Alabama 4-H State Horse Show
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# Alabama 4-H State Horse Show 2016 Schedule

## SUNDAY, JULY 10, 2016

<table>
<thead>
<tr>
<th>Time</th>
<th>Crawford Arena</th>
<th>Kiwanis Room</th>
<th>Teague Arena</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00 a.m.</td>
<td>Gates Open</td>
<td></td>
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</tr>
<tr>
<td></td>
<td>• Participants and horses welcome</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>• Stall assignments &amp; map located outside of show office</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Coggins must be checked at Crawford office upon arrival.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10:00 a.m.–3:00 p.m.</td>
<td>Reserved for drill team schooling</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• others may use practice pen</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3:00–11:00 p.m.</td>
<td>Open to all</td>
<td></td>
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</tr>
<tr>
<td></td>
<td>• Drill teams wishing to school must work it out with the others wanting to use the arena at this time.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• An announcement will be made when drill team schooling time is up.</td>
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<td></td>
</tr>
</tbody>
</table>

## MONDAY, JULY 11, 2016

<table>
<thead>
<tr>
<th>Time</th>
<th>Crawford Arena</th>
<th>Kiwanis Room</th>
<th>Teague Arena</th>
</tr>
</thead>
<tbody>
<tr>
<td>5:00 a.m.–7:00 a.m.</td>
<td>Drill Team Schooling</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:30 a.m.</td>
<td>Judging Contest Registration</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8:00 a.m.</td>
<td>Judging Contest Begins</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Classes 1 &amp; 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1:00 p.m.</td>
<td>Horse Bowl Registration</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1:30 p.m.</td>
<td>Horse Bowl Begins</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Classes 3 &amp; 4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5:00 –6:30 p.m.</td>
<td>Drill Team school (if time allows)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7:00 p.m.</td>
<td>Drill Team Competition</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Class 30</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Awards announced after competition</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11:00 p.m.</td>
<td>Lights Out</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## TUESDAY, JULY 12, 2016

<table>
<thead>
<tr>
<th>Time</th>
<th>Crawford Arena</th>
<th>Kiwanis Room</th>
<th>Teague Arena</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:30 a.m.</td>
<td></td>
<td></td>
<td>Hippology Contest Registration</td>
</tr>
<tr>
<td>8:00 a.m.</td>
<td></td>
<td></td>
<td>Hippology Contest Begins</td>
</tr>
</tbody>
</table>
### Wednesday, July 13, 2016

<table>
<thead>
<tr>
<th>Time</th>
<th>Crawford Arena</th>
<th>Teague Arena</th>
<th>Garrett Coliseum</th>
</tr>
</thead>
<tbody>
<tr>
<td>6:00–9:30 a.m.</td>
<td>Schooling Over Fences</td>
<td>9:00 a.m.–5:00 p.m.</td>
<td>6:00–8:30 a.m.</td>
</tr>
</tbody>
</table>
| 10:00 a.m. | Hunter Division:  
  • Classes 46-54 | | 9:00 a.m. | Western Divisions  
  • Classes 64–80 |
| 3:00 p.m. | Speed division:  
  • Classes 82–89 | | 8:00 p.m. | Social |
| 11:00 p.m. | Lights Out | | 11:00 p.m. | Lights Out |

### Thursday, July 14, 2016

<table>
<thead>
<tr>
<th>Time</th>
<th>Crawford Arena</th>
<th>Teague Arena</th>
</tr>
</thead>
</table>
| 8:00 a.m. | Ranch Horse Division:  
  • Classes 90-94  
  • Western Division:  
  • Class 81only  
  • Saddle Horse Division:  
  • Classes 55–63 | 8:30 a.m. | Passive Educational Classes, in place |
| 6:00 p.m. | Announce High Point Buckle Winners at conclusion of competition  
  • (Educational, Hunt Seat, Saddle Horse, Western & Timed Events) | 4:00–6:00 p.m. | Classes Removal |
| 10:00 p.m. | Lights Out | | |

### Friday, July 15, 2016

<table>
<thead>
<tr>
<th>Time</th>
<th>Crawford Arena</th>
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</thead>
<tbody>
<tr>
<td>9:00 a.m.</td>
<td>Ranch Division (cattle events): Classes 100, 95–99</td>
</tr>
</tbody>
</table>
| 2:30 p.m. | Announce High Point Buckle Winners at conclusion of competition  
  (Times are subject to modification to accommodate unforeseen circumstances and in all cