two side walkers in Levels 1 and 2. Handlers and side walkers may assist only to assure the rider's safety. Continued or unnecessary assistance from aides will be penalized by the judge in all levels.

(4) Class routine

- a. Riders will enter the arena at a walk in a counterclockwise direction.
- b. At the direction of the announcer, riders will walk, jog, or trot; reverse at a walk, jog, or trot; stop; back.
- c. Riders will perform at a sitting trot, posting trot, or jog unless

III-K.5.c. Showmanship at Halter Class

(1) Exhibitors will be judged on their ability to exhibit a horse in accordance with showmanship-at-halter rules listed in this manual ([item II-B.](#)).

(2) Entries will be judged solely on showmanship ability. Factors like grooming and trimming will not be considered.

(3) Exhibitors in wheelchairs may exhibit with the assistance of a side walker pushing the wheelchair. Only the exhibitor, however, may use the lead shank to control the horse. Unnecessary assistance from the side walker that directly affects the control of the horse will be penalized by the judge.

(4) Class Routine:

- a. Exhibitors will enter the ring at a walk in a counterclockwise direction. Exhibitors will lineup at the direction of the ringmaster.
- b. When acknowledged by the judge, exhibitors will perform the following individual pattern: walk to the judge; pose for inspection; when excused, complete a 180-degree turn to the right; trot back to the lineup; complete a 180-degree return to the right; and pose your horse.
- c. The judge may require additional pattern work.

(5) Special considerations may be made depending upon medical information submitted on the TRD-1 form. See the Appendix to this manual for sample registration, release, and medical history forms.

III-K.5.d. Trail Class

(1) This class is open to all levels of exhibitors as described under the general rules for Trail Classes in this chapter ([item III-D.4.h.](#)).

(2) The class will be judged in accordance with the Trail Class rules listed in this manual.

III-L. RANCH DIVISION

III-L.1. Overview

Rules in this book will have precedence over all other rules. American Quarter Horse Association (AQHA) rules will be used for any Ranch Division rule not covered in this book. Ranch-type horses and ponies will be shown in proper western tack with the riders dressed accordingly. All horses and ponies must be serviceably sound.

III-L.2. Appointments:

III-L.2.a. Personal Appointment. Clothing should be clean and neat and should be traditional western attire that reflects the true ranch lifestyle. Riders shall wear helmets and western style boots; a western style hat or helmet is required to be worn when exhibiting in ranch ground handling. Shirts with a collar and long sleeves are required. Chaps, chinks, scarves, spurs, and gloves are optional attire. Clothing with excessive crystals, glitter, and/or sequins are discouraged. **Riders are mandated to wear the protective headgear of any riding style (with fastened harness) that is approved by US Equestrian Federation (USEF). Refer to [Rule 1-F.23](#) in this rulebook. The dress code will be strictly enforced unless the show managers make pre-approved changes.**

III-L.2.b. Tack. The saddle must be a western type and must fit the rider and should be suitable for ranch work. **Exhibitor numbers are required on both sides of the saddle pad.** Silver adorned equipment is discouraged. **The following are prohibited for the Ranch Division and will result in disqualification: Braided or banded manes, hoof polish, and tail extensions.** Reins may be split or romal. Curb straps or chains must be flat and not less than ½-inch wide. Carrying of rope, hobble, slicker, or similar equipment is optional. Protective boots and leg wraps are permitted in all under saddle classes. Mechanical hackamores, draw reins, martingales, and tie down straps are prohibited. A mechanical hackamore is considered to be any hackamore with metal under the jaw or metal used in a leverage action. The judge or show officials may disqualify any entry using equipment that they deem too severe or request the alteration of such equipment. Refer to the information on suggested acceptable and unacceptable equipment under [III-F](#).

III-L.2.c. Junior horses or ponies, **age 5 or younger**, may be shown with a snaffle bit or bosal, using two hands on the reins in accordance with the following rules:

- (1) Horses are to be shown in plain headstall (browband, shaped ear, or split ear). Only smooth ring snaffles are permitted with a broken mouthpiece (conventional O-ring, egg butt, or D-ring) with a ring no larger than 4 inches and no smaller than 2 inches. A loose leather curb strap, attached below the reins, is optional.
- (2) A braided rawhide or leather bosal may be used in lieu of a snaffle bit no larger than 3/4 inch in diameter at the cheek. There must be a minimum of two finger spaces (approximately 1 1/2 inches) between the bosal and nose. Absolutely no metal under the jaw or the noseband in connection with the bosal will be permitted.
- (3) Standard, leather, or woven split reins are mandatory. Reins must be attached above the curb strap and held close to the pommel with 4 inches of the saddle horn. Reins held tight (in a straight line from the bit to the hands) or excessively loose will be penalized.

- (4) Exhibitors may not enter the show arena with any kind of training device, tack, or equipment. Training devices include any equipment not described above. Martingales, tie-downs, and nosebands are prohibited.
- (5) Age-eligible horses exhibited in 4-H shows in snaffle bit classes are not to have been shown in curb bits during that calendar year or previous year.

III-L.2.d. The above appointments will be required by all exhibitors entering classes in this division unless specifically exempted.

III-L.3. Gaits

In all ranch division classes, the ideal gaits shall be defined as those described below. In all gaits, movement of the ranch horse should simulate a horse needing to cover long distances, softly and quietly, like that of a working ranch horse. The following terminology shall apply:

- a. Walk – The walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a level, or slightly above level topline with a bright, attentive expression.
- b. Extended Walk – The extended walk is an obvious lengthening of stride that will naturally increase the pace. The horse should move in a natural manner (not a running walk) as if it were moving across an open pasture.
- c. Trot – The trot is a natural two-beat gait demonstrating more forward motion than the western pleasure jog. The trot should be steady, soft and slow enough for riding long distances. Trots which are rough and hard to sit should be penalized. Excessively slow and un-cadenced trots should also be penalized.
- d. Extended Trot – The extended trot is an obvious lengthening of stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline. The extended trot should be level, flat and steady with the appearance that the horse could hold this gait for an extended distance. Riders may post to this gait or may stand in the stirrups and hold the saddle horn with one hand.
- e. Lope – The lope is a three-beat gait that should be relaxed and smooth with a natural, forward moving stride. It should be cadenced, straight and steady and is comfortable to ride over long distances. Excessively slow or 4 beat lope should be penalized.
- f. Extended Lope – The extended lope is not a run or a race, but should be an obvious lengthening of the stride, demonstrating forward, working speed. The horse should display an above level topline with a bright, attentive expression. The gait needs to be steady, quiet, and maintaining the increased speed while being under control.

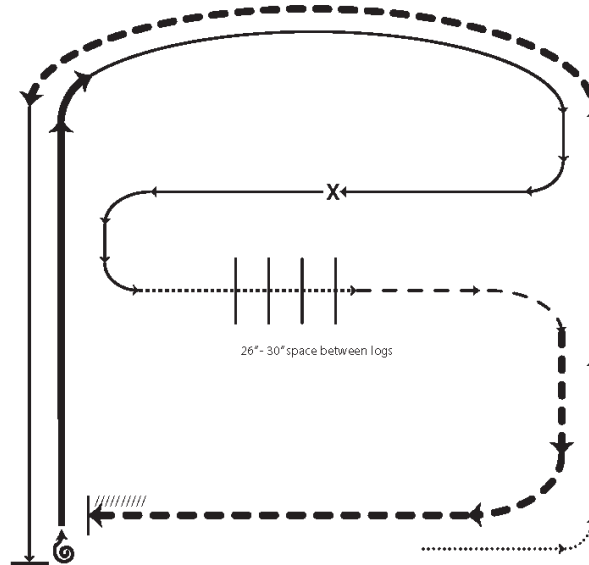
III-L.4. Ranch Riding

- (1) Ranch Riding serves to measure the ability of the horse to be functional and a pleasure to ride at a working speed while being used as a means of conveyance from one western stock horse task to another. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be responsive to the rider, yield to contact, and make all required transitions smoothly, timely and correctly. The horse should perform with reasonable speed, and be obedient, well-mannered, free, and easy moving. The ideal ranch riding horse should have a natural ranch horse appearance from head to tail in each maneuver.
- (2) Class consists of pattern work which is ridden individually. For each maneuver, the horse is judged on quality of gaits, response to the rider, manners, and disposition. Entries shall be judged and scored according to AQHA rules. Horses will be scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2.: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1 1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points.
- (3) A horse will be given credit for traveling with his head held in a normal, relaxed position, ears alert and moving at a natural speed for the gait requested. Excessively low or intimidated head carriage, or a horse that is evading the bit shall be penalized. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessive rein drape will be penalized.
- (4) Required maneuvers will include the walk, trot, and lope both directions: and the extended trot and extended lope at least one direction; as well as one stop and a back.
- (5) Optional maneuvers may include a side pass, turns of 360 or more, change of lead (simple or flying), walk/trot/lope over a log (s); or some reasonable combination of maneuvers that would be reasonable for a horse to perform or encounter during ranch work. One of the suggested patterns may be used, however a judge may utilize a different pattern as long as all required maneuvers are included. Should a judge use one of his/her own patterns, it is recommended to not have a stop following an extended lope.
- (6) Gaits required shall be as those described in [III.L.3.](#)
- (7) Ranch riding penalties:
 - A. One (1) point penalties
 - too slow (per gait)
 - Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Break of gait at walk or trot for 2 strides or less
 - B. Three (3) point penalties
 - Break of gait at walk or trot for more than 2 strides

- Break of gait at lope, **except when correcting an incorrect lead**
- Wrong lead or out of lead
- Draped reins (per maneuver)
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change
- Severe disturbance of any obstacle
- C. Five (5) point penalties
 - Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- D. Ten (10) point penalty
 - Unnatural ranch horse appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- E. Placed below horses performing all maneuvers
 - Eliminates **or adds** maneuver
 - Incomplete maneuver
 - Repeated blatant disobedience**
 - Use of two hands (except in junior horses shown in a snaffle bit or hackamore), more than one finger between split reins, or any fingers between romal reins
- F. Zero (0) score
 - Illegal equipment or tack, including hoof black, braided or banded manes, or tail extensions
 - Willful abuse

Western Riding patterns (from the [AQHA Handbook](#))

RANCH RIDING - PATTERN 2

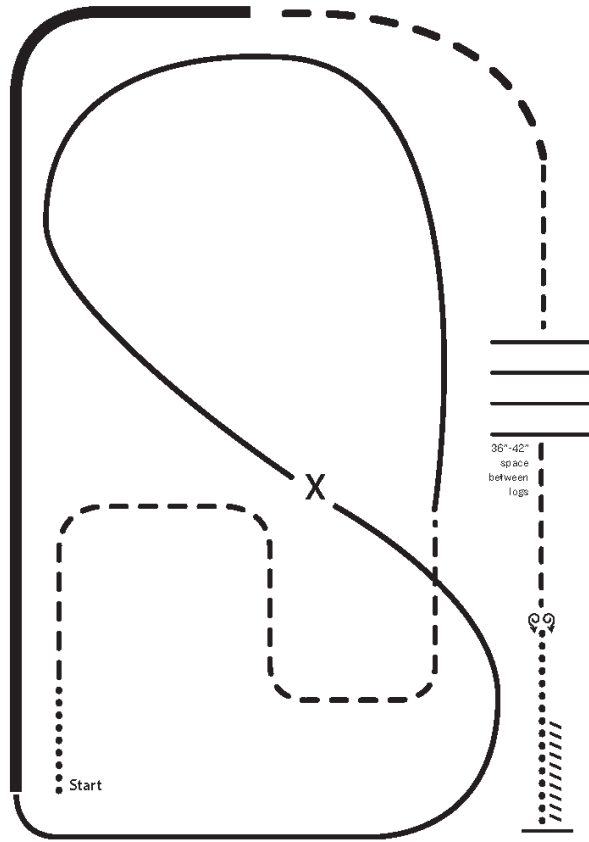


- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- — — Lope
- — — Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 3



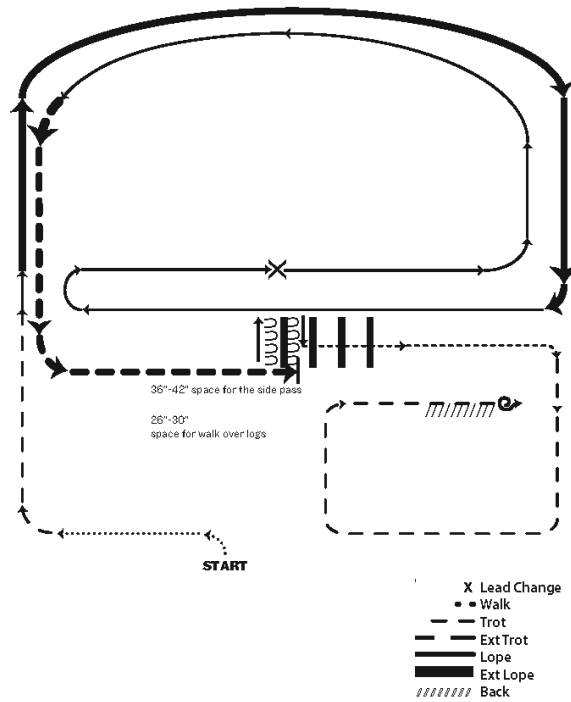
- X Lead Change
- Walk
- - - Trot
- Ext trot
- Lope
- Ext Lope
- //// Back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

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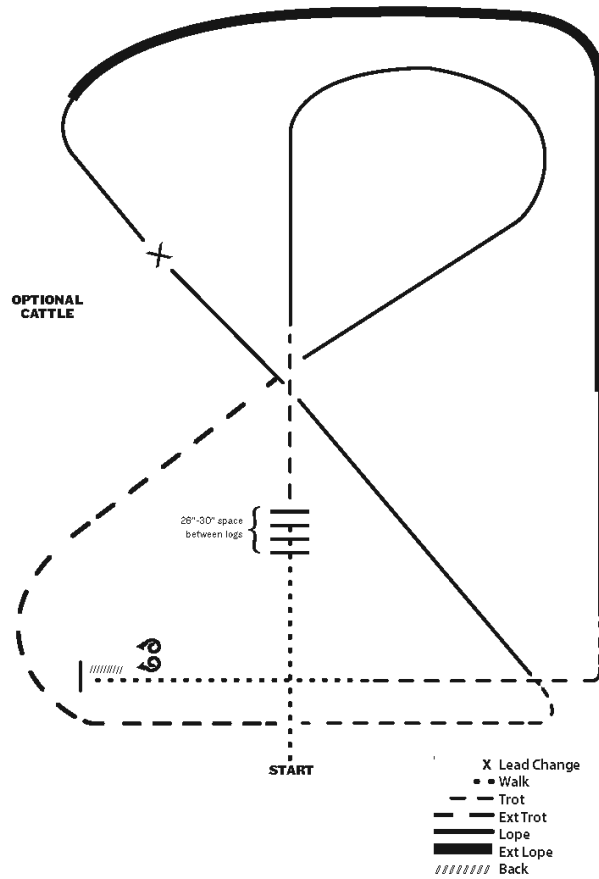
RANCH RIDING - PATTERN 4



1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

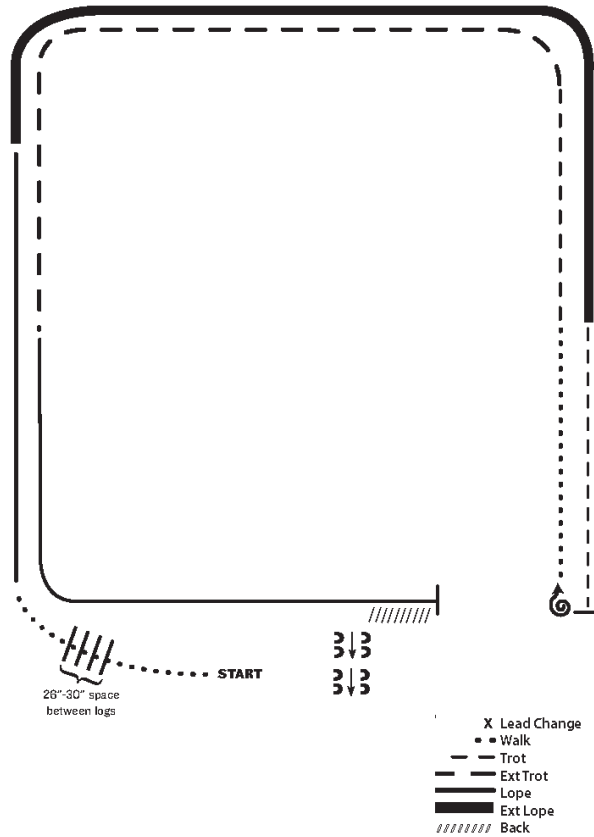
RANCH RIDING - PATTERN 5



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

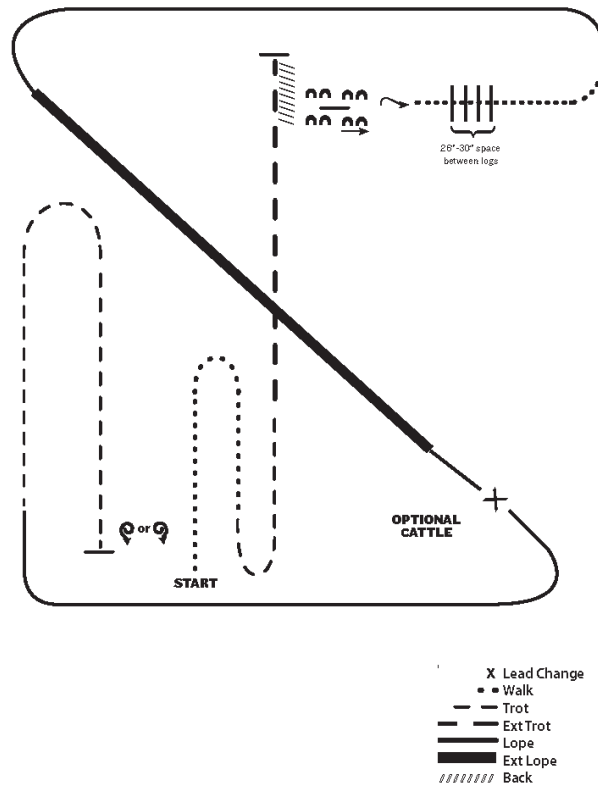
RANCH RIDING - PATTERN 6



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING – PATTERN 7

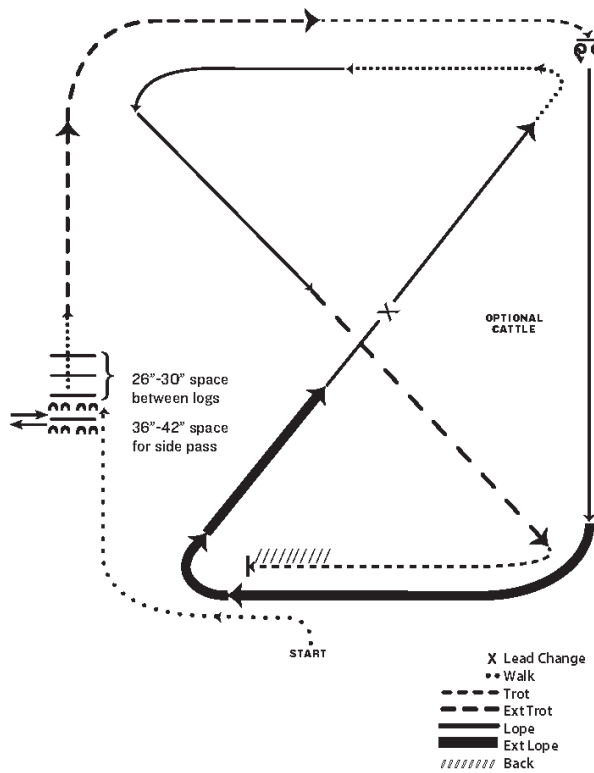


1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

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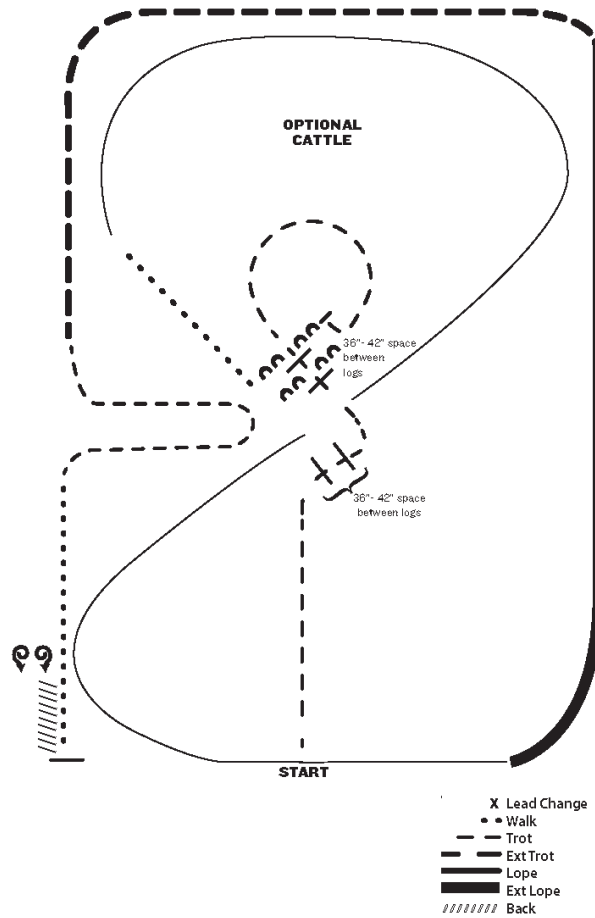
RANCH RIDING - PATTERN 8



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope (right lead)
9. Collect lope, change leads (simple or flying)
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

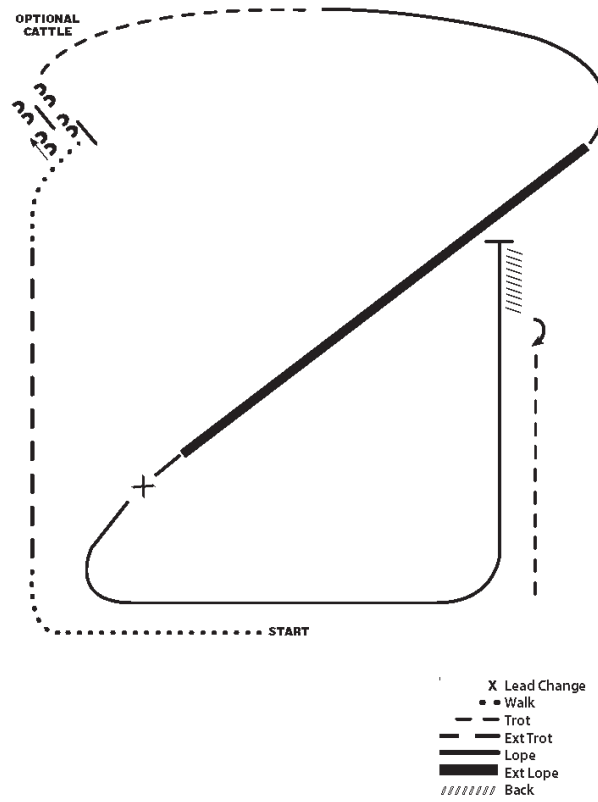
RANCH RIDING - PATTERN 9



1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R or R-L)

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

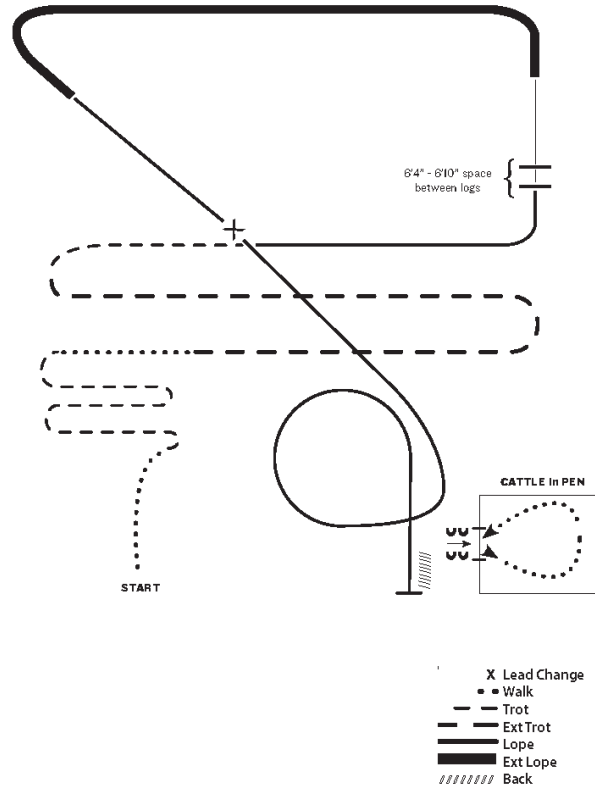
RANCH RIDING - PATTERN 10



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

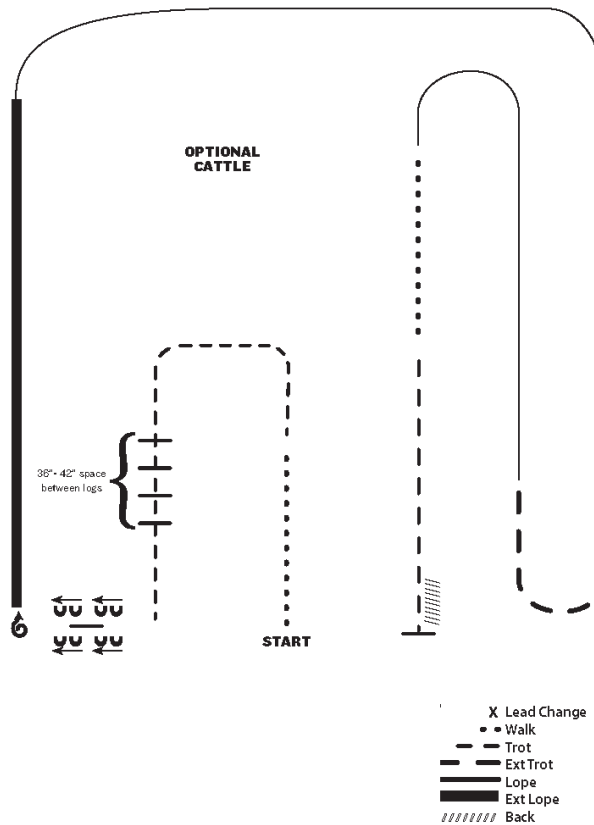
RANCH RIDING - PATTERN 11



1. Walk
2. Trot serpentine
3. Walk
4. Extended trot
5. Trot
6. Lope left lead
7. Lope over logs
8. Extended lope (left lead)
9. Collect lope, change leads (simple or flying)
10. Lope right lead
11. Lope circle
12. Stop and back
13. Side pass to gate, left hand push into pen
14. Walk through cattle, right hand push out

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

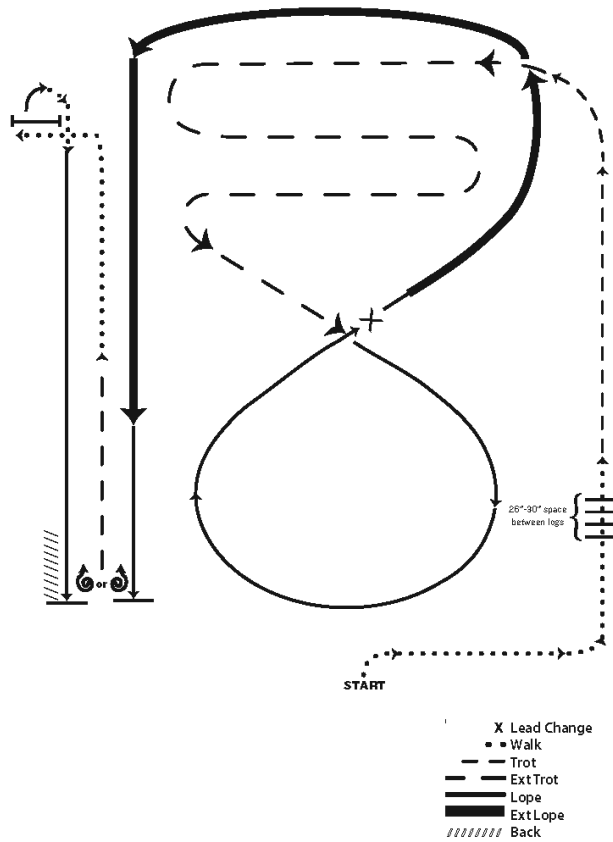
RANCH RIDING - PATTERN 12



1. Walk
2. Trot
3. Trot logs
4. Side pass right over log
5. 1 1/2 turns right
6. Extended lope (right lead)
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

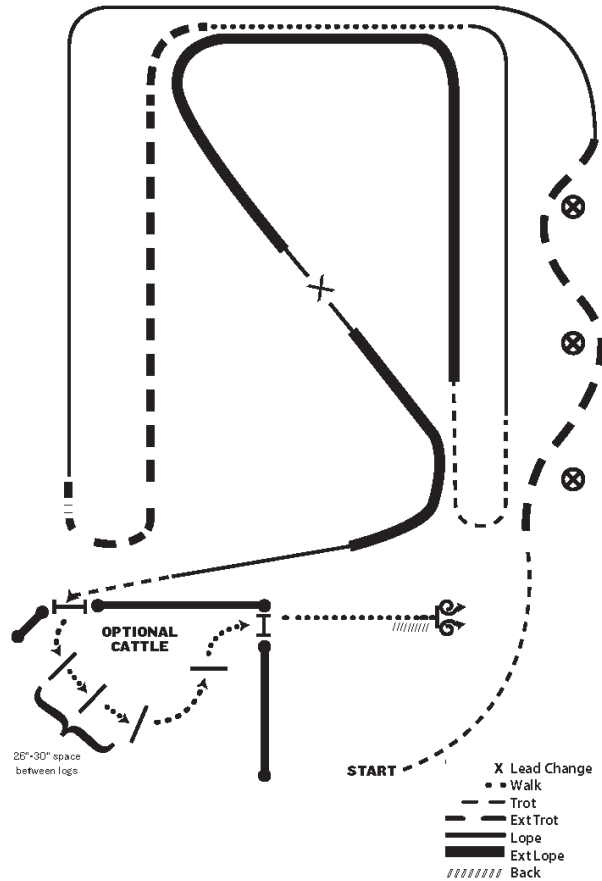
RANCH RIDING - PATTERN 13



1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

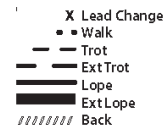
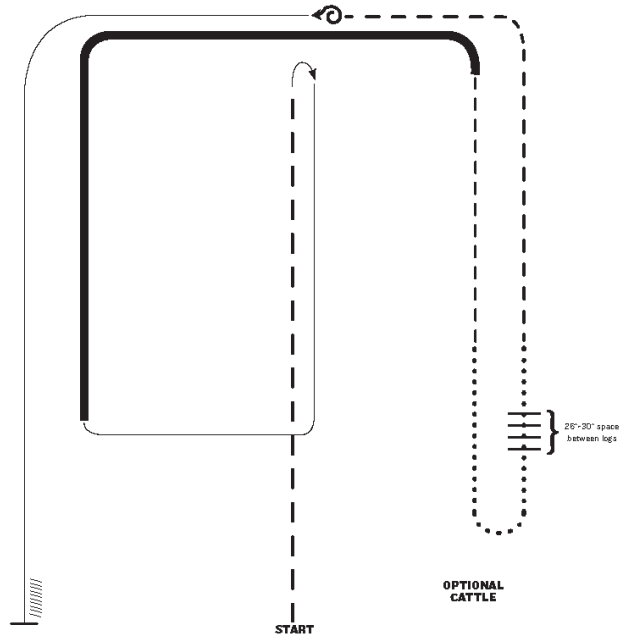
RANCH RIDING - PATTERN 14



1. Trot
2. Extended trot
3. Lope left lead
4. Extended trot
5. Walk
6. Lope right lead
7. Trot
8. Extended lope (left lead)
9. Collect lope, change leads (simple or flying), extended lope (right lead), collect lope
10. Trot
11. Left hand push gate into pen
12. Walk over logs
13. Right hand push gate out of pen
14. Walk
15. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
16. Back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 15



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

III-L.5. Ranch Trail

- (1) Tack and attire must be in accordance with section [III-L.2](#). Only one hand may be used on the reins and the hands must not be changed, except to work an obstacle. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.
- (2) This class is designed to show the horse's ability to navigate and cope with the various situations and obstacles encountered in everyday ranch work. It is designed to show a horse's ability to perform these obstacles with a willing attitude. The horse is judged on cleanness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course.
- (3) Whenever possible, realistic or natural obstacles should be used. The course can be laid outside of the arena using natural terrain. However, if a ground tie is specified in the course, the course must be set up in an enclosed arena.
- (4) The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable prior to the start of the class. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.
- (5) At least two or three obstacles will be designated as tie breakers and shall be selected prior to the beginning of the competition. One of the mandatory obstacles should be used as the first tie breaker.
- (6) The horse will be shown at the gaits described in [III.L.3](#) between the obstacles and credit will be given for performing these gaits on the correct lead with an alert attitude. The walk may be judged as part of an obstacle. Between obstacles, at least 30 feet should be allowed for the trot, and at least 50 feet for the lope. Gaits between obstacles will be scored as part of the next obstacle.
- (7) No additional credit will be given for unnecessary/additional maneuvers (such as side-passing to and from an obstacle).
- (8) The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable time or if the judge deems that the rider is, or will be, in an unsafe situation.

- A. A rider will lose 15 points if an obstacle is attempted and not completed.
- (9) A rider may elect to skip **one** obstacle without disqualification. He/she may do so with the judge assigning a 20 point penalty. **In the second occurrence of failing to complete an obstacle or not attempting an obstacle, the exhibitor will be disqualified. A judge may excuse a rider from the arena after the second obstacle with three refusals.**
- (10) Scoring will be on the basis of 0-100, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, -½ needs improvement, 0 correct, +½ good, +1 very good, +1 ½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

A. One (1) Point

- 1) **Over bridled (per maneuver)**
- 2) **Out of frame (per maneuver)**
- 3) Each bite of or hit of or stepping on a log, cone, plant or any component of the obstacle. Incorrect or break of gait at walk or jog for two strides or less.
- 4) **Incorrect or break of gait at walk or trot for two strides or less**
- 5) Both front or hind feet in a single-strided slot or space at a walk or jog.
- 6) Skipping over or failing to step into required space.
- 7) Split pole in lope over
- 8) Incorrect number of strides, if specified
- 9) **One to two steps on mount/dismount or ground tie except shifting to balance**

C. Three (3) Points

- 1) **wrong lead or out of lead**
- 2) **draped reins**
- 3) break of gait at lope (except when correcting an incorrect lead).
- 4) **break of gait at walk or trot for more than 2 strides**
- 5) **Three to four steps on mount/dismount or ground tie**

D. Five (5) Points

- 1) Spurring in front of the cinch
- 2) Blatant disobedience (including kicking out, bucking, rearing, striking).
- 3) Use of either hand to instill fear or praise.
- 4) Knocking over, stepping out of or falling off of an obstacle
- 5) Dropping an object required to be carried
- 6) First or second cumulative refusal
- 7) Letting go of gate.
- 8) Five or more steps on mount/dismount or ground tie

E. Ten (10) Points

- 1) Unnatural ranch horse appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

F. Fifteen (15) Points

- Obstacle is attempted but not completed

G. Twenty (20) points

- 1) Skipping of an obstacle.

H. Off Pattern (OP) - exhibitors cannot place above others who complete pattern correctly

- 1) Incomplete maneuver
- 2) Eliminating or adding maneuver

- 3) Repeated blatant disobedience
- 4) Use of two hands (except junior horse in snaffle bit), more than one finger between split reins or any fingers between romal reins
- 5) Working obstacle the incorrect direction.
- 6) Failure to open/shut gate, failure to complete gate

I. Disqualified 0 – Score

- 1) Lameness
- 2) Abuse
- 3) Leaving working area before pattern is completed
- 4) Illegal equipment or attire
- 5) Disrespect or misconduct
- 6) Fall of horse/rider
- 7) Second occurrence of failing to complete an obstacle or not attempting an obstacle
- 8) A judge may excuse a rider from the arena after the 2nd obstacle with three (3) refusals

(11) Six to ten obstacles will be used. Three will be mandatory, and the remaining will be selected from the optional list.

A. Mandatory Obstacles:

- 1) Opening, passing through, and closing a gate. This gate may not be a rope gate.
- 2) Ride over obstacles on the ground (usually logs). Walk, trot or lope may be used but only one gait is required. Walk-overs: Walk over no more than five logs no more than 10 inches high and spacing between 26 – 30 inches. The formation may be straight,

curved, zigzagged or raised. - Trot-overs: Trot over no more than five logs no more than 10 inches high. The space between logs or poles should be 36-42 inches. The formation can also be straight, curved, zigzagged or raised. - Lope-overs: Lope over no more than five logs no more than 10 inches high. The space between logs should be 6 to 7 feet. The formation can also be straight, curved, zigzagged or raised.

3) Backing obstacles: Backing obstacles are to be spaced at a minimum of 28 inches. If elevated, 30 inch spacing is required. Back through and around at least three markers. Back through L, V, U or straight or similarly shaped course which may be elevated no more than 24 inches

B. Optional Obstacles:

1) Mailbox – Rider will open and close a mailbox when mounted.

2) Bridge – Horse should walk willingly over a stationary bridge.

3) Slicker – The rider shall show the ability to handle the horse while simulating putting on a slicker. The rider may also be asked to carry the slicker from point A to point B.

4) A jump obstacle whose center height is not less than 14 inches high or more than 25 inches high. Holding the saddle horn is permissible for this obstacle

5) Water hazard with a non-slick bottom

6) Sidepass – Straight, one direction, may or may not be elevated.

7) Carry object from one part of the arena to another.

8) Trot through cones spaced a minimum of 6 feet apart

9) Ground Tie – Rider must be able to dismount and walk a minimum of 5 paces away with the horse in a designated spot. If used, this must be the last obstacle of the course (no remount) and class must be held in an enclosed arena. If a rider is using a one-piece rein (romal, roping rein, etc.), it should be unsnapped from the bit on one side while ground-tying.

10) Pick up front feet – The rider must be able to dismount and pick up both front feet in an easy, time efficient manner. If used, this must be the last obstacle of the

course (no remount). May be used in succession with ground tie so rider only dismounts once per course.

11) Stand to mount with mounting block

12) Swing rope or throw rope at a dummy steer head.

12) Any other safe and negotiable obstacle which could reasonably be found in everyday ranch work and meets the approval of the judge.

C. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire combination.

III-L.6. Ranch Ground Handling

1. This class tests the handler's ability to communicate with the horse from the ground by judging a series of maneuvers that require the horse to yield to pressure – forward, backward, and laterally. Maneuvers are selected to be realistic in their application to everyday training. Exhibitor movements should be workmanlike and efficient and the horse should be obedient and cooperative. Evaluating safe and effective ground handling will take priority to the quality of attire or tack. Horses should be shown in halters only. Halters and leads may be rope, nylon, or plain leather (no silver). Lead ropes may not have a chain. No training sticks or aids are permitted.

2. Each exhibitor will perform a pattern that will consist of no less than seven (7) of the maneuvers listed below. Exhibitors may be asked to work from both the left and right side of the horse during any of the listed maneuvers (switching hands on the lead is permitted).

A. Square horse for inspection; judge will only walk in front of the horse.

B. Lead the horse at a walk, trot, or back in a straight or curved* line, or a combination of straight and curved* lines.

C. Extension of walk or trot.

D. Stop

E. Answer questions from the judge

F. Pivots, moving the forehand up to 270°

G. Move the hindquarters, up to 270° (turn on forehand)

H. Step away from the horse to the end of the lead while horse remains still

I. Lower the horse's head (pulling down on the lead or pressure on the poll)

- J. Demonstrate a sidepass
- K. Back the horse while handler remains stationary
- L. Send horse in a circle (either direction), around a marker, or over a pole.

*(*Curve = any non-straight line including, but not limited to: any change of direction from gradual turns to distinct turns, circles or portions of circles, or multiple curves to create a shape.)*

- 3. Poles, barrels, and cones may be used as markers to define maneuver locations and/or parameters. However, the pattern should not take on the appearance of an “In-hand Trail” class. Hitting/touching/moving these objects will not be scored as penalties, but taken into account when scoring the handler’s abilities.
- 4. Exhibitors may be asked to work from both the left and right side of the horse during any of the listed maneuvers (switching hands on the lead is permitted). Exhibitors may touch the horse to initiate any lateral movement and when asked to lower the horse’s head. The judge will recognize added degree of difficulty of not touching the horse and this will be reflected in the maneuver score.
- 5. Scoring will be on the basis of 0 to 100 with 70 denoting an average performance. Judges will assess each maneuver on a scale from -1 ½ to +1 ½ with ½ point increments in between. In addition to the maneuver score, exhibitors can incur penalty points as listed below.
- 6. Penalties
 - A. One-half (½) point
 - (1) Break of gait (walk or trot) up to 1 full stride
 - B. One (1) point
 - (1) Touching horse other than when allowed. It is acceptable to touch the horse to side-pass, move the hindquarters, and lower the head.
 - C. Two (2) points
 - (1) Freeze up: complete loss of forward, backward or lateral movement within a maneuver
 - (2) Break of gait (walk or trot) for more than 1 full stride
 - (3) Use of hand on halter in any manner
 - (4) Touching horse with lead (first offense)
 - (5) Incorrect or incomplete answer to the judge’s question
 - (6) Artificial or overdone showing
 - D. Five (5) points
 - (1) Inappropriate Body condition score: Clearly below a 4 or clearly above a 7
 - (2) Balking, continued spooking, kicking, biting, rearing, striking
 - (3) Failure to complete a maneuver

- (4) Leaving out a maneuver
 - (5) Touching horse with end of lead (second offense)
- E. Zero (0) score
- (1) Consistent Lameness
 - (2) Illegal attire
 - (3) Illegal tack
 - (4) Abuse
 - (5) Off Pattern

III-L.7. Ranch Horsemanship

1. **Ranch horsemanship** is designed to evaluate the rider's ability to execute, in concert with their horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional, and fundamentally correct seat. The ideal horsemanship pattern is extremely precise with the horse and rider working in complete unison, executing each maneuver with subtle aids and cues.
2. Each entry will first, **individually** execute a posted pattern and be scored. The pattern should be posted at least one hour before the class begins. The judge and horse show committee should work together to design a pattern that objectively tests the rider's skill.
3. Entries that are selected for rail work will enter the ring in a counterclockwise direction. Riders will proceed around the ring at each gait (III.L.3) **at least one direction of the ring, but may be asked to reverse and repeat.** Entries may be requested to perform additional work. Judges may request riders to perform an upward or downward transition to or from any gait. Horses will be requested to reverse only at a walk. The finalists must be given rail work before final placing.
4. The optional tests for a Ranch Horsemanship Class are as follows:
 - a. Answer any questions about horses, tack, or equitation
 - b. Walk, trot, lope, extended trot in a straight line, curved line, serpentine, circle or figure 8, or a combination of these gaits and maneuvers
 - c. Stop
 - d. Back in straight or curved line
 - e. Turn or pivot, including spins and rollbacks on the haunches and/or on the forehand
 - f. Sidepass
 - g. Two-track or leg-yield
 - h. Flying or simple lead changes
 - i. Counter-canter
 - j. Ride without stirrups.

- k. Judges should not ask exhibitors to mount or dismount.
5. Position. Exhibitors will be judged on seat, hands, ability to control and show horse and suitability of horse and rider. Results as shown by the performance of the horse are not to be considered more important than the method used by the rider to obtain them.
- a. Hands: Upper arms to be in a straight line with body, one hand holding reins should be bent at the elbow. Reins may be held in two hands if the horse qualifies to be ridden in a snaffle, hackamore or snaffle bit with mecate.
 - b. Basic Position: Exhibitor should sit in the saddle with legs hanging straight and slightly forward to stirrups or knees bent slightly and weight directly over the ball of feet. In either position the stirrups should be just short enough to allow heels to be lower than toes. Body should always appear comfortable, heels relaxed and flexible. Feet should be placed in stirrups with the weight on the ball of the foot. Consideration, however, should be given to the width of stirrups, which may vary on western saddles.
 - c. The rider's back should be flat, relaxed, and supple. An overly stiff and/or overly arched back will be penalized. The shoulders should be back, level, and square. Those exhibitors that can maintain the proper position throughout the maneuvers should receive more credit. Both hands and arms should be held in a relaxed, easy manner, with the upper arm in a straight line with the body. The arm holding the reins should be bent at the elbow forming a line from the elbow to the horse's mouth. The free hand and arm may be carried bent at the elbow in a similar position as the hand holding the reins or straight down at the riders' side. Excessive pumping of the free arm as well as excessive stiffness will be penalized. The rider's wrist is to be kept straight and relaxed, with the hand held at about 30 to 45 degrees inside the vertical. The rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized.
 - d. The rider's head should be held with the chin level and the eyes forward, and may be directed slightly toward the direction of travel. Excessive turning of the head to the inside of the circle, or down at the horse's head or shoulders should be penalized.
 - e. Position in Motion: Exhibitor should sit to trot and not post. At the extended trot posting is optional. At the lope, the rider should be close to the saddle. All movements of horses should be governed by the use of imperceptible aids. Exaggerated shifting of the exhibitor's weight is not desirable.

- f. The horse's body condition and overall health and fitness should be assessed. The horse should appear to be fit and carry weight appropriate for the body size. A horse which appears sullen, dull, lethargic, emaciated, drawn over overly tired should be penalized according to severity.
- g. Tack should fit the horse properly and be neat, clean and in good repair.

6. Scoring.

- a. The horse should perform all maneuvers in the pattern willingly, briskly and readily with minimal visible or audible cueing. Severe disobedience will not result in a disqualification, but should be severely penalized, and the exhibitor should not place above an exhibitor that completes the pattern correctly. Failure to follow the prescribed pattern, knocking over or working on the wrong side of the cones, excessive schooling or training, or willful abuse by the exhibitor is cause for disqualification.
- b. Exhibitors are to be scored from 0 to 100 with 1/2 point increments acceptable. 70 is considered an average score.
- c. Faults can be classified as minor (1), major (3), or severe (5). The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. A minor fault will result in a 1 point deduction from the exhibitor's score. A major fault will result in a deduction of 3 points or more from the exhibitor's score. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly.
 - i. Faults in the overall appearance of exhibitor and horse include loose, sloppy, dirty or poor fitting clothing and equipment, stiff, artificial or unnatural body, leg and or head position, reins too long, short or uneven, loose leg with open knee or toes pointed down, exhibitor looking down to check leads or falling forward when stopping, shoulders held crooked or arms held in a straight, unbent position, oblong or flat sided circles or counter arc when circling, stopping rough, crooked or dropping a hip out when stopping, backing sluggishly or crooked, failure to maintain a pivot foot or stepping behind with the front legs when turning, or failure to complete entire 90, 180, 270 or 360 degree turn, holding the head or neck excessively crooked when moving in straight lines or when stopping or backing, showing resistance when cued or reined, hesitation during any maneuver unless specified, failure of horse to stand still in pattern.
- d. One (1) Point Penalties
 - Break of gait less than 1 stride
 - Out of lead.
 - Missing a marker less than 1 horse length
- e. Three (3) Point Penalties
 - Break of gait more than 1 stride.

- Lifting pivot foot.
- Missing marker more than 1 horse length
- f. Five (5) Point Penalties
 - Touching Horse
 - Grabbing the saddle horn or any other part of the saddle.
 - Wrong pivot foot or does not use pivot foot.
- g. Disqualifications (should not be placed) include
 - Failure by exhibitor to wear correct back number in visible manner.
 - Willful abuse.
 - Knocking over the cone or going off pattern.
 - Excessive schooling or training.
 - Fall by horse or rider.
 - Illegal use of hands on reins
 - Use of prohibited equipment.
 - Kicking at other horses, exhibitors or judges.
 - Severe disobedience or resistance by horse including, but not limited to, rearing, bucking, or pawing.
 - Hitting or cueing with romal.
 - Spurring in front of the shoulder.

III-L.8. Ranch Rail Pleasure

- 1) Horses will be judged on manners, performance, and suitability.
- 2) Horses are shown at the walk, trot, extended trot, lope, and extended lope (III.L.3).
Horses must work both ways of the ring at all three gaits, demonstrating their ability with different leads.
- 3) Horses must back easily and stand quietly. At the judge's discretion, only finalists may be requested to back.
- 4) Horses shall be reversed to the inside of the ring.
- 5) The ranch rail pleasure class measures the ability of the horse to be a pleasure to ride while being used as a means of conveyance from one ranch task to another and should reflect the versatility, attitude, and movement of a working horse. The horse should be well-broke, relaxed, quiet, soft and cadenced at all gaits. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. The horse should be responsive to the rider and make timely transitions in a smooth and correct manner. The horse should be soft in the bridle and yield to contact. The ideal ranch rail horse should have a natural head carriage at each gait. In all gaits, movement of the ranch rail pleasure horse should simulate a horse needing to cover long distances,

softly and quietly, like that of a working ranch horse. This class should show the horse's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and horses shall not be shown on a full drape of reins. The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary considerations.

- 6) Part of the evaluation of this class is on smoothness of transitions. A horse may be collected from the extended trot as the horse moves into the lope. The transition from the extended lope down to the trot is a transition to the seated trot not the extended trot. Therefore, an extra cue to achieve this gait is expected. Horses that complete this total transition within three strides calmly and obediently should be rewarded. Horses that attempt to stop or do stop prior to trotting will be penalized. Judges expect to see horses that have been trained to respond to cues. To see these cues applied discretely and the horse responding correctly could be a credit-earning situation.
- 7) Holding the saddle horn with either hand will not be penalized in Ranch Rail Pleasure.
- 8) Posting at the extended trot is acceptable.

III-L.9. Ranch Reining

1. The ranch reining class measures the ability of the stock horse to perform basic handling maneuvers. Patterns may be chosen from any of the ranch reining patterns or other approved patterns by the show management and judge. Attire rules follow other judged western events.

2. To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore a fault that must be marked down according to the severity of deviation. The horse/rider team's overall performance should be credited for smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raises the degree of difficulty and makes the horse/rider team more exciting and pleasing to watch.

3. Credits and penalties. All runs begin upon entering the pen and any infractions are subject to penalty at that time such as two hands on the reins, using either hand to instill fear or praise, etc.

4. Penalties:

A. One-half (1/2) Penalties:

- a. Starting a circle or exiting a roll-back at a fog for up to two (2) strides
- b. Delayed change of lead by one stride where the lead change is required by the pattern description
- c. Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or roll-back
- d. Over-spin or under-spin up to 1/8 turn.

B. 1 Point Penalties:

- a. Out of lead in the circles, figure eights or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead)
- b. Over or under spinning 1/8 to 1/4 turn
- c. Slipping rein

C. 2 Point Penalties:

- a. Break of gait
- b. Freeze up in spins or roll-backs
- c. Failure to stop or walk before executing a lope departure on trot-in patterns
- d. Failure to be in a lope prior to the first marker on run-in patterns
- e. Failure to completely pass the specified marker before initiating a stop position
- f. Trotting beyond two strides but less than 1/2 circle or 1/2 length of the arena

D. 5 Point Penalties:

- a. Spurring in front of cinch
- b. Blatant disobedience
- c. Use of either hand to instill fear/praise

E. 10 Point Penalty:

- a. Unnatural ranch horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver).

F. Off-Pattern (exhibitors cannot place above others who complete the pattern correctly)

- a. Breaking pattern
- b. Inclusion of maneuver (e.g. over or under-spinning, backing more than two (2) strides, etc.)
- c. Trotting in excess of 1/2 circle or 1/2 length of the arena
- d. Repeated blatant disobedience
- e. Use of 2 hands (except when showing on junior horses in a snaffle bit/hackamore)
- f. More than 1 finger between split reins or any fingers between romal reins

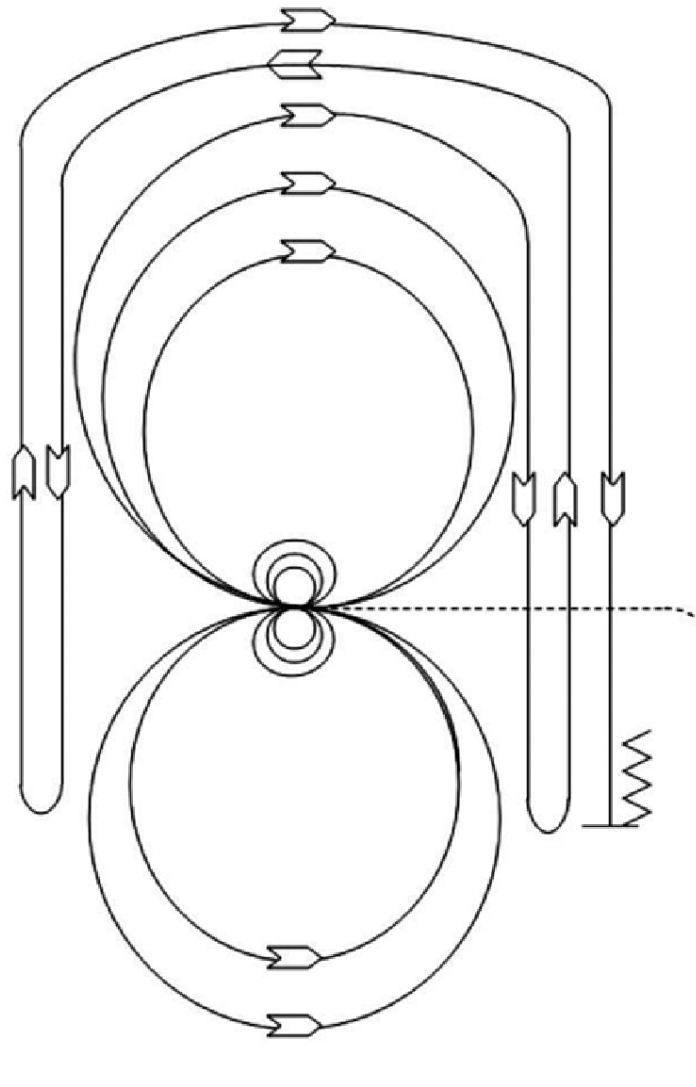
F. Disqualification:

- a. Lameness

- b. Abuse
- c. Illegal equipment
- d. Disrespect or misconduct
- e. Leaving the arena before pattern is complete
- f. Improper western attire
- g. Fall of horse or rider

G. Patterns:

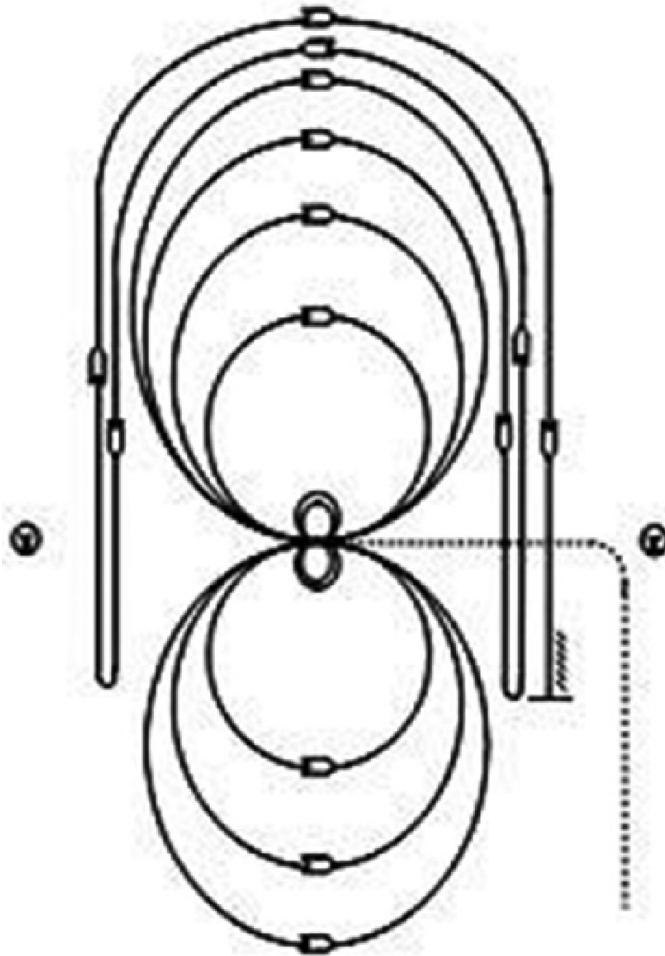
Ranch Reining Pattern 1



Mandatory Markers: The judge shall indicate with markers on arena fence the center of the pattern. Ride pattern as follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction.
3. Begin on right lead and lope two large fast circles to the right, change leads.
4. Lope two large fast circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

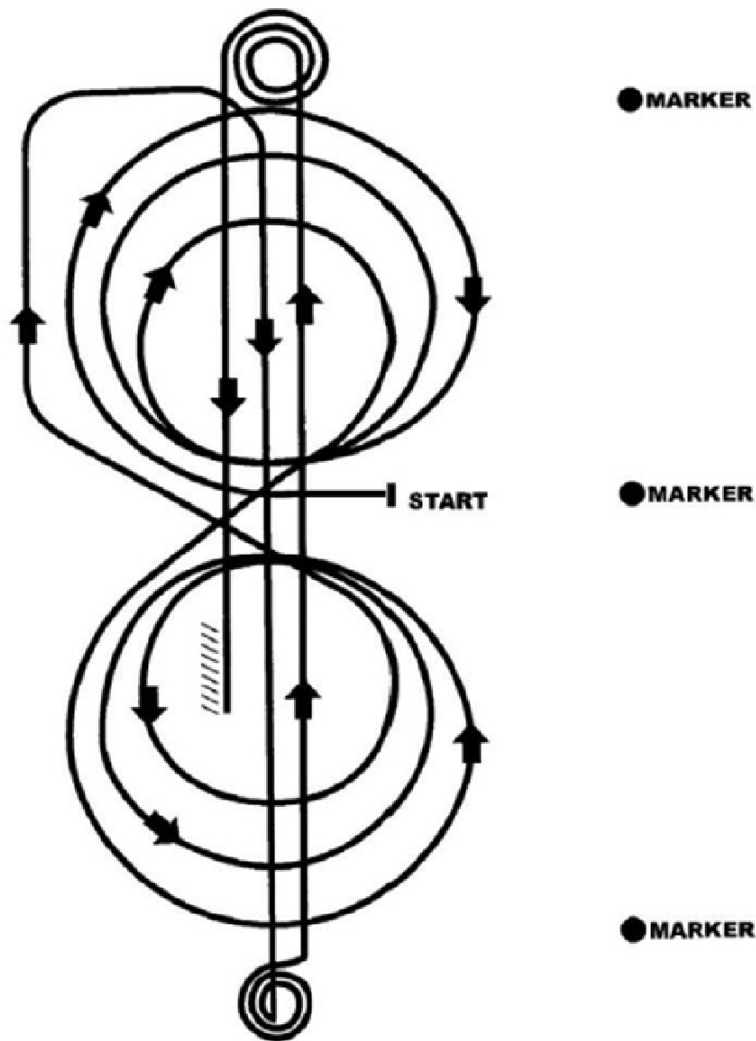
Ranch Reining Pattern 2



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

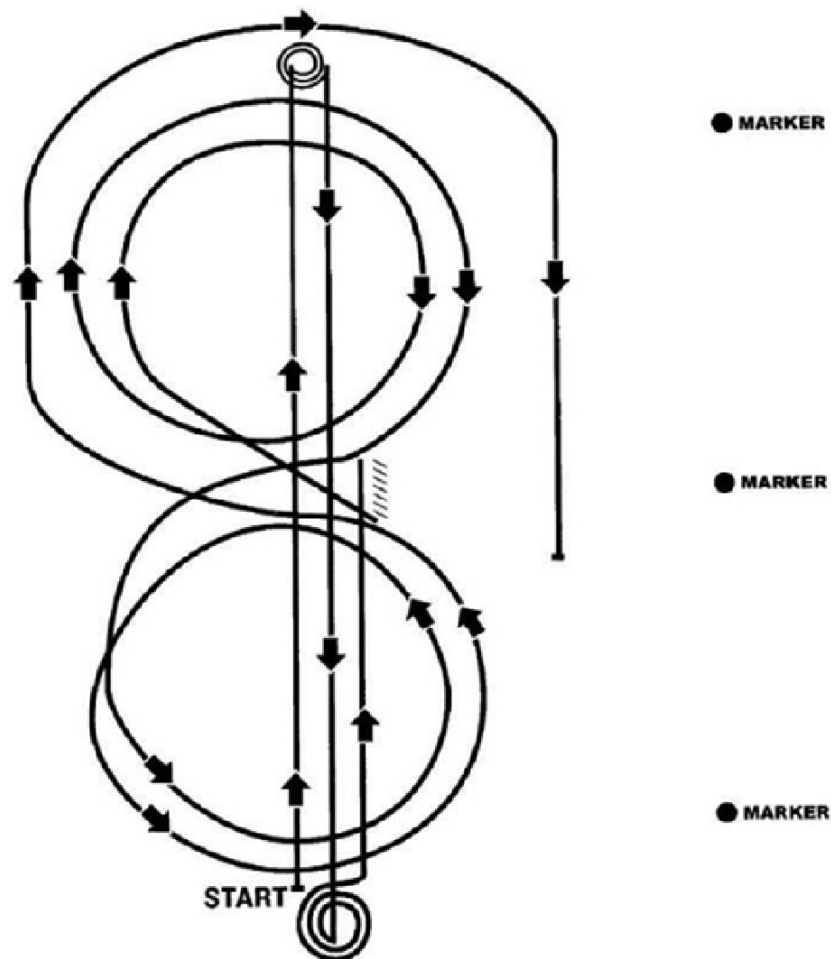
Ranch Reining Pattern 3



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
3. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
4. Continue loping around end of arena without breaking gait
5. Run up center of arena to far end past the end marker and come to a sliding stop.
6. Complete 3 1/2 spins to the right
7. Run up center of arena past the end marker, come to a sliding stop.
8. Complete 3 1/2 spins to the left
9. Run back to the middle of the arena past the center marker and come to a sliding stop
10. Back at least 10 feet in a straight line

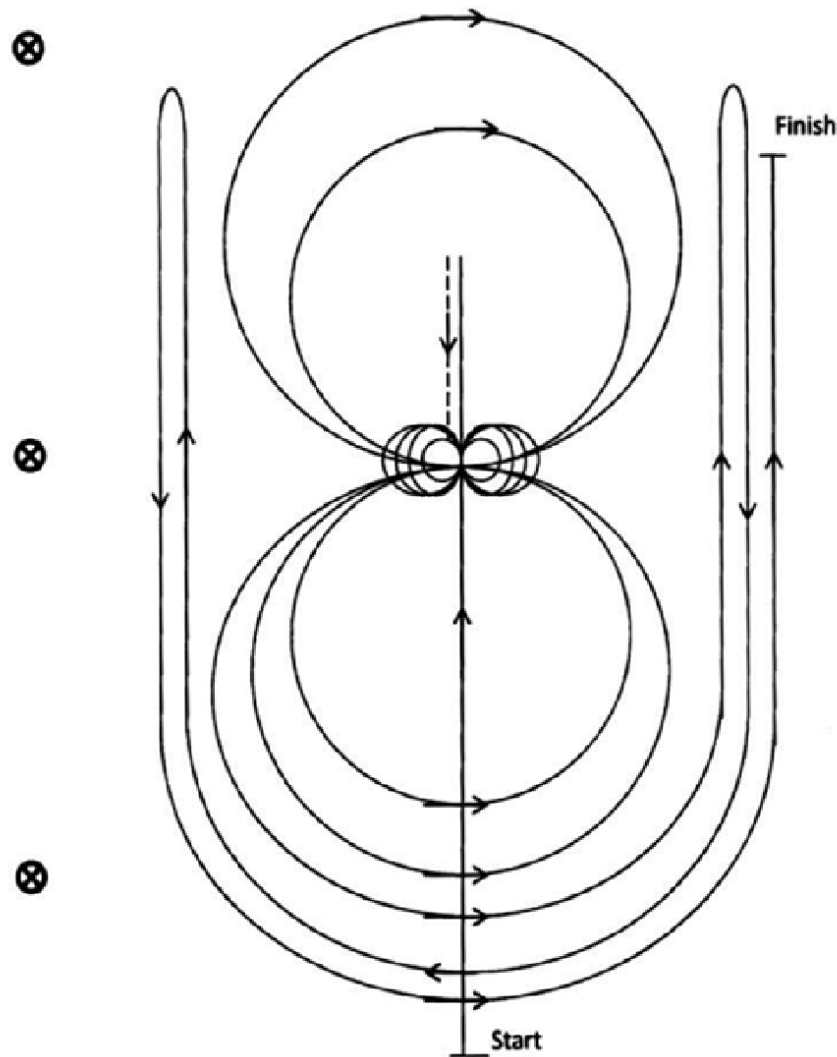
Ranch Reining Pattern 4



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight line
7. Complete 1/4 turn to the left, hesitate. Begin on right lead. Complete two circles to the right, the first one small and slow, the second large and fast. Change to left lead
8. Complete one small and slow circle then one large and fast circle. Change to right lead.
9. Run around end of arena to the other side, past the center marker, at least 20 feet from the fence and come to a sliding stop
10. Hesitate to complete pattern

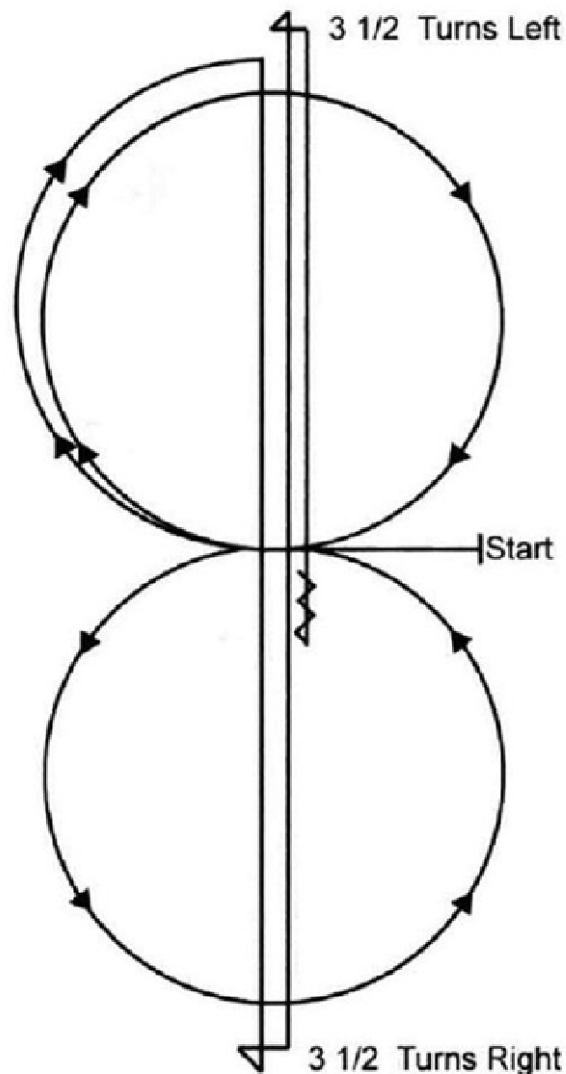
Ranch Reining Pattern 5



Mandatory Markers along Fence or Wall. The judge shall indicate the area for the pattern with six markers on arena fence. Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins.
3. Complete four and 1/4 left spins. Horse to be facing left fence at completion. Hesitate.
4. Beginning on the left lead, complete two circles to the left. First circle to be small and slow and second circle to be large and fast. Change leads at the center of the arena.
5. Complete two circles to the right. First circle to be small and slow and second circle to be large and fast. Change leads at center of arena.
6. Begin a large fast circle to the left. Do not close this circle. Run up the right side of the arena past the center marker and at least 20 feet from the fence. Do a right rollback.
7. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a left rollback.
8. Continue back around previous circle. Run up the right side of the arena at least 20 feet from the fence and past the center marker. Do a sliding stop. Hesitate to show completion of pattern.

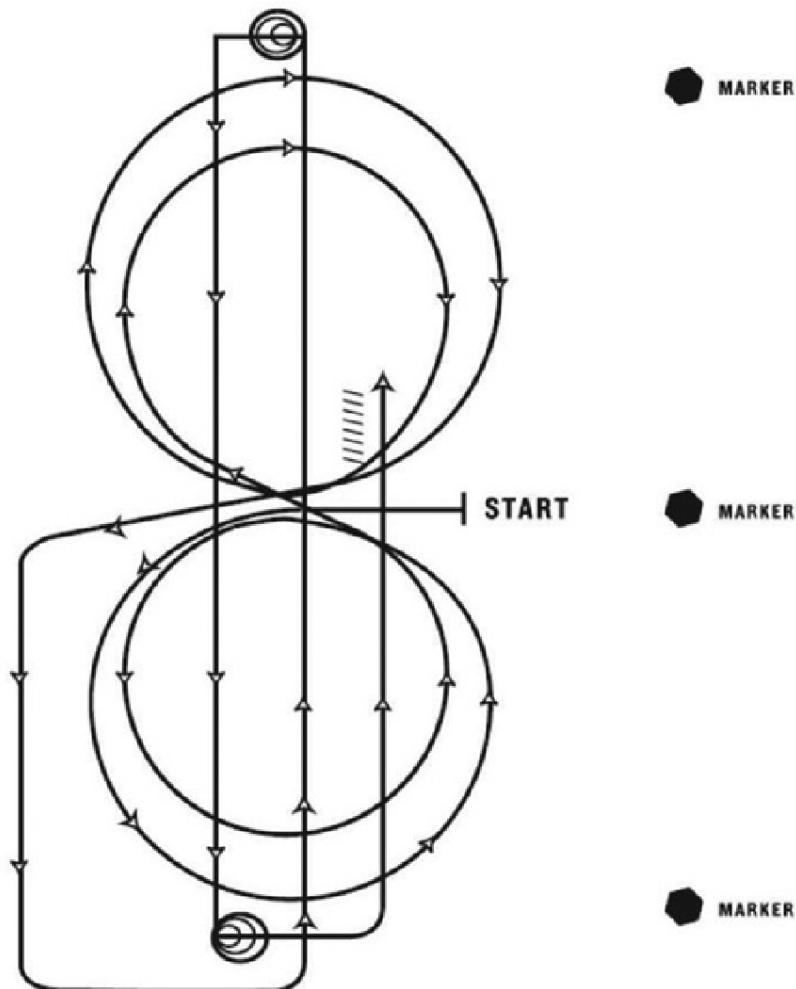
Ranch Reining Pattern 6



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and lope one circle to the right. Change leads to the left.
3. Complete one circle to the left. Change leads to the right and go to the top of the arena.
4. Run down the center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right
6. Run down to other end of arena, past the end marker, come to a sliding stop.
7. Complete 3 1/2 spins to the left
8. Run past the center marker and come to a sliding stop
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern

Ranch Reining Pattern 7



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on left lead and complete two circles to the left, the first circle large and fast, the second circle small and slow. Change leads to the right.
3. Complete two circles to the right, the first circle large and fast, the second circle small and slow. Change leads to the left.
4. Continue around the end of arena without breaking gait or changing leads, run down the center of the arena past end marker and execute a square sliding stop.
5. Complete 3 1/2 spins to the left.
6. Run down to other end of arena, past the end marker and execute a square sliding stop.
7. Complete 3 1/2 spins to the right.
8. Run past the center marker and execute a square sliding stop.
9. Back at least 10 feet in a straight line.
10. Hesitate to complete pattern.

CHAPTER IV. SHOW MANAGEMENT CONSIDERATIONS

IV-A. Show Officials

IV-B. Show Committees

IV-C. Equipment and Supplies Checklist

IV-D. Suggested Check Points

A smooth-running show depends on two primary tasks: Show events should be planned carefully, and show responsibilities should be delegated to capable and reliable individuals. After the date and location of the show have been determined, the show management should appoint committees or individuals to assume definite responsibilities. The following checklists and suggested checkpoints are offered for your information and consideration.

IV-A. SHOW OFFICIALS

1. Show Committee: a. Chairman	9. Gateman
b. Show Secretary	10. Stable Manager
c. Members	11. Veterinarian
2. Show Manager (Superintendent)	12. Farrier
3. Judge(s)	13. Photographer
4. Steward(s)	14. Ring Crew (s)
5. Ringmaster(s)	15. Concessions
6. Announcer (s)	16. Appeals Committee
7. Course Designer	17. Point Secretary
8. Paddock Master	18. Awards Marshal

IV-B. SHOW COMMITTEES

1. Ribbon and Trophy	10. Awards Presentation
2. Judge Selection	11. Publicity
3. Ad, Sponsor, and Program	12. Finance
4. Safety (First Aid, Insurance, Veterinarian, etc.)	13. Equipment
5. Concession	14. Hospitality
6. Ring Crew	15. Clean Up

- | | |
|--------------------------------|--------------------|
| 7. Arena Maintenance | 16. Camper Hook-Up |
| 8. Stabling, Feeding, and Feed | 17. Parking |
| 9. Registration | |

IV-C. EQUIPMENT AND SUPPLIES CHECKLIST

- | | |
|--|---------------------------------|
| 1. Jumps (check rules for type and amount, have extra poles and standards) | 12. Log Chain |
| 2. Trail Obstacles | 13. Hammer, Nails, Stapler |
| 3. Western Riding Obstacles | 14. Poster Paper, Tape, Markers |
| 4. Cones, Barrels, Poles, and Electric Timer | 15. P.A. System, Batteries |
| 5. Stop Watches (two) | 16. Stall Signs |
| 6. Class Sheets | 17. Change (\$50 to \$100) |
| 7. Numbers (2/Rider and 1/Stall) | 18. Porta-Johns |
| 8. Judge's Cards | 19. Water Source |
| 9. Forms, Miscellaneous, and Spare Sheets | 20. Show Programs |
| 10. Entry Forms | 21. Rule Books and Class Lists |
| 11. Tractor, Drag, Water Wagon | |

IV-D. SUGGESTED CHECKPOINTS

IV-D.1. Public Announcement

IV-D.1.a. A public announcement should be made well in advance, giving the date, time, and location of the show. It should also tell when, where, and how exhibitors are to make entries.

IV-D.1.b. Every show announcement should carry a full description of the show and events. This includes diagrams of all courses and conditions of all classes and how the various portions of each particular class shall be scored.

IV-D.1.c. Diagrams of all courses and conditions of the classes should be available to contestants 1 hour before the class. These diagrams and conditions should be posted in the stable area, as well as in the show arena.

IV-D.2. Facilities

The management should provide the following facilities:

IV-D.2.a. Show arena of adequate size and condition.

IV-D.2.b. Equipment necessary for officials.

IV-D.2.c. Parking and seating for spectators.

IV-D.2.d. Restrooms, food, drinking water, and other considerations for the comfort of exhibitors and spectators.

IV-D.2.e. Exercise area, warm-up jumps, and practice obstacles for exhibitors.

IV-D.2.f. Stalls for horses entered (when possible).

IV-D.2.g. Trailer parking.

IV-D.3. Proceedings

IV-D.3.a. Questions regarding the conduct of the show should be referred immediately to the show committee. They should confer with other show officials or judges, if necessary, and give an on-the-spot decision that shall be accepted as final. A designated appeals or executive committee may be desirable.

IV-D.3.b. An explanation of proceedings should be carried over the public address system while the show is in progress to inform the public of events being conducted.

IV-D.3.c. All decisions of the judge will be considered final. Judges should be encouraged to give reasons for final placings when applicable.

IV-D.3.d. When the number of entries is large, the management should reserve the right to have preliminary selections made in any class (rounds or cuts) to further divide the class on the basis of height or types of horses entered or to combine certain classes if the need arises.

IV-D.4. Exhibitors

IV-D.4.a. A Medical Release Form (notarized) should be required of all exhibitors.

IV-D.4.b. All riders should be identified by large numbers pinned on their backs or by numbers on each side of the saddle pad (preferred).

IV-D.4.c. Good sportsmanship should be stressed at all times.

CHAPTER V.

STABLE MANAGEMENT EVENTS

V-A. General Information

V-B. Guidelines

V-A. GENERAL INFORMATION

The stable management event may be held in conjunction with the State 4-H Horse Show, as determined by the State 4-H Horse Advisory Committee. It is designed to encourage safe and

proper stable management, health care, and grooming. The judge is serving as a teacher or guide throughout the event.

Exhibitors are encouraged to obtain and read the North Carolina State 4-H Stable Management Event Evaluation Procedures and Individual Stable Management Score Sheet, which is available from county or state Extension service offices. The following guidelines summarize the stable management rules and evaluation procedures:

V-B. GUIDELINES

V-B.1. Eligibility

V-B.1.a. The event is strictly a youth activity for 4-H members. Leaders, parents, other adults, or non-4-H members should not assist in stable management procedures.

V-B.1.b. Pre-entry is required to guarantee an inspection time. A pre-entry form is included in your show packet and should be sent separate from your show entry with the appropriate entry fees to the designated Stable Management Coordinator. **No late entries are accepted.** Sign-up for specific times will be done after arrival on the grounds at an advertised location. All 4-H members are expected to use good stable management and safety practices. Stable Management judges will note and report to the Show Management any unsafe or poor stable management practices regardless of whether the exhibitor is pre-registered for the formal Stable Management Event.

V-B.2. Facilities

V-B.2.a. Stalls should be cleaned and well bedded.

V-B.2.b. Horses should be cooled and brushed properly before being left in their stalls. The condition of your horse is judged, considering his weight, coat condition, care of any wounds or injuries, etc. Hooves showing lack of care are penalized.

V-B.2.c. For safety purposes, place water buckets, hay, and grain containers in the front of the stall and hung high enough to eliminate the chance of the horse putting a foot in them. Buckets and containers should be kept clean. Lightweight plastic and metal buckets should be avoided.

V-B.2.d. Tack should be clean, safe, oiled, and polished.

V-B.3. Judging

V-B.3.a. Judging may be conducted by one judge or a committee of judges, in accordance with the guidelines described in the North Carolina State 4-H Stable Management Event Evaluation Procedures and Individual Stable Management Score Sheet

V-B.3.b. Participation in the daily inspection of the stable management event is required, but formal inspection is optional. Entries will be judged on an individual basis. Stable Management will be judged using a demerit system.

V-B.3.c. Stables will be judged at a pre-announced time during the show. Stalls, horses, tack, first-aid supplies, and grooming equipment will be evaluated for safety and cleanliness during the formal inspection. In addition, feed and hay storage areas may be inspected. Tack must be on display during formal inspection but need not be on display during other judging times. The exhibitor's cooperation and appearance, cleanliness of tack and riding equipment, availability and condition of stable equipment, and horse management practices will be evaluated during the formal inspection. Suggested equipment includes feed and water buckets, tack or grooming boxes, first-aid equipment, saddle racks, rakes, pitch forks or scoop shovels, and muck buckets. Both stalls and exhibitors should be appropriately identified with the name of the 4-H member, the name of the horse, the county, and the club name during the inspection. If an exhibitor is unable to keep the appointment with the stable management judge, he or she should notify the judge as soon as possible. A subsequent inspection time may be scheduled, if available.

V-B.3.d. The event will be divided into Junior and Senior divisions. Ribbons for the Senior and Junior divisions will be awarded for first through sixth places. In addition, a medal will be awarded for first place in the Senior and Junior divisions. All exhibitors who participate in formal inspections will receive a Danish ribbon. Certificates will be awarded to the counties with 85 percent blue ribbons.

V-B.3.e. The stable management volunteer leader committee will have the responsibilities of securing a stable management judge, assisting in the tabulation of daily scores, processing daily exhibitors' scores for announcement of blue ribbon winners, and coordinating all aspects of the stable management event.

V-B.4. Safety

Exhibitors will be responsible for maintaining a safe, efficient stable. Infractions of safety rules in the stable area will result in a severe reduction of points from the total score. In addition, 4-H members are requested to adhere to the following safety rules.

V-B.4.a. Horses should be saddled and bridled when being ridden.

V-B.4.b. Riding with only a rope or halter and bareback riding are prohibited.

V-B.4.c. Horses must be ridden at a walk in areas outside the show ring or designated exercise areas.

V-B.4.d. Pedestrians have the right-of-way. Riders are responsible for yielding to pedestrians.

V-B.4.e. Horses are to be groomed, tacked, and untacked in the stall, not in the aisle ways. No mounting, dismounting, or riding in aisle ways is allowed.

V-B.4.f. An approved protective hard hat must be worn when schooling over fences.

V-B.4.g. Stalls should be inspected for nails, wire, loose boards, trash, etc.

V-B.4.h. Aisles should be kept free of obstructions at all times including chairs and tables.

V-B.4.i. A halter and lead shank should be kept hanging on the stall door in case of emergency.

V-B.4.j. **Anything** jeopardizing the health or safety of the rider, the horse or any person walking through the barn will be penalized.

V-B.4.j. Fire buckets or extinguishers of suitable type (Type ABC) should be kept in the stable area.

V-B.4.k. Proper footwear should be worn at all times. Sandals or sneakers are not appropriate while handling or grooming your horse and will be penalized.

CHAPTER VI. CONTESTS

[VI-A. HORSE BOWL CONTEST](#)

[VI-B. HORSE PRESENTATION CONTEST](#)

[VI-C. HORSE TEAM PRESENTATION CONTEST](#)

[VI-D. HORSE PUBLIC SPEAKING CONTEST](#)

[VI-E. CREATIVE WRITING CONTESTS](#)

[VI-F. HORSE JUDGING CONTEST](#)

[VI-G. HIPPOLOGY CONTEST](#)

VI-A. HORSE BOWL

VI-A.1. Objectives

VI-A.1.a. To offer an opportunity for youth interested in horses to display the knowledge they have gained in a competitive and friendly atmosphere.

VI-A.1.b. To encourage youth and leaders to study and obtain a more thorough and complete knowledge of horses and related subject matter. Youth will gain confidence in their horse knowledge and be rewarded and recognized for their achievements. Local club, county, or inter-county competition is encouraged whenever feasible.

VI-A.1.c. To always provide an enjoyable educational experience for participants and spectators.

VI-A.2. Eligibility

VI-A.2.a. Each contestant must be an actual 4-H club member approved by his or her county Extension office and horse club leader. Participants are not required to own a horse to participate.

VI-A.2.b. If no district qualification is held, each county will be eligible to enter any number of Junior and Senior teams in the state contest. Mixed teams will be limited to two teams per county. Each team must have four eligible members. All team members must be present at the team seeding.

VI-A.2.c. All members of a Junior team may not have reached age 14 as of January 1 of the current year. All members of a Senior team must have reached age 14 but not age 19 before January 1 of the current year. It is strongly encouraged that mixed division teams consist of at least two Junior members and two Senior members. (A mixed team must contain at least two Junior members and one Senior member seated in competition at all times and may not have more than two Seniors seated at **any time**.) Any entry form not completed in its entirety will be returned to the sender. If the entry form is resubmitted after the deadline date it will be assessed a late fee of \$10 per team. In the event that late entries are prohibited, no late entries will be accepted.

VI-A.2.d. Contestants may participate in only one division and on one team in a given year.

VI-A.2.e. Members of 4-H are not eligible to participate in a regional or state contest if they have completed a secondary education course (college, community college, or technical school) related to Horse Bowl Contest subject matter.

VI-A.2.f. An All-Star Team composed of the high-scoring Senior individuals from the **Senior and Mixed Division**, in the N.C. State 4-H Horse Bowl Contest will be tested to determine the

state team and will represent North Carolina in National and Regional competition. In the event a high Senior Horse Bowl individual also is a high individual in the State Horse Judging Contest or Hippology Contest within the same year, that individual will have one week after completion of the State Horse Judging Contest to declare in which event(s) he or she wishes to represent North Carolina at national contests. The State Extension specialist will designate the next high-ranking individuals in the other contest(s) to represent North Carolina at nationals.

VI-A.2.g. Members of the champion team in the Senior, Junior, or Mixed division who were not selected to participate on the state team, will be eligible to compete on future teams in that division as long as they meet the age and educational eligibility requirements. Members of the state team selected from the Senior and Mixed divisions and participating at the National 4-H Roundup or Quarter Horse Congress will be ineligible to participate as members on any future county horse bowl teams.

VI-A.2.h. The winning state team from the previous year will be eligible to assist as scorers and doorkeepers in the Junior or Mixed division of the current year at a regional or state contest.

VI-A.3. District Qualification

VI-A.3.a. Two state qualification procedures may be used at regional contests:

(1) District Elimination System

- a. District contests will use a double-elimination system to select the state qualified teams. The top two teams from each of the 5 districts will advance to the state contest.
- b. A total of 12 Junior, 12 Mixed and 12 Senior Division teams are eligible to compete in the State 4-H Horse Bowl Contest
- c. The 2 remaining slots, in each division, for the State 4-H Horse Bowl contest will be selected based on the number teams that participated in each division at the district contest. The third place teams from the 2 districts with the highest participation numbers in each division will be awarded the 2 remaining slots.

(2) No District Elimination System

- a. State contest competition will offer double elimination to an unlimited number of district qualified Junior and mixed division teams.
- b. Senior division competition will be open to an unlimited number of district qualified teams in a double-elimination competition.

VI-A.3.b. The State 4-H Horse Advisory Committee will annually determine and announce the type of regional Horse Bowl qualification system.

VI-A.3.c. Team members, including alternates, registered on a given team at the district event, cannot be substituted before or during the state contest. The same team members, including alternates who are entered at the district event, must compete at the State Horse Bowl

Contest. Coaches will assign team members to specific chairs by the time of the coach's meeting. Members must remain those chairs, with the exception of the alternate, for the duration of the contest.

VI-A.4. Equipment

VI-A.4.a. Game Panels. An appropriate device will be used that will provide a clear indication of the first participant to respond to a question.

VI-A.4.b. Time Recorders. A stopwatch or other appropriate timing device will be required.

VI-A.4.c. Scorekeeping Devices. Two devices will be needed. One, such as a chalkboard, flip chart, or electronic light display, will be used to maintain team scores. It will be visible to the participants and, if possible, to the spectators. A second device will be required to maintain a record of individual participant scores.

VI-A.4.d. Equipment Failure

- (1) It shall be the responsibility of each participant to assure that all equipment is operating correctly at the start of the match.
- (2) If failure occurs during a match, the following rules apply:
 - a. If the device being used ceases to function during a match or is believed to be malfunctioning, a time-out may be called by any participant, the moderator, or either coach.
 - b. If, after checking, it is determined that there is an equipment malfunction, the faulty part or parts will be replaced and play will be resumed.
 - c. Scores accumulated up to the point of the time-out shall stand, and all further points awarded during the remainder of the match will be added to or subtracted from this total.
 - d. If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the two questions asked immediately before the determination of equipment failure may be recalled, and two additional questions used.
 - e. Under no conditions, shall there be a replay of a match in which equipment failure occurred.

VI-A.5. Sources of Questions

VI-A.5.a. Restrictions. Restrictions placed on the sources of materials used for developing questions for the Junior, Mixed or Senior divisions, dictate that all questions be drawn from the references located on the 4-H Horse Program Web site at: [Reference Books for Horsebowling & Hippology | NC State Extension](#)

It should be clearly understood that this listing does not constitute an official endorsement of these materials. The publications are typically marketed by veterinary supply companies.

VI-A.5.b. Submissions. Each county is required submit forty new questions, answers, and question sources each year from the following categories:

(1) Anatomy	(8) Physiology and reproduction
(2) Breeds and breed organizations	(9) Psychology, training, and vices
(3) Diseases and unsoundness	(10) Parasites
(4) Genetics	(11) Tack and equipment
(5) History and evolution	(12) Trivia (limited to a maximum of two questions per round)
(6) Nutrition	(13) Judging and conformation
(7) Showing, show procedures, and other mounted activities	

VI-A.5.c. Arrangement. All questions shall be arranged in game packets consisting of 32 total questions per match. Toss-up questions will be worth one point at all times. In all divisions of competition, the one-on-one competition will be held during the first half and followed by the toss-up section. Bonus questions will be used with toss-up questions during all matches at the state contest. BONUS QUESTIONS will be worth (3) points. They are attached to a correctly answered toss-up question, in the OPEN part of the match. When multiple answers are required, (3) POINTS will be awarded if ALL of the required answers are correct. No points will be awarded or taken away if there is less than the required number of answers, or if there are no correct answers. No part of the bonus questions will be repeated, nor will any additional information be given to the contestants relative to the question. These points will count toward team scores only. Bonus question points will not be included in individual scores.

VI-A.6. Officials

VI-A.6.a. Moderator (Quiz Person). The moderator shall assume complete direction of the game, ask all questions, and designate participants to answer questions, and accept or reject all answers unless the questions or the answers are challenged. The moderator shall indicate when a participant has exceeded the allocated time for a question. The moderator will declare the game winner and shall be in control of the games at all times. The moderator must be an adult, older than age 19.

VI-A.6.b. Referee Judges. At least two referee judges shall be used. Referee judges must be knowledgeable horsemen with strong backgrounds in management, training, nutrition, physiology, showing, or veterinary medicine. The referee judges may rule individually or jointly on the acceptability of any question or answer. In cases of challenges to questions or answers, either both referee judges or one referee judge and the moderator must agree on the

acceptability or rejection of any question or answer. The judge must be an adult who is older than age 19.

VI-A.6.c. Timekeeper. At least one individual shall be used to indicate to the moderator the expiration of the time allowed to respond to a question. A referee judge may serve as timekeeper or the Moderator may use an automated system within the buzzer panel.

VI-A.6.d. Scorekeeper. At least two individuals shall be used to keep score for each contest. The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and that the scores are clearly visible to the moderator and to the participants. The second scorekeeper shall be used to maintain a record of the individual from each team that answers a question correctly.

VI-A.7. Teams

VI-A.7.a. Each team shall consist of four participants and an alternate.

- (1) The alternate shall not be seated at the panel, nor may the alternate participate in the questions and answers unless:
- (2) The moderator deems it impossible for one of the regular members of the team to continue in the contest; or
- (3) The captain or coach of a team requests the replacement of a team member with the alternate.
- (4) If an alternate is seated following the removal of a regular participant, the team member removed becomes the alternate and becomes ineligible to return to that particular game. The team member removed and the alternate remain eligible to participate in further games. The use of an alternate is strongly recommended.
- (5) The alternate, if not used as a competing member of the contest, shall be considered eligible for future contests.

VI-A.7.b. Upon completion of a match, team members, and coaches must remain in the match room until the completion of the round or go directly to a designated, supervised holding area. After completion of a round, team members and coaches must remain in the designated holding area until their match or lunch break.

VI-A.7.c. Each team member and coach participating in the state competition will receive an identification tag indicating his or her name, county, and team name.

VI-A.7.d. Counties with multiple team entries in the same age division cannot be matched against each other in the first round. County teams with conflicts must redraw for seeding. In the event teams are unable to redraw for seeding, the contest coordinator will modify the original seeding order accordingly.

VI-A.8. Procedures of Play

For anything not addressed in these rules, the rules for the [Eastern National 4-H Horse Roundup Horse Bowl Contest](#) will be followed.

VI-A.8.a. Order of Team Play

- (1) Team captains will randomly draw numbers to be seated in the contest.
- (2) If a tie exists in selecting the highest scoring losing team, the team with the smallest losing margin will be used.
- (3) Double-elimination brackets will be used in all Divisions.
- (4) Spectators, team members, and coaches who have heard the questions being used in a given round may not consult with teams that will be participating in succeeding games in that round. Using cameras, video recorders, tape recorders and writing questions are prohibited during a match. Photographs will be permitted only before and after a match. No cell phones are allowed in the competition area. Cell phones will be confiscated. Holding rooms will be for the team and coaches only-- no parents in the holding area.

VI-8.b. Match Procedures (Junior, Senior, and Mixed Divisions)

- (1) For the junior, senior, and mixed divisions, each match will be divided into two halves based on numbers of questions. Rounds will consist of 32 questions; **12 one-on-one questions, 17 toss up questions and 3 bonus questions.**
- (2) During the second half of the match, all regular and toss-up questions will be worth one point; and all bonus questions will be worth three points as indicated in this section in items [VI-A.8.c.\(9\)\(b\)and \(c\)](#). During the first half of the match, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question, beginning with the number 1 participant on each team and passing to the number 2, 3, and 4 participants of each team, respectively, until all the remaining questions have been asked, it is suggested that each team member be given an opportunity to respond to the same number of questions, that is, the number of questions asked during the first half of the game being evenly divisible by four.
- (3) The point value of a correct response to a question during the first half of play will be as follows:
 - a. Correct response = 2 points (individual and team)
 - b. An incorrect response = loss of 1 point (individual and team)
 - c. If both participants to whom a question is addressed fail to signal and attempt an answer in the 5 seconds allowed, neither participant nor team shall lose or gain any points.
 - d. If the buzzer is activated and an answer is not started within the 5-second allowable time, there will be a minus two (-2) point penalty imposed against the contestant who activated the buzzer and their team.

- e. If any participants other than the two designated participants respond, that individual will lose 2 points; and the team of that individual participant will lose 2 points.
- f. If any participant responds more than twice to questions directed to another participant, he or she will be replaced at the panel by the alternate. If no alternate is available, the remainder of the match will be played with less than the full team, and all questions normally addressed to the eliminated participant will be addressed only to the opposing participant.

VI-8.c. Starting the Contest (Junior, Mixed, and Senior divisions)

- (1) Teams are assembled and seated at their respective panels, and each participant is given the opportunity to check the equipment. Each participant must have a visible tag denoting their name and team title. It is recommended that team members introduce themselves to the scorekeeper(s).
- (2) A team captain is designated and shall be seated nearest the moderator. One coach per team will be designated as the match coach. Additional coaches will not be eligible to communicate with the moderator or judges during protests.
- (3) The question packet is opened by the moderator.
- (4) At the signal of the moderator or as the first question is started, time begins.
- (5) The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the question or until a participant activates a buzzer.
 - a. If a buzzer is activated during the reading of any question, the moderator will immediately cease reading the question; and the participant activating the buzzer shall have 5 seconds to begin his or her answer based on that portion of the question read. The answer given must correctly answer the complete written question.
 - b. If the answer given is incorrect, the correct question and answer will be given for educational purposes.
 - c. All participants must wait for verbal acknowledgment from the moderator before answering a question. Failure to wait for verbal acknowledgment after activating the buzzer will result in an automatic incorrect answer and subsequent reduction of points.
- (6) At the completion of the reading of a question or when a buzzer is activated, 5 seconds are permitted in which to begin an answer.
 - a. Any member of either team is allowed to activate the buzzer and attempt to answer the toss-up questions.
 - b. It shall be the responsibility of the moderator, timer, and referee judges to determine if any actual answer is started within this 5-second period.
 - c. An acknowledgement penalty of one (-1) point will be deducted from contestant's score and their team if they answer a question before being acknowledged. The first answer will be accepted as the official answer, including multiple response

questions. Repeating the question will not be considered the initiation of the answer. If a question is read to completion, the judges may ask the contestant to explain, expand, be more specific, or clarify their answer.

d. If a question is interrupted during the reading of it, the moderator will stop reading as soon as the buzzer is activated. The contestant has five (5) seconds after being acknowledged to begin their answer. If the answer given is correct for the way the question was written, it will be accepted. If the answer given is correct only for the portion of the question heard, but wrong for the way the question was written, the answer will not be accepted. If the question is interrupted, the judges will not be allowed to ask for any clarification of the answer given.

- (7) If the time in which to answer a question elapses without a participant activating a buzzer, the question is discarded. The moderator will announce the correct answer for educational purposes.
- There shall be no loss of points if neither team attempts to answer the question by activating the buzzer.
 - If a bonus question is attached to an unanswered toss-up question, the bonus question is transferred to the next possible toss-up question to which no bonus question is attached.
- (8) If the answer to a toss-up question has begun during the 5 seconds allowed, but the answer is incorrect, that team loses the points associated with that toss-up question.
- If a team activates a buzzer and an answer has not been started within the 5 seconds allowed, the team activating the buzzer will be penalized 2 (two) points.
 - If a bonus question is attached to an incorrectly answered toss-up question, the bonus question is transferred to the next possible toss-up question to which no bonus is attached.
- (9) If the toss-up question is answered correctly within the 5 seconds allowed, that team scores 1 point.
- If a bonus question is attached to the correctly answered toss-up question, the team should allow the moderator to read the complete question. The team will be given ten (10) seconds to confer. The acknowledger will call time at the end of ten (10) seconds. The team captain or designee must then start giving the required number of answers within five (5) seconds. Team members may give answers to the captain/designee during the 30-second answering period.
 - Failure to answer a bonus question results in no penalty (loss of points) to the team.
- (10) There will be no consultation among the team members, nor will there be any coaching permitted by team members on toss-up questions. Failure to follow this rule will result in a 5-point penalty to the team committing the offense plus an automatic incorrect answer for that question (total of -6 points).
- (11) In order to encourage full team participation, bonus points will be awarded to the first team of a match to have each team member correctly respond to at least one toss-

up (or one on one) question. This bonus shall be worth 2 points. Teams may be awarded bonus points as many times as possible within a match.

- a. To obtain these bonus points, each member of the team seated at the time must have correctly answered a toss-up or one on one question. If a team member who, already having answered a question correctly, is replaced by an alternate, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded. After awarding team bonus points, all cards from the team that earned the points are collected. The opposing team may keep their cards.
- b. Team bonus points will not be included in individual scores.

(12) Either the team captain or the moderator may call for a time-out for clarification of a rule, to permit the alternate to participate, or to allow for unexpected problems. These time-outs may be called only after a question has been answered and before the start of the next toss-up question.

VI-8.d. Completing the Contest:

- (1) The moderator will continue reading toss-up questions, one-on-one questions, and bonus questions if applicable until all questions have been asked.
- (2) If a question is thrown out either because of poor reading by the moderator or a decision by the referee judges, it will be replaced by another question so that the same total number of questions will be asked.
- (3) Following the final questions, the team with the highest number of points shall be declared the winner of that game.
- (4) In the event of a tie in all divisions after all toss-up questions have been read a match tie it will be broken with five (5) tie breaker questions. If a tie remains the first team to earn a point (or because of a loss of a point by the other team, has a (1) point advantage) will be declared a match winner based on the scores.

Tie Breaker points do not get added to individual, team, or team bonus scores. They are used to break match ties only.**

VI-8.e. Protests of Questions or Answers

- (1) If an "official" protest is acknowledged, play will be stopped, and the designated officials will consider the protest and make a decision. A (-1) point penalty will be assessed if the protest is not upheld. Any protests of questions or answers to questions may be made either by one of the team captains or the coach of either team only at the time a particular question is read or the answer is given. There will be only one coach recognized for each team. The moderator and the referee judges will consider the protest, and their decision in all cases is final.

- (2) If a question is protested and documented evidence (from a suggested reference) can be produced within 1 minute, a protest cannot be rejected. But the question can be thrown out or the protest accepted.
- (3) If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
 - a. A question is protested before an answer is given and the protest sustained- discard the question: No loss or gain of points will result for either team.
 - b. An answer is protested (either correct or incorrect): At least one of the referee judges and the moderator or both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.
 - c. A question is protested after an answer is given (correct or incorrect): At least one referee judge and the moderator or both referee judges determine the validity of the protest. The question may then be discarded at no loss of points, or the question may be allowed with the appropriate gain or loss of points as described in this section under item [VI-A.8.b. \(3\)\(b\)](#).
- (4) Abuse of protest provisions may result in one or more of the following:
 - a. Dismissal of team coach from the contest area.
 - b. Dismissal (or replacement) of the team captain.
 - c. Dismissal of the entire team with forfeiture of any points or standing.
- (5) Spectators, parents, and visitors may not protest any question, answer, or procedure during the course of play. They may, however, submit in writing to the contest officials any suggestions, complaints, or protests at the conclusion of the contest. Unseemly behavior, unsportsmanlike conduct, or any actions that are generally accepted as detrimental to the contest may subject the violators of such actions to dismissal from the immediate area of the contest.

VI-A.8.f. Awards

- (1) Team rankings. The rank of teams will be determined primarily on the basis of their own win-loss ratio, with the exception of the championship match where the teams will be awarded as champion and reserve champion team. In the event of a tie, based on win-loss ratio, the accumulated points for the entire contest will be used. The top six Junior, Senior, and Mixed division teams will receive ribbons. The top team in each division will receive an award.
- (2) Individual awards. Individual awards will be presented to the first through tenth highest Junior, Mixed, and Senior Division participants at the State contest. **To be considered for individual awards, individuals must participate in the following number of matches:**
 - a. District contests with 5 or less teams in a division - 2 matches
 - b. District contests with more than 5 teams in a division - 3 matches
 - c. State contest - 3 matches

The highest match scores for each individual will be used to compute a total score in

cases where individuals participate in more than the required number of matches. Points earned from tiebreaker questions (additional questions at the end of a match) do not count towards individual points. Ties for individual awards will be broken according to the following order of priority:

- d. High average score for the entire contest.
- e. High individual round scores.
- f. Total number of points earned in the contest.
- g. Most points scored in the latest round that is shared.

VI-A.8.g. Summary of Horse Bowl Scoring

Action	Point Value
Correct answer—open question	+1
Correct answer—toss-up question	+1
Correct answer—one-on-one question	+2
Correct answer—bonus question-- All required answers required	+3
Team participation—Four correct answers; each team member has correctly answered one question.	+2 (awarded as many times as earned in a match)
Incorrect answer	-1
Incorrect answer—bonus question (No part of the answer is correct.)	0
Response penalty—No answer started in 5 seconds.	-2
Response penalty—Contestant not acknowledged.	-1
Response penalty—out of turn	-2
Response penalty—out of turn for second time in same match	-2
Response penalty—out of turn more than twice in the same match	-2 and elimination from match
Response penalty—out of turn third time in contest	-2 and elimination from the contest
"Official" protest not upheld	-1

VI-B. HORSE PRESENTATION CONTEST

VI-B.1. Objectives

VI-B.1.a. To encourage youth to teach others how to do something related to horses by the correct use of visuals or equipment.

VI-B.1.b. To give youth confidence in their ability to present information in a logical and concise manner.

VI-B.1.c. To increase the level of horse knowledge and expertise.

VI-B.1.d. To improve members' study skills and ability to use correct English.

VI-B.2. Eligibility

VI-B.2.a. Participants. Each participant must be an actual 4-H club member interested in horses. Members of 4-H are not eligible, however, to participate in a horse presentation or illustrated talk if by the date of the district contest they will have completed a year of training beyond the high school level in a communications course that requires public speaking. Participants do not need their own horse(s).

VI-B.2.b. Divisions. The horse presentation contest will be divided into three age divisions (8-10, 11-13, and 14-18). Each county will be allowed to enter one individual in each division in district competition during District Activity Days. All Senior members must have reached age 14 but not age 19 before January 1 of the current year. The winners in all three age divisions in each district will compete in the state finals. District Activity Day rules will apply towards participation in other activities.

VI-B.2.c. Southern Regional Show. The state winner and runner-up of the Senior Division will be eligible to represent North Carolina in the Southern Regional contest in accordance with the rules of that contest. The individual who wins the state Senior Division will be eligible to represent North Carolina in other national contests if such contests are offered in accordance with the rules of those contests. The state is not responsible for paying expenses to these contests but will attempt to assist.

VI-B.2.d. Previous State Winners. Previous state winners, representing North Carolina in the Eastern National 4-H Horse Roundup, are ineligible for further state competition. A NC State Champion cannot comeback and compete in the state contest even if they did not compete at Eastern Nationals.

VI-B.3. Regulations

VI-B.3.a. At the discretion of the State 4-H Office, individual and team presentation contests may be combined and may be held in conjunction with the State 4-H Horse Show.

VI-B.3.b. Only one youth per age division may participate from each county.

VI-B.3.c. Presentations or illustrated talks may be on any horse-related subject.

VI-B.3.d. An individual presentation must be a minimum of 4 minutes (Junior Division) or 9 minutes (Senior Division) and not longer than 12 minutes. One point will be deducted per judge for each minute, or fraction thereof, under 4 minutes (Junior) or 9 minutes (Senior) or over 12 minutes. **References are not to be included in the time limit.**

VI-B.3.e. The demonstration or illustrated talks will be judged equally on the following basis:

Format	15 points
Materials/Visual Aids	15 points
Knowledge of Subject Matter	25 points
Delivery	25 points
Credit and Content	10 points
Questions	10 points
Total	100 Points

To see a copy of the modified scoresheet for virtual competition, click [here](#).

VI-B.3.f. Notes and visuals may be used. Visuals should be neat, legible, and large enough to read easily.

VI-B.3.g. Contact the state Extension horse specialist or refer to the N.C. 4-H Horse Program Website ([Equine Husbandry | NC State Extension](#)) for a copy of the N.C. 4-Horse Presentation Judges' Scorecard.

VI-B.4. Suggestions

VI-B.4.a. For additional information consult the following N.C. 4-H Program pages:

Presentation Information at: [Presentation Regulations | NC State Extension](#)

N.C. 4-H Awards Handbook at: [4-H Awards & Incentives Programs | NC State Extension](#)

N.C. 4-H Forms includes information on Project books, scholarships, cumulative record book, and so forth at: [4-H Awards & Incentives Programs | NC State Extension](#)

VI-B.4.b. 4-H Presentations (4H L-1-172) will be helpful in preparing youths for this contest. Also, Judging Presentations and the 4-H Scorecard will be helpful. Both are available from the office of 4-H and Youth Development at North Carolina State University.

VI-B.4.c. A list of suggested topics for demonstrations, illustrated talks, and horse public speaking can be found in the [Appendix](#) to this manual.

VI-C. HORSE TEAM PRESENTATION CONTEST

VI-C.1. Objectives

VI-C.1.a. To encourage youth to teach others how to do something related to horses by the correct use of visuals and equipment.

VI-C.1.b. To give youth confidence in their ability to present information in a logical and concise manner.

VI-C.1.c. To increase the level of horse knowledge and expertise.

VI-C.1.d. To increase member's study skills and ability to use correct English.

VI-C.1.e. To provide 4-H members with an opportunity to work jointly designing and presenting an educational horse-related topic.

VI-C.2. Eligibility

VI-C.2.a. Participants. Each participant must be a bona fide 4-H member interested in horses. Members of 4-H are not eligible, however, to participate in a horse presentation or illustrated talk if by the date of the district contest they will have completed a year of training beyond the high school level in a communications course that requires public speaking. Participants do not need their own horses.

VI-C.2.b. Divisions. The team horse presentation contest will be divided into three age divisions (**8-10, 11-13, and 14-18**). Each county will be allowed to enter one team in each age division in district competition during District Activity Days. All members of a Senior team must have reached age 14 but not age 19 before January 1 of the current year. The winners in all three age divisions in each district will compete in the state finals. District Activity Day rules will apply towards participation in other activities.

VI-C.2.c. Southern Regional Contest. The state winners and runners-up of the Senior Division will be eligible to represent North Carolina in the Southern Regional contest in accordance with the rules of that contest. The state winning Senior Division team will be eligible to represent North Carolina in the national contest in accordance with the rules of that contest. The state is not responsible for paying expenses to these contests but will attempt to help.

VI-C.2.d. Previous State Winners. Previous state winners representing North Carolina in the Eastern National 4-H Horse Roundup are ineligible for further state competition in the same area. A NC State Champion cannot comeback and compete in the state contest even if they did not compete at Eastern Nationals.

VI-C.3. Regulations

VI-C.3.a. This contest may be combined with the individual presentation contest and may be held during the State 4-H Horse Show. Should the contest be combined, the highest scoring individual and the highest scoring team ranked in the top six places will have the option of representing North Carolina in their respective category at national competition for the year. If

they decline, the next highest-ranking team or individual placing in the top six will have the option to attend.

VI-C.3.b. Only one team per age division may participate from each county.

VI-C.3.c. Presentations or illustrated talks may be on any horse-related subject.

VI-C.3.d. A team presentation must be a minimum of 10 minutes for Seniors or 5 minutes for Junior participants. One point will be deducted per judge, for each minute, or fraction thereof, under 10 minutes (Senior Division) or 5 minutes (Junior Division); or over 15 minutes.

References are not to be included in the time limit.

VI-C.3.e. The team presentation or illustrated talk will be judged equally on the following basis:

Format	15 points
Materials/Visual Aids	15 points
Knowledge of Subject Matter	25 points
Delivery	25 points
Credit and Content	10 points
Questions	10 points
Total	100 Points

To see a copy of the modified scoresheet for virtual competition, click [here](#).

VI-C.3.f. Notes and visuals may be used. However, excessive use of notes may be counted against the participant at the discretion of the judge(s). Visuals should be neat, legible, and large enough to permit ease in reading.

VI-C.3.g. No live animals may be used.

VI-C.3.h. Only the judge(s) may question participants during the contest. Question time will not be counted toward the allotted time period. Participants are encouraged to repeat questions before answering.

VI-C.3.i. Participants should note their major references while in competition; **however, this list of references are not to be included in the time limit.**

VI-C.3.j. Contact the Extension horse specialist or refer to the NC 4-H Horse Program Website for a copy of the N.C. 4-H Horse Presentation Judges' Scorecard in the [Appendix](#) of this manual.

VI-C.4. Suggestions

VI-C.4.a. 4-H Presentations (4H L-1-172) will be helpful in preparing youths for this contest. Also, Judging Presentations and the 4-H Scorecard will be helpful. Both are available from the office of 4-H and Youth Development at N.C. State University or via the web at

<http://www.nc4h.org/presentations/index.html>

VI-C.4.b. A list of suggested topics for demonstrations, illustrated talks, and horse public speaking is found in the Appendix to this manual.

VI-C.4.c. For additional information consult the following N.C. 4-H Program pages:

Presentation Information: [Presentation Regulations | NC State Extension](#)

N.C. 4-H Awards Handbook: [4-H Awards & Incentives Programs | NC State Extension](#)

VI-D. HORSE PUBLIC SPEAKING CONTEST

VI-D.1. Objectives

VI-D.1.a. To acquire skills, confidence, and poise in speaking to groups through the use of an interesting and familiar topic.

VI-D.1.b. To expand participants' horse knowledge and increase their research and study techniques.

VI-D.1.c. To teach participants how to organize thoughts and express ideas in a logical and concise manner.

VI-D.1.d. To increase participants' knowledge and control of the English language in expressing ideas.

VI-D.1.e. To reward and recognize participants for accomplishments they have made in a friendly and competitive atmosphere.

VI-D.2. Eligibility

VI-D.2.a. Participants. Each participant must be an actual 4-H club member interested in horses. Members are not eligible, however, to participate in a horse public speaking contest if by the date of the district contest they will have participated in official post-secondary competitive events of a similar nature in the same subject area. Neither can the participant be undergoing preparation for such an event. Participants do not need to own their own horses.

VI-D.2.b. Divisions. The horse public speaking contest will be divided into three age divisions (8-10, 11-13, and 14-18). Each county will be allowed to enter one individual in each division in district competition during District Activity Days. Senior participants must have reached age 14 but not age 19 before January 1 of the current year. The winners in all three divisions in each district will compete in the state finals. District Activity Day rules will apply to participation in other activities.

VI-D.2.c. Regional and National Contest Opportunities. The state winner and runner-up in the Senior Division will be eligible to represent North Carolina in the Southern Regional contest. The state winning Senior Division individual will be eligible to represent North Carolina in other national contests if such contests are offered in accordance with the rules of those contests. The state is not responsible for paying expenses to these contests but will attempt to assist.

VI-D.2.d. Previous State Winners. Previous state winners of the Junior Division will be ineligible for future Junior Division competition in horse public speaking. Previous Senior Division state winners or participants in the Eastern National 4-H Horse Roundup are ineligible for further competition. A NC State Champion cannot comeback and compete in the state contest even if they did not compete at Eastern Nationals.

VI-D.3. Regulations

VI-D.3.a. Speeches must pertain to any area of the horse industry. Refer to the list of suggested topics in the Appendix to this manual.

VI-D.3.b. Notes may be used. Speakers should not read their speeches or give speeches that sound memorized. No visual aids or posters are allowed.

VI-D.3.c. A public speech must be a minimum of 4 minutes (Junior Division) or 8 minutes (Senior Division); and not longer than 10 minutes. One point will be deducted per judge for each minute, or fraction thereof, under 4 minutes (Junior) or 8 minutes (Senior) or over 10 minutes. References are not to be included in the time limit.

VI-D.3.d. Speeches will be judged on the following basis:

Format	20 points
Knowledge of Subject Matter	25 points
Delivery	25 points
Credit and Content	20 points
Questions	10 points
Total	100 Points

To see a copy of the modified scoresheet for virtual competition, click [here](#).

VI-D.3.e. A copy of the N.C. 4-H Horse Public Speaking Judges' Scorecard is found in the [Appendix](#) of this manual.

VI-D.4. Suggestions

VI-D.4.a. A list of suggested topics for demonstrations, illustrated talks, and horse public speaking is found in this section.

VI-D.4.b. *Public Speaking and You* (4H M-1-34) pamphlet gives many helpful hints in preparing and giving speeches.

VI-D.4.c. For additional information consult the following N.C. 4-H Program pages:

Presentation Information: [Presentation Regulations | NC State Extension](#)

N.C. 4-H Awards Handbook: [4-H Awards & Incentives Programs | NC State Extension](#)

VI-E. CREATIVE WRITING CONTESTS

VI-E.1. Objectives

VI-E.1.a. To provide an outlet for written expression for the 4-H member in horse related topics.

VI-E.1.b. To **encourage** youth to express their experiences and ideas in a creative manner.

VI-E.1.c. To recognize youth who have creative writing talent by expressing their ideas through writing.

VI-E.2. Eligibility

VI-E.2.a. Participants. Each participant must be a current 4-H club member. Participants do not need to own their own horse.

VI-E.2.b. Divisions. The contest will consist of a Junior and Senior Division. Youth who have reached age 14 but have not reached age 19 as of January 1 are considered Seniors. Junior individuals **must have reached age 8** but not have reached age 14 as of January 1. **Cloverbuds are not eligible to compete in creative writing events.**

VI-E.2.c. Eligibility. Youth may compete in these events as long as they meet the above qualifications.

VI-E.2.d. State Winners. State winners in the Junior Division are ineligible for future competition in the Junior Division in the same event. Junior state creative writing winners are eligible to compete in other Junior Division creative writing events in which they have not won a state championship. State winners in a Senior Division competitive writing event are ineligible to compete in that same creative writing event in future years. Senior state creative writing winners are eligible to compete in other Senior Division creative writing events in which they have not won a state championship.

VI-E.3. Regulations

VI-E.3.a. Contest Areas. Creative writing will be divided into three contest areas: Poetry, Short Stories, and Essays.

VI-E.3.b. Topics. Creative writing entries must be related to horses or the horse industry, and a new topic must have been developed since the previous year's contest. Any horse-related topic is acceptable.

VI-E.3.c. Identification. Creative writing entries must include

- ❖ A separate title page with the following information: Title of work, 4-H members name, address, **phone number, email address**, county, district, and division.
- ❖ Four copies (typed double-spaced or written legibly in ink) must be submitted, each with a title page. **Papers handwritten in pencil will not be accepted.**
- ❖ The title page will be removed before the entries are judged so that no names or identifying information will appear on the entries.

- ❖ The title of the entry must also appear on the body of the paper **without** the participant's name, address, phone number, email address, county, division, or district.
- ❖ Each creative writing entry will receive a number to identify it with the master list of Creative Writing Contest entries, and numbers will be retained in the Extension horse specialist's office.
- ❖ An entry that is determined to have plagiarized someone else's work will be disqualified.

VI-E.3.d. Judges. Creative writing entries will be judged by a committee of three judges, consisting of two knowledgeable horse owners who are familiar with the 4-H Horse Program and an official with an English background.

VI-E.3.e. Short Story Length. Short stories will be limited to 1,000 words maximum and a minimum of 200 words for Junior short stories and 500 words for Senior short stories. A short story contains a beginning, middle, and end using a time line. **Short Stories are to be typed double-spaced or written legibly in ink. Papers handwritten in pencil will not be accepted.**

VI-E.3.f. Poetry Length. Poetry will have a maximum of 50 lines.

VI-E.3.g. Judging. Poetry entries will be judged on the following basis

Poetic structure, rhyme and/or meter	30 points
Creativity, Imagination, and Originality	25 points
Overall Impact/Impression of Content	15 points
Grammar and Spelling	20 points
Neatness	10 points
Total	100 Points

- Exceeding maximum length 10 point penalty

VI-E.3.h. Short story entries will be judged on the following basis:

Creativity, Imagination, and Originality	35 points
Plot/Story Line Development	30 points
Grammar and Spelling	25 points
Neatness	10 points

Total	100 Points
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- Single-spaced 10 point penalty
- Length of entry (either over or under guidelines) 15 point penalty

Essays. An essay is a series of paragraphs on one topic written as a personal opinion.

(1) Essays will be limited to 200 to 1,000 words for Juniors and 500 to 1,000 words for Seniors. Junior essays must cite one acceptable reference and Senior essays must cite two acceptable references. Examples of acceptable references are books, journal/magazine articles, encyclopedia articles and published reports written by experts. Wikipedia and blogs are not considered acceptable references. **Essays are to be typed double-spaced or written legibly in ink. Essays handwritten in pencil will not be accepted.**

(2) Essays will be judged on the following basis:

Content	40 points
Creativity and Expression	15 points
Originality	15 points
Grammar & References	20 points
Neatness	10 points
Total	100 Points

- ❖ Single-spaced 10 points
- ❖ Length of entry (either over or under guidelines) 15 points

Any entry that is determined to have plagiarized someone else’s work will be disqualified.

VI-E.4. Registration

VI-E.4.a. Entry Forms. Entry forms are available on the NC 4-H Horse Program Web site. Click on the appropriate Entry Form link on the Horse Creative Writing Contests Page.

VI-E.4.b. Entry Fee. Checks should be made payable to NCSU to cover the entry fee for the event. If a youth is entering more than one Creative Writing contest, the entry fees may be combined in one check, but please list the contest names in the memo line.

VI-E.4.c. Deadline. The entry form must be completed and submitted with a postmark dated prior to the registration deadline. **Each creative writing submission must be submitted in quadruplicate** as noted in this section under item [VI-E.3.c.](#)

VI-E.5. Awards

VI-E.5.a. First- through sixth-place Junior and Senior winners in each event will receive ribbons. Ties will be broken starting with the judging criteria with the highest point value and continuing on in descending order. If ties are still present, the NC 4-H Horse Program will award multiple prizes of the same rank.

VI-E.5.b. The first-place Junior and Senior winners will receive an award in each event.

VI-E.6. Suggestions

For additional information consult the N.C. 4-H Program Website and section VI-B.4 of this chapter.

N.C. 4-H Awards Handbook: [4-H Awards & Incentives Programs | NC State Extension](#)

VI-F. HORSE JUDGING CONTEST

VI-F.1. Objectives

VI-F.1.a. To teach participants good conformation (structural correctness, balance, and muscling), breed character, and performance ideals in different breeds of horses.

VI-F.1.b. To teach participants how to evaluate horses based on knowledge and fact, make a decision, and defend it.

VI-F.1.c. To teach participants horsemanship terms that can be used in a logical, systematic way to defend placings.

VI-F.1.d. To help participants gain confidence in their ability and use of the English language by giving oral reasons to a judge.

VI-F.1.e. To help participants learn to speak clearly, decisively, and convincingly through the use of oral reasons.

VI-F.2. Eligibility

VI-F.2.a. Participation. Any Cloverbud, Junior, or Senior 4-H member is eligible to participate in the 4-H horse-judging contest. Members are not eligible, however, to participate in a contest if by the date of the contest they will have competed or participated in a postsecondary judging program. A 4-Her is eligible for the Junior/Senior Rookie division if they are in their first year competing in horse judging. The Rookie division is for individual competitors only. Senior state winning judging team members who do not make or choose not to compete at Eastern Nationals, are eligible to participate again as a team member in that division while age eligible. Junior state winning team members may continue to compete on a county team in that division in future contests while age eligible. **A Senior judging member who competes on a state-winning team is not eligible to compete again as a team member in that age division; however, a Junior or Senior high overall individual is eligible to return and compete on a team or as an individual in that age division.**

VI-F.2.b. County Participation. Each county is eligible to enter any number of Junior or Senior teams of three or four members in the state contest. Additional participants may participate as individuals in the contest. A team must be composed of three or four members. When four members are used, the three members with the highest total score will be used in determining team awards. All participants in the contest will be eligible for individual awards or recognition. **Individuals may compete as 4-H members and FFA competitors. The youth will be required to pay an entry fee in both divisions and give the appropriate number of reasons in each division.**

VI-F.2.c. Age of Teams. Senior teams will be composed of participants who have reached age 14 and have not reached age 19 as of January 1. Junior teams are composed of members who have not yet reached age 14 as of January 1.

VI-F.2.d. Medical Needs. Parents of 4-H members with specific medical needs during the contest must submit a written request to the Extension horse specialist prior to the contest.

VI-F.2.e. State Team Selection. The state team, which will represent North Carolina in regional and national competition, will be selected according to the following procedures:

- (1) Selection of team members will be restricted to the top individuals in the Senior division at the North Carolina State 4-H Horse Judging Contest. The top ten individuals will receive an invitation to try out for the state team. After try outs, the top eight individuals will form two four-member teams and will represent North Carolina at the Southern Regional Horse Judging Contest in August. The teams will be coached by the coach of the winning Senior county team at the State 4-H Horse Judging Contest and by the Extension horse specialist, who will oversee the travel arrangements.
- (2) The team representing North Carolina in the national contests will be selected by the Southern Regional team coach and the Extension horse specialist after the Southern Regional contest. The national team will consist of four members. Team members who actually participate in national competition will lose state eligibility. Individuals who judged at the Southern Regional Judging Contest but were not selected for the national team will be eligible to represent their county at future state horse judging contests. In addition to the Southern Regional contest, national team members will also judge at the Quarter Horse Congress and the Eastern National 4-H Horse Judging Contests. The team will also be eligible to compete in other contests, but the members must furnish their own transportation and travel money. The state office will assist in the acquisition of travel funds.

VI-F.3. Regulations

VI-F.3.a. Conferring between Individuals. While the contest is in progress, there will be no conferring between participants or between a participant and anyone else except as directed by the chairman or his representatives. Failure to abide by this regulation will result in disqualification of the participant. Participants may speak to their group leader if they have any questions or problems.

VI-F.3.b. Registration Fee. Each team or individual may be required to pay a registration fee or have paid a yearly enrollment fee. Check the entry form for details. Any entry form not completed in its entirety will be returned to the sender. Any entry form resubmitted after the deadline date may be assessed a late fee. In the event that late entries are prohibited, no late entries will be accepted.

VI-F.3.c. Classes. Eight to 10 classes, consisting of four individuals in each class, shall be judged. The horses in each class will be of the same breed, sex, and approximate age. The showman of each horse in each class shall wear a number for identification purposes. Classes will be selected from the following list. In addition, any available horse breeds could be used in halter or performance classes.

Halter	Performance
American Saddle Horse	Western Pleasure

Appaloosa	Hunter Hack
Arabian	Country English Pleasure
Hunter-Type Horses or Ponies	English Pleasure
Morgan Horse	Reining
Paint Horse	Showmanship
Quarter Horse	Western Riding
Thoroughbred	Working Hunter Over Fences
Draft Horses or Ponies	Horsemanship
Walking Horses	Hunt Seat Equitation
	Saddle Seat Equitation
	Plantation Pleasure Walking Horse
	Hunter Under Saddle
	Ranch Riding
	Trail

VI-F.3.d. Minimum Classes Placed. Participants will place a minimum of two halter classes and two performance classes. The additional classes will vary depending on availability.

VI-F.3.e. Reasons. Participants will provide oral reasons for their judging decisions as follows:

- (1) Participants in the Cloverbud division will not be required to give oral reasons.
- (2) Participants in the Junior Rookie division will be required to give oral reasons on one halter class.
- (3) Participants in the Senior Rookie division will be required to give oral reasons on one halter and one performance class.
- (4) Participants in the Junior Division will give two sets of oral reasons from either halter or performance.
- (5) Participants in the Senior Division will give four sets of oral reasons in at least one halter and one performance class.
- (6) Participants will be notified when the class is called if oral reasons may be given on the class being judged.
- (7) Reasons will be given orally to an official. Two minutes will be allowed for each participant to give his or her oral reasons. At least 15 minutes will be allowed between reason sets for participants to organize and prepare their reasons.

VI-F.3.f Time. A maximum of 15 minutes will be allowed for participants to place all no-reasons halter classes. Halter classes in which oral reasons are to be given will be judged in a period of 17 minutes.

VI-F.3.g. Card Placing. The participants will hand to the group leader or his assistant the card bearing his placing of the class as soon as time is up. This card will be given to each participant when he is called before the official judge to give his oral reasons. Participants will not be permitted to use notes when giving oral reasons but shall have the card upon which they recorded their placing.

VI-F.3.h. Final Standing. This shall be based upon both the placing and the oral reasons. Fifty points shall constitute a perfect score in placing the animals, and 50 points shall constitute a perfect score for oral reasons. In classes where no reasons are required, only the placing will be considered. Ties will be broken by reasons scores and placings scores. Teams or individuals with higher reasons scores will be placed above the other team or individual with which they were tied.

VI-F.3.i. Judges. These officials will be used to make the official placing on each class. Official placings and reasons will be given on completion of the contest and reasons session.

VI-F.3.j. Awards and Recognition

- (1) The final results of the contest will be announced and awards will be presented following the contest.
- (2) The top 10 individuals in the Junior Rookie, Senior Rookie, Junior, and Senior Divisions will be recognized.
- (3) The top six teams and coaches in the Junior and Senior division will be recognized.
- (4) All contest tabulations will be declared official at the awards ceremony. If errors are found in the event tabulations within 24 hours from the award announcement, the youth who received the award incorrectly will return the award, which will then be awarded to the correct youth.

VI-G. HIPPOLOGY CONTEST

VI-G.1. Objectives

VI-G.1.a. To provide participants with the opportunity to blend knowledge and skills acquired in horse judging, bowl, demonstrations, public speaking, and showing into one activity.

VI-G.1.b. To encourage participants to continue expanding their horse knowledge and participation.

VI-G.1.c. To recognize participants for their total involvement in the horse industry and their comprehensive knowledge of the horse industry.

VI-G.1.d. To teach good sportsmanship through a friendly and competitive environment.

VI-G.2. Eligibility

VI-G.2.a. Members. Any Cloverbud, Junior, or Senior 4-H member is eligible to participate in the 4-H Hippology Contest. Participants do not need to own a horse. A 4-Her is eligible for the Junior/Senior Rookie division if they are in their first year competing in hippology. The Rookie division is for individual competitors only.

VI-G.2.b. Teams. Each county is eligible to enter any number of Junior or Senior teams of three or four members in the state contest. The total individual scores for the three high team members will constitute the team score and be used in determining team awards. Individual entries will be accepted. All participants in the contest will be eligible for individual awards or recognition.

VI-G.2.c. Ages. Senior teams will be composed of participants who have reached age 14 and have not reached age 19 as of January 1. Junior teams are composed of members who have not yet reached age 14 as of January 1.

VI-G.2.d. Prior Participation. Members of the champion team in the Junior or Senior (who were not selected to participate on the state team) divisions will be eligible to compete on future teams in that division as long as they meet the age and educational eligibility requirements. Members of the state team selected from the Senior Division and participating at the National 4-H Roundup will be ineligible to participate as individuals or members on any future county hippology teams.

VI-G.2.e. Winning Individuals. Each highest ranking overall Junior and Senior individual will be designated Horseman-of-the-Year. The winning Senior individual will be ineligible to compete in future North Carolina 4-H hippology contests.

VI-G.3. Regulations

VI-G.3.a. Conferring between Individuals. While the contest is in progress, there will be no conferring between participants or between a participant and anyone else except as directed by the chairman or his representatives. Failure to abide by this regulation will result in

disqualification of the participant. Participants may speak to their group leader if they have any questions or problems.

VI-G.3.b. Judging Phase. The classes will be at the discretion of the officials and may include halter and performance classes. The horses in each class will be of the same breed, sex, and approximate age. The showman of each horse shall wear a number for identification purposes. Classes will be selected from the list in the Judging Contest rules ([Item VI-F.3.c.](#)). In addition, any available light horse breeds could be used in halter or performance classes. Fifty points shall constitute a perfect score for each class. Judges will be used to make the official placing on each class. Official placings will be given on completion of the contest.

(1) Junior and Senior Rookie - one (1) halter, one (1) performance, with both classes multiplied times two for a total of 200 points

(2) Junior and Senior - four (4) classes of a combination of halter and performance for a total of 200 points

VI-G.3.c. Visual Identification. Participants will visually identify items such as: breeds, colors, parasites, anatomy, color patterns, horse activities, tack, feedstuffs, and horse-related equipment. These Identification items will be in the form of projected slides and will be in the form of a multiple choice question with one correct answer.

(1) Junior Rookie -20 IDs worth 80 points (will be combined with stations score for a total of 100 points)

(2) Senior Rookie - 40 IDs worth 80 points (will be combined with stations score for a total of 100 points)

(3) Junior - 25 IDs worth 100 points

(4) Senior - 50 IDs worth 100 points

VI-G.3.d. Written Exam. A written exam shall be given separately to Rookie Juniors, Rookie Seniors, Juniors and Seniors. Questions will consist of horse nutrition, health, breeding, management, genetics, horsemanship, and North Carolina 4-H Horse Program rules and regulations. The exam consists of multiple choice, matching, and true/false questions.

(1) Junior Rookie -25 questions worth 100 points

(2) Senior Rookie - 50 questions worth 100 points

(3) Junior - 25 questions worth 100 points

(4) Senior - 50 questions worth 100 points

VI-G.3.e. Stations. This phase will consist of a series of stations or tables (or slides, if virtual) where at each, all contestants will respond to the requirements of the station. Examples of stations which might be used include: identification of tack, breeds, tools, feedstuffs, etc.; use of pulse rate, respiration rate, temperature, dehydration, anemia, etc. to assess horse health; measurements such as, but not limited to, wither height, shoe size, girth, collar size, gullet width, seat length of saddle, etc. may be required. Each contestant will have two (2) minutes to complete each station. For the Rookie Divisions, additional slides will be added to the end of the identification portion that are designed in this same fashion.

(1) Junior Rookie - 1 station slide with 5 questions - 20 points (will be combined with ID score for a total of 100 points and counts towards ID score)

(2) Senior Rookie - 2 station slides with 10 questions - 20 points (will be combined with ID score for a total of 100 points and counts towards ID score)

(3) Junior - 10 stations with 10 questions each - 200 points

(4) Senior - 10 stations with 10 questions each - 200 points

VI-G.3.f. Team Problem. For junior and senior teams only. All teams within their division will be presented with the same problem. Each team will have equal time to discuss among themselves the problem, immediately after which they will have to present an oral solution or series of suggested procedures relative to the problem. Each member of each team is encouraged to contribute to the oral presentation. Evaluation will be based on the understanding of the problem, completeness of the logic used in making the oral response. The official may ask questions of any or all of the team members to clarify the presentation. Examples of possible team problems might include:

1. Balancing a horse's ration.
2. Farm management recommendation for specific, (i.e., breeding, training, boarding, nursery, lay-up, etc) horse operations.
3. Considerations for the establishment of a new horse facility
4. Recommendations for selecting, locating and purchasing horses for specific uses
5. Behavior problems-causes, management of and corrections.
6. Explanation of use or assembly of specific equipment will be considered.
7. Demonstrate skill or ability to use specific equipment.

Evaluation will be based on the understanding of the problem, completeness of the logic used, and presentation and participation of all teammates in presenting the oral response. Participants will be given 10 minutes to prepare their answer and 7 minutes to deliver. The team problem will be worth 100 points.

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

VI-G.3.g. Scoring. Total individual scores will consist of combined scores from the horse judging classes, visual identification, written exams, and stations. Ties will be broken according to the following priorities:

- (1) Tie in Exam/ID: Higher Exam Score is TB#1; Higher ID Score is TB #2
- (2) Tie in Horse Judging: Higher Overall Score is TB#1; Higher combined Exam/ID Score is TB#2; Higher Exam/ID Score plus Halter Classes Total is TB#3
- (3) Tie in Stations: Higher Overall Score is TB#1; Higher Exam/ID score is TB#2
- (4) Tie in Overall: All ties overall, individual and team, will be broken using the following sequence: 1. Examination scores 2. ID scores 3. Judging scores

Team scores will include the three highest individual scores plus the team problem score.

VI-G.4. Awards and Recognition

VI-G.4.a. The final results of the contest will be announced, and awards will be presented following the contest.

VI-G.4.b. The top 10 Junior and Senior Division individuals in the overall standings, and the top ten Junior and Senior individuals in the judging, stations, and exam-visual identification portion of the contest will receive ribbons. The top 10 overall Junior Rookie and Senior Rookie individuals will be awarded. The high-scoring individuals in each of the three categories will receive an award.

VI-G.4.c. The top ten overall Junior and Senior Division teams will receive ribbons. The winning team members in each division will receive awards.

VI-G.4.d. The highest scoring overall Junior and Senior individuals will each be named the 4-H Horseman-of-the-Year in their respective age categories and will receive appropriate awards. The reserve champion Junior and Senior Division individuals will also receive appropriate awards.

VI-G.5. State Team Selection

VI-G.5.a. Representation. An All-Star team composed of the high-scoring Senior individuals from the Senior Division will be tested to determine the state team and will represent North Carolina in national and regional competitions. In the event a high Senior Hippology individual also is a high individual in the State Judging Contest or Horse Bowl Contest within the same year, that individual will have one week after completion of the State Horse Judging Contest to declare the event(s) in which he or she wishes to represent North Carolina at national contests. The state Extension specialist will designate the next high-ranking individuals in the other contest(s) to represent North Carolina at nationals.

VI-G.5.b. Expenses. The state is not responsible for providing expense money or transportation to the national contest but will attempt to assist.

VI-G.5.c. Coach. The coach of the high-scoring Senior team will be designated the coach of the state 4-H Hippology team.

VI-G.5.d. Special Assistant Coach. If appointed by the state committee, a special assistant coach will accomplish the following:

- (1) Orient the coach to national rules and event procedures.
- (2) Assist in the training, transportation, and management of both Hippology teams in national competition.
- (3) Identify and secure funding before the State 4-H Hippology Contest, and assist the Hippology team coach, county agents, and team members with fund-raising projects.

VI-G.6. Suggested References

VI-G.6.a. The materials listed on the N.C. Horse Program Website are resources for the N.C. State 4-H Hippology contest: [Reference Books for Horsebowl & Hippology | NC State Extension](#)

It should be clearly understood that this listing does not constitute an official endorsement of these materials. The publications are typically marketed by veterinary supply companies.

VI-G.6.b. For additional information consult the **N.C. 4-H Awards Handbook**: [North Carolina 4-H | NC State Extension](#)

**CHAPTER VII.
ARTISTIC EXPRESSION EVENTS**

VII-A. CRAFTS HORSE CONTEST

VII-B. HORSE DRAWING CONTEST

VII-C. HORSE PAINTING CONTEST

VII-D. HORSE POSTER CONTEST

VII-E. HORSE PHOTOGRAPHY CONTEST

VII-F. SEWING HORSE CONTEST

VII-A. CRAFTS HORSE CONTEST

VII-A.1. Objectives

VII-A.1.a. To provide an educational opportunity for participants to exhibit their craft skills pertaining to a horse project.

VII-A.1.b. To encourage participants to explore and develop economic alternatives for themselves and their horse.

VII-A.2. Eligibility

VII-A.2.a. This contest is open to Junior and Senior participants. Each participant must have reached age 8 on or before January 1 of the current year and must not have reached age 19 before January 1 of the current year.

VII-A.2.b. Juniors are participants who have not reached age 14 before January 1 of the current year. Seniors are participants who have reached age 14 as of January 1 of the current year and who have not reached age 19 as of January 1 of the current year.

VII-A.2.c. Participation is open to Cloverbud members. Participants ages 5 to 7 may participate in this noncompetitive division.

VII-A.2.d. State winners in the Junior Division are ineligible for future competition in the Junior Division in this event. Juniors are eligible to compete in other Artistic Expression Events in which

they have not won a state championship. State winners in a Senior Division of an Artistic Expression Event are ineligible to compete in that same event in future years. Senior state Artistic Expression Event winners are eligible to compete in other Artistic Expression Events in which they have not won a state championship.

VII-A.3. Contest Categories

VII-A.3.a. Craft items suitable for a horse project, include functional accessories for the horse, rider and facilities (for example, saddle trees, bridle holders, stall signs, blanket holders, tooled leather belt, etc.) or decorative or informative items (for example sculptures, wall hangings and dioramas).

VII-A.3.b Media: Craft items can be made from a single media or a combination of media. Examples of types of media are wood, clay, resin, plastic, metal, paper (e.g. papier-mâché), seeds, pasta, leather, beads and textiles (e.g., knitting, needlepoint, macramé, weaving, etc.).

VII-A.4. Regulations

VII-A.4.a. Each participant is limited to one article per contest category. Articles must be made by the participant and be work that has been completed since the previous year's contest and that relates to the Horse and Pony Project. All entries must be identified with name, age, age division, county of participant, mailing address, email address and phone number. Identifying information must be attached to the entry in such a way that it can be hidden from judges during judging.

VII-A.4.b. Entries that are not made by the participant will be disqualified; however, adult supervision is permissible.

VII-A.4.c. A Grand Champion State Level award plus top ten ribbons in the Junior and Senior age divisions will be awarded. Cloverbud participants will not be ranked but will be evaluated and receive participation awards. Entries will be judged by at least two judges. Ties will be broken starting with the judging criteria with the highest point value and continuing on in descending order. If ties are still present, the NC 4-H Horse program will award multiple prizes of the same rank.

VII-A.5. Evaluation Criteria

Each project will be judged by at least two judges on the craft's appropriateness, serviceability, and durability on the following basis:

Suitability of materials used	20 points
Creativity	15 points
Construction method and finish (wise choice, workmanship)	35 points
Degree of Difficulty	15 points
Total appearance	15 points
Total	100 points

Must have a minimum score of 60 points to place.

VII-A.6. Suggestions

For additional information consult the following N.C. 4-H Program pages:

NC 4-H Horse Program Website: <http://equinehusbandry.ces.ncsu.edu/>

N.C. 4-H Awards Handbook: <http://www.nc4h.org/youth/4-h-awards-incentives-programs>

VII-B. HORSE DRAWING CONTEST

VII-B.1. Objectives

VII-B.1.a. To encourage the 4-H member to broaden his or her horizons and utilize creative talent within the Horse Project.

VII-B.1.b. To increase awareness of the Horse Project through drawing exhibitions.

VII-B.2. Eligibility

VII-B.2.a. Open to Junior and Senior participants. Each participant must have reached age 8 on or before January 1 of the current year and must not have reached age 19 before January 1 of the current year.

VII-B.2.b. Juniors are participants who have not reached age 14 before January 1 of the current year. Seniors are participants who have reached age 14 as of January 1 of the current year and who have not reached age 19 as of January 1 of the current year.

VII-B.2.c. Participation is open to Cloverbud members. Youth ages 5 to 7 may participate in this noncompetitive division.

VII-B.2.d. State winners in the Junior Division are ineligible for future competition in the Junior Division in this event. Juniors are eligible to compete in other Artistic Expression Events in which they have not won a state championship. State winners in a Senior Division of an Artistic Expression Event are ineligible to compete in that same event in future years. Senior state Artistic Expression Event winners are eligible to compete in other Artistic Expression Events in which they have not won a state championship.

VII-B.3. Regulations

VII-B.3.a. Number of Entries. Only one entry per participant is permitted per contest category. Each entry must be the original work of the participant, that has been completed since the previous year's contest and that relates to the Horse and Pony Project.

VII-B.3.b. There is no size limitation on drawings.

VII-B.3.c. Media Used. Pencil, chalk, charcoal, pen and ink, pastels, etchings or markers. Cloverbud members, however, may use any drawing medium of their choice excluding a paint type medium.

VII-B.3.d. Presentation. All work must be matted or mounted using suitable materials. Recommended matting boards are Crescent, Alpha mat, and Bainbridge brand name matting board. Cardboard is NOT considered a suitable material for matting or mounting. Foam core provides a sturdy backing for projects and helps prevent damage and movement while displayed. Drawing entries are NOT to be framed. Captions are not permitted on the front of the drawing and if used will be penalized in accordance with Section VII.B.4. Entries with frames will be disqualified.

VII-B.3.e. Identification. All items must include the following on the back of the entry: participant’s name, address, county, and age as of January 1 of the current 4-H year, and age division, mailing address, email address, and phone number

VII-B.3.f. Disqualification. Entries with incorrect postage may be disqualified. Entries that are not drawn by the participant will be disqualified; however, adult supervision is permissible.

VII-B.3.g. Awards. A Grand Champion State Level award plus the top 10 ribbons in the Junior and Senior Divisions will be awarded. Cloverbud participants will not be ranked but will be evaluated and receive participation awards. Ties will be broken starting with the judging criteria with the highest point value and continuing on in descending order. If ties are still present, the NC 4-H Horse program will award multiple prizes of the same rank.

VII-B.4. Evaluation Criteria

Each project will be judged by at least two judges on the following criteria:

Composition, Balance, Harmony, and Overall Design	40 points
Use of Materials and Appropriate Media Selection	20 points
Skill Level, Degree of Difficulty	30 points
Completed Appearance and Neatness	10 points
Total	100 points

Must have a minimum score of 60 points to place.

Infractions: Entries not conforming to the contest guidelines will be penalized by having points deducted from their total score as follows:

- Caption 10 points
- Use of wrong media 30 points
- Incorrect mounting or matting 10 points

VII-B.5. Suggestions

For additional information consult the following N.C. 4-H Program Web pages:

NC 4-H Horse Program Web site: [Equine Husbandry | NC State Extension](#)

N.C. 4-H Awards Handbook: <http://www.nc4h.org/awards/AwardsHandbook/index.html>

VII-C. HORSE PAINTING CONTEST

VII-C.1. Objectives

VII-C.1.a. To encourage the 4-H member to apply artistic talent within the Horse and Pony Project.

VII-C.1.b. To increase knowledge and skill in equine-related painting.

VII-C.1.c. To learn the value of developing visual exhibits in areas of specific interest.

VII-C.2. Eligibility

VII-C.2.a. Open to Junior and Senior participants. Each participant must have reached age 8 on or before January 1 of the current year and must not have reached age 19 before January 1 of the current year.

VII-C.2.b. Juniors are participants who have not reached age 14 before January of the current year. Seniors are youth who have reached age 14 as of January 1 of the current year and who have not reached age 19 as of January 1 of the current year.

VII-C.2.c. Participation is open to Cloverbud members. Youth ages 5 to 7 may participate in this noncompetitive division.

VII-C.2.d. State winners in the Junior Division are ineligible for future competition in the Junior Division in this event. Juniors are eligible to compete in other Artistic Expression Events in which they have not won a state championship. State winners in a Senior Division of an Artistic Expression Event are ineligible to compete in that same event in future years. Senior state Artistic Expression Event winners are eligible to compete in other Artistic Expression Events in which they have not won a state championship.

VII-C.3. Regulations

VII-C.3.a. Number of Entries. Only one entry per participant is permitted per contest category. Each exhibit must be the original works of the participant that has been completed since the previous year's contest and that relates to the Horse and Pony Project.

VII-C.3.b. Size: There is no size limitation on paintings.

VII-C.3.c. Media Used- Watercolor, acrylic, oil, or tempera paints (Juniors only) may be used. Cloverbud members may use any paint medium of their choice excluding a drawing type medium.

VII-C.3.d. Presentation. All watercolors must be matted with a suitable matting board. Recommended matting boards are Crescent, Alpha mat, and Bainbridge brand name matting board. All painting other than watercolors must be done on a proper painting support, e.g. canvas and canvas panels. Captions are not permitted on the front of the painting and if used will be penalized in accordance with Section VII.C.4. Entries with frames will be disqualified.

VII-C.3.e. Identification. All items must include the following on the back: name, address, county, and age as of January 1 of the current 4-H year, age division, mailing address, email address, and phone number.

VII-C.3.f. Disqualification. Entries with incorrect postage may be disqualified. Entries that are not painted by the participant will be disqualified; however, adult supervision is permissible.

VII-C.3.g. Awards. A Grand Champion State Level award plus the top 10 ribbons in the Junior and Senior age divisions will be awarded. Cloverbud participants will not be ranked but will be evaluated and receive participation awards. Ties will be broken starting with the judging criteria with the highest point value and continuing on in descending order. If ties are still present, the NC 4-H Horse program will award multiple prizes of the same rank.

VII-C.4. Evaluation Criteria

Each project will be judged by at least two judges on the following criteria:

Composition, Balance, Harmony, and Overall Design	40 points
Use of Materials and Appropriate Media Selection	20 points
Skill Level, Degree of Difficulty	30 points
Completed Appearance and Neatness	10 points
Total	100 points

Must have a minimum score of 60 points to place.

Infractions: Entries not conforming to the contest guidelines will be penalized by having points deducted from their total score as follows:

- Caption 10 points
- Incorrect painting support 10 points

VII-C.5. Suggestions

For additional information consult the following N.C. 4-H Program Web pages:

NC 4-H Horse Program Website: [Equine Husbandry | NC State Extension](#)

N.C. 4-H Program's Horse Index:
<http://www.nc4h.org/awards/AnimalScience/Horse/index.html>

N.C. 4-H Awards Handbook: <http://www.nc4h.org/awards/AwardsHandbook/index.html>

VII-D. HORSE POSTER CONTEST

VII-D.1. Objectives

VII-D.1.a. To provide a medium for 4-H youth to visually show their interest in horses.

VII-D.1.b. To enable 4-H youth to improve their skills in linking words and visuals into an appealing unit.

VII-D.1.c. To enable 4-H youth to learn the process of developing good design and experience the need for careful craftsmanship and neatness.

VII-D.1.d. To increase public awareness of the 4-H Horse Project through illustrative displays.

VII-D.2. Eligibility

VII-D.2.a. Open to Junior and Senior participants. Each participant must have reached age 8 on or before January 1 of the current year and must not have reached age 19 before January 1 of the current year.

VII-D.2.b. Juniors are participants who have not reached age 14 before January of the current year. Seniors are participants who have reached age 14 as of January 1 of the current year and who have not reached age 19 as of January 1 of the current year.

VII-D.2.c. Participation is open to Cloverbud members. Youth ages 5 to 7 may participate in this noncompetitive division.

VII-D.2.d. State winners in the Junior Division are ineligible for future competition in the Junior Division in this event. Juniors are eligible to compete in other Artistic Expression Events in which they have not won a state championship. State winners in a Senior Division of an Artistic

Expression Event are ineligible to compete in that same event in future years. Senior state Artistic Expression Event winners are eligible to compete in other Artistic Expression Events in which they have not won a state championship.

VII-D.3. Regulations

VII-D.3.a. Number of Entries. Entries are limited to one poster per participant. Each exhibit must be an original work of the participant that has been completed since the previous year's contest and that relates to the Horse and Pony Project.

VII-D.3.b. Size. Each entry must be a minimum of 600 square inches. A one inch border is recommended.

VII-D.3.c. Materials. Posters must not contain three-dimensional materials that protrude more than one-quarter of an inch from the surface of the poster board.

VII-D.3.d. Topics. The poster can depict any topic related to the Horse and Pony Project (for example: care, training, health, nutrition, psychology, breed, history of breeds, anatomy, careers, safety, reproduction, youth leadership in project, colors, and markings).

VII-D.3.e. Content. Effective posters should focus attention on one idea that encourages people to stop, look, read, and remember. Posters should include a combination of illustrations and captions that effectively promote one main idea.

VII-D.3.f. Identification. All posters must include the following on the back: entrant's name, county, and age as of January 1 of the current 4-H year, age division, mailing address, and phone number.

VII-D.3.g. Re-entries. A poster or poster idea that an entrant submitted in previous years cannot be entered again.

VII-D.3.h. Disqualification. Entries with incorrect postage may be disqualified. Entries that are not made by the participant will be disqualified; however, adult supervision is permissible.

VII-D.3.i. Awards. A Grand Champion State Level award plus the top 10 ribbons in the Junior and Senior age divisions will be awarded. Cloverbud participants will not be ranked but will be evaluated and receive participation awards. Ties will be broken starting with the judging criteria with the highest point value and continuing on in descending order. If ties are still present, the NC 4-H Horse program will award multiple prizes of the same rank.

VII-D.4. Evaluation Criteria

Each project will be judged by at least two judges on the following criteria:

Information given and idea expressed (theme, simplicity, and originality)	50 points
Art, design and lettering (pleasing composition, attractive, dynamic, eye-catching, original, neat, easily read lettering, and use of color), appropriate border	30 points
Construction (materials: texture, shape, size, durability)	20 points
Total	100 points

Must have a minimum score of 60 points to place.

Infractions: Entries not conforming to the contest guidelines will be penalized by having points deducted from their total score as follows:

- Size (either over or under guidelines) 15 points
- 3 D objects that protrude > ¼ inch 20 points

VII-D.5. Suggestions

For additional information consult the following N.C. 4-H Program pages:

NC 4-H Horse Program Web site: [North Carolina 4-H | NC State Extension](#)

N.C. 4-H Awards Handbook: <http://www.nc4h.org/awards/AwardsHandbook/index.html>

VII-E. HORSE PHOTOGRAPHY CONTEST

The Photography Contest is subdivided into two subcategories; one for standard photographs and the other for digitally enhanced/altered photographs. Taking a photograph with a digital camera is not considered digitally enhanced/altered photograph.

The Digitally Enhanced/Altered (DE) category is for photographs that have been significantly altered using computer software and the alteration is either the main attraction of the photograph or plays a big part in the artistic merit of the photograph. Examples are a horse with wings, green sun and yellow grass; horse with a unicorn horn, horse jumping over the moon.)

Use solely of common photographic techniques such as contrast enhancement, adjustment of lightness/darkness, color balancing and cropping do not qualify a photograph for the digitally enhanced/altered category.

Each sub-category will be judged separately and awards will be given for each sub-category.

The rules will be the same for both sub-categories.

Participants may enter one photograph in each sub-category.

VII-E.1. Objectives

VII-E.1.a. To encourage equine-related photography by 4-H youth.

VII-E.1.b. To help 4-H youth gain self-confidence and develop lifelong photographic skills and abilities. To increase knowledge of photography in general and specifically as it applies to horses.

VII-E.1.c. To learn the value of organizing and developing visual exhibits in a specific area of interest. To increase awareness of the 4-H Horse Project through the use of photographic displays.

VII-E.2. Eligibility

VII-E.2.a. This contest is open to Junior and Senior participants. Each participant must have reached age 8 on or before January 1 of the current year and must not have reached age 19 before January 1 of the current year.

VII-E.2.b. Juniors are participants who have not reached age 14 before January of the current year. Seniors are participants who have reached age 14 as of January 1 of the current year and who have not reached age 19 as of January 1 of the current year.

VII-E.2.c. Participation is open to Cloverbud members. Youth ages 5 to 7 may participate in this noncompetitive division.

VII-E.2.d. State winners in the Junior Division are ineligible for future competition in the Junior Division in this event. Juniors are eligible to compete in other Artistic Expression Events in which they have not won a state championship. State winners in a Senior Division of an Artistic Expression Event are ineligible to compete in that same event in future years. Senior state Artistic Expression Event winners are eligible to compete in other Artistic Expression Events in which they have not won a state championship.

VII-E.3. Regulations

VII-E.3.a. Number of Entries. Each participant is limited to one horse-related photograph per sub-category. Each exhibit is to be original work of the participant that has been completed since the previous year's contest and that relates to the Horse and Pony Project.

VII-E.3.b. Size: There is no size limitation on photographs.

VII-E.3.c. Mounting. Cardboard is NOT considered a suitable material for mounting. Foam core provides a sturdy backing for projects and helps prevent damage and movement while displayed. All photos are to be mounted on a firm backing that is the same size as the photograph. Photos that are not mounted will be disqualified. Matting borders will be penalized in accordance with Section VII-E.4 below.

VII-E.3.d. Color. Photos may be black and white or full color and will be judged equally.

VII-E.3.e. Edges. White edges are to be trimmed from all photos and if not trimmed will be penalized in accordance with Section VII-E.4 below.

VII-E.3.f. Framing. No frames or glass permitted. Photos with frames or glass will be disqualified.

VII-E.3.g. Captions. Captions are not permitted on the front of the photograph and if used will be penalized in accordance with Section VII-E.4 below. A date imprint on a photo does not count as a caption. Entry may be titled on the back of the mount board.

VII-E.3.h. Identification. Information on the back of the mount must include the entrant's name, address, email address, county, and age as of January 1 of the current 4-H year, age division, mailing address, and phone numbers.

VII-E.3.i. Disqualification. Entries with incorrect postage may be disqualified. Entries that are not taken by the participant will be disqualified; however adult supervision is permissible.

VII-E.3.J. Awards. A Grand Champion State Level award plus the top 10 ribbons in the Junior and Senior age divisions will be awarded. Cloverbud participants will not be ranked but will be evaluated and receive participation awards. Ties will be broken starting with the judging criteria with the highest point value and continuing on in descending order. If ties are still present, the NC 4-H Horse program will award multiple prizes of the same rank.

VII-E.4. Evaluation Criteria

Standard Photography: Entries will be judged by at least two judges on creativity, technical quality, composition, and overall appearance as follows:

Composition camera angle, close to subject, pleasing to look at, elements balanced, simple background	40 points
Technical Quality, depth of field, lens artifacts, focal length, sharp clear image, exposure, lighting, close enough to subject	35 points
Creativity, interesting to look at, one central idea, idea shown clearly, experimentation, subject spontaneity	15 points
Overall appearance, neatness, and mounting	10 points
Total	100 points

Digitally Enhanced/Altered Photographs: Entries will be judged by at least two judges on digital artistry, technical quality, composition, and overall appearance as follows

Digital Artistry: assesses the contribution of the digital component to the overall image and is evaluated through the use of impact, creativity, originality, design, use of color and value, and whether attention is drawn to the focal points	40 points
Composition	30 points
Technical Quality	20 points
Overall appearance, neatness, and mounting	10 points
Total	100 points

Must have a minimum score of 60 points to place.

Infractions: Entries not conforming to the contest guidelines will be penalized by having points deducted from their total score as follows:

- Captions 10 points
- Incorrect mounting, being matted or having white border 10 points

VII-E.5. Suggestions

For additional information consult the following N.C. 4-H Program Web pages:

NC 4-H Horse Program Website: [Equine Husbandry | NC State Extension](#)

VII-F. SEWING HORSE CONTEST

VII-F.1. Objectives

VII-F.1.a. To provide an educational opportunity for participants to exhibit their sewing skills pertaining to a horse project.

VII-F.1.b. To encourage participants to explore and develop economic alternatives for themselves and their horse.

VII-F.2. Eligibility

VII-F.2.a. This contest is open to Junior and Senior participants. Each participant must have reached age 8 on or before January 1 of the current year and must not have reached age 19 before January 1 of the current year.

VII-F.2.b. Juniors are participants who have not reached age 14 before January 1 of the current year. Seniors are participants who have reached age 14 as of January 1 of the current year and who have not reached age 19 as of January 1 of the current year.

VII-F.2.c. Participation is open to Cloverbud members. Participants ages 5 to 7 may participate in this noncompetitive division.

VII-F.2.d. State winners in the Junior Division are ineligible for future competition in the Junior Division in this event. Juniors are eligible to compete in other Artistic Expression Events in which they have not won a state championship. State winners in a Senior Division of an Artistic Expression Event are ineligible to compete in that same event in future years. Senior state Artistic Expression Event winners are eligible to compete in other Artistic Expression Events in which they have not won a state championship.

VII-F.3. Contest Categories

VII-F.3.a. Items entered in the Sewing Contest must simply pertain to a “horse theme” and may be decorative or functional. Participants must have used a thread to join or attach fabric pieces together with stitches. Articles without stitching or that are glued together will be disqualified. For clarity: crocheting, needlepoint, knitting, weaving, macramé, etc. belong in the craft category.

VII-F.4. Regulations

VII-F.4.a. Each participant is limited to one article per contest. Articles must be made by the participant and be made by the participant and be work that has been completed since the previous year’s contest and that relates to the Horse and Pony Project. All entries must be identified with name, age, division, county of participant, mailing address, email address, and phone number. If the article is part of a set containing more than one piece (ex. Pillows) only one piece can be entered into competition.

VII-F.4.b. Entries with incorrect postage may be disqualified. Entries that are not sewn by the participant will be disqualified; however, adult supervision is permissible. Entries without any type of stitching done by the contestant are not considered sewing and will be disqualified.

VII-F.4.c. A Grand Champion State Level award plus the top 10 ribbons in the Junior and Senior age divisions will be awarded. Cloverbud participants will not be ranked but will be evaluated and receive participation awards. Ties will be broken starting with the judging criteria with the highest point value and continuing on in descending order. If ties are still present, the NC 4-H Horse program will award multiple prizes of the same rank.

VII-F.5. Evaluation Criteria

Each project will be judged by at least two judges on its appropriateness, serviceability, and durability on the following basis:

Suitability of materials used	15 points
Creativity	10 points
Construction methods and finishes (wise choice, workmanship)	25 points
Degree of difficulty	20 points
Total appearance	30 points
Total	100 points

Must have a minimum score of 60 points to place.

VII-F.6. Suggestions

For additional information consult the following N.C. 4-H Program pages:

NC 4-H Horse Program Website: [Equine Husbandry | NC State Extension](#)

N.C. 4-H Awards Handbook: [North Carolina 4-H | NC State Extension](#)

CHAPTER VIII. HORSEMANSHIP LEARNING OPPORTUNITIES

VIII-A. NORTH CAROLINA 4-H HORSEMANSHIP CAMP

VIII-B. NORTH CAROLINA 4-H HORSEMANSHIP SCHOOLS

VIII-A. NORTH CAROLINA 4-H HORSEMANSHIP CAMP

VIII-A.1. Objectives

VIII-A.1.a. To provide the 4-H horseman an opportunity to learn new and better techniques of horsemanship and to enjoy the fellowship of other 4-H members and volunteers from different areas of the state.

VIII-A.1.b. To increase the horse knowledge, horsemanship skills, and showing techniques of the advanced rider, as well as to introduce the beginning rider to the basics of horsemanship. Hunter and western instruction will be offered. Dressage, saddle seat, *and games* may be offered if participation warrants.

VIII-A.2. Eligibility

VIII-A.2.a. Horse project 4-H members who are between the ages of 8 to 18 as of January 1 of the current year and who are actively enrolled in a 4-H horse project are eligible to attend camp. (Active enrollment is based upon the discretion of the 4-H leader and Extension agent.)

VIII-A.2.b. Youth ages 15 through 18 must have previously attended camp in order to be considered for a Junior leader position. Junior instructor applications are available on the N.C. 4-H Horse Program Website: <http://equinehusbandry.ces.ncsu.edu/equinehusbandry-4-h-horsemanship-camp/>

VIII-A.2.c. Participants must have sole access to an acceptable horse.

VIII-A.2.d. Horses and ponies must be sound and in good physical condition. Horses exhibiting unsoundness or behavioral problems will be sent home. A farrier and veterinarian will be available for emergency situations at the owner's expense.

VIII-A.2.e. Each youth will be held responsible for all care and feeding of his or her horse.

VIII-A.2.f. Horses must be vaccinated for tetanus and eastern and western equine encephalomyelitis. A negative Coggins test for equine infectious anemia (EIA) dated **April 1** or later of the current year is required.

VIII-A.2.g. Interested 4-H members must submit the necessary forms and applications, which are available on the N.C. 4-H Horse Program Website: [NC 4-H Horsemanship Camp | NC State Extension](#)

VIII-A.3. Event Routine

VIII-A.3.a. Location. Horsemanship camp is held at Millstone 4-H Camp at Ellerbe, N.C. Contact the State 4-H Camping Office, (919) 515-3242, after January 1 of the current year for horsemanship camp dates.

VIII-A.3.b. Expenses. The cost of camp includes all food, lodging, insurance, and program activities. Horse and tack, insurance, feed, and any additional horse expenses are not included in the camping fee. You must supply your own horse, equipment, feed, and transportation to and from camp. The camp will provide sawdust for all stalls. The cost for camp will be published each spring. All registration and health forms (see appendix) for the 4-H member and horse must be presented upon arrival at camp. The deadline for pre registration is May 1. Checks should be made payable to the N.C. 4-H Camp Fund. Campers will be notified of their acceptance.

VIII-A.3.c. Refunds. Refunds will be given at the discretion of the 4-H Camp Specialist.

VIII-A.3.d. Camper Activities. Campers will be able to participate in the following activities during their free activity time:

Swimming	Volleyball
Archery	Softball
Horseshoes	Dancing

VIII-A.3.e. Horse activities. Horse activities may include the following demonstrations and clinics:

Riding Lessons	General Handling and Training
Stable Management	Nutrition
Showmanship	Parasite Control
Grooming	Restraining Methods
Judging	First Aid
Equipment Care	Reproduction
Training Techniques	Horse Safety
Competitive Trail	Trailer Safety
Riding	
Show Ring Preparation	Dressage Techniques

VIII-A.3.f. Safety will be emphasized at all times. To ensure a safe atmosphere, campers must strictly adhere to camp personnel and their policies. Failure to adhere to these rules will result in the camper being sent home at the parent's expense.

VIII-B. N.C. 4-H HORSEMANSHIP SCHOOLS

VIII-B.1. Objectives

VIII-B.1.a. To provide the 4-H horseman an opportunity to learn new and better techniques of horsemanship and to enjoy the fellowship of other 4-H members and volunteers from different areas of the state.

VIII-B.1.b. The school is designed to increase the horse knowledge, horsemanship skills, and showing techniques of the advanced rider. Hunter and western instruction will be offered. Dressage, saddle seat, **and games** may be offered if participation warrants.

VIII-B.2. Eligibility

VIII-B.2.a. Horse project 4-H members who are between the ages of 8 through 18 as of January 1 of the current year and who are actively enrolled in a 4-H horse project are eligible to attend the school. (Active enrollment is based upon the discretion of the 4-H leader and Extension agent.)

VIII-B.2.b. Four-H members with “intermediate or advanced level” showing experience are invited to submit an application to participate. Applications are available on the N.C. 4-H Horse Program Website [Equine Husbandry | NC State Extension](#).

Applications will be reviewed by a selection committee appointed by the Extension horse specialist Office. Candidates will be evaluated based on prior show experience and success as described in the written applications. Interested 4-H members are encouraged to submit complete applications that adequately document their show ring riding ability with indications of continual success.

VIII-B.3. Event Routine

VIII-B.3.a. Four-H members may participate in one of the following schools:

- (1) Western N.C. 4-H Horsemanship School. It will be held in conjunction with the Western N.C. 4-H Horsemanship Camp at the Western Agricultural Facility in Arden, N.C. The Western N.C. 4-H Horse Council will conduct this school. Contact Extension Horse Husbandry at N.C. State University for additional information.
- (2) Central NC 4-H Horsemanship School. The session will be held at the Gov. James B. Hunt Horse Complex in Raleigh, N.C. The office of Extension Horse Husbandry at N.C. State University (919-515-5784) will coordinate this school. The sessions will be taught at an advanced level.
- (3) Four-H members are permitted to register for only one riding discipline at a location. The following training sessions will be provided at each location:

Discipline	Raleigh	Fletcher	Days Taught
Western	Advanced	Intermediate/Advanced	2

Hunt Seat	Advanced	Intermediate/Advanced	2
Dressage	Not Offered	Intermediate/Advanced	1

(4) Riding sessions will be held concurrently. A copy of the Central and Western N.C. Horsemanship School schedules will appear annually in the N.C. 4-H Horse Program Calendar of Events found on the N.C. State University Extension Horse Husbandry Website: [Equine Husbandry | NC State Extension](#)

VIII-B.3.b. Participants must have sole access to an acceptable horse that they have actually shown.

VIII-B.3.c. Horses and ponies must be sound and in good physical condition. Horses exhibiting unsoundness or severe behavioral problems will be sent home.

VIII-B.3.d. Each 4-H member must be accompanied by a parent or adult volunteer leader throughout the school. Each adult may serve as a chaperone for more than one youth, but must be available during school hours from 8 a.m. to 5 p.m. and during the evening session (7 to 9 p.m.). Lodging, breakfast, and dinner are on your own. Lunch will be provided for participating 4-H members and horsemanship school instructors.

VIII-B.3.e. The cost of Horsemanship School includes instruction, stalls with two bags of shavings, handout materials, and lunch daily. Participants may be required to pay a registration fee.

VIII-B.3.f. Registration applications, complete with required proof of a current negative Coggins test and registration fee, must be received prior to the advertised deadline date to be eligible for acceptance.

VIII-B.3.g. Horsemanship School participants will receive instruction with their horse in Showmanship at Halter, Equitation, Pleasure and additional events for their respective show division. Special classroom and live horse demonstrations will be held to reinforce live animal training sessions.

APPENDIX

Form TRD1. North Carolina 4-H Horse Show Adaptive Riding Division Registration Form

Form TRD2. North Carolina 4-H Horse Show Adaptive Riding Division Medical History Form

Form TRD3. North Carolina Horse Show Adaptive Riding Division Registration/Release Form

Suggested Topics or Ideas for Horse Presentations, Illustrated Talks, Public Speaking Contests or Club Meetings

Scorecard for Individual and Team Presentation Contests

Scorecard for Public Speaking Contests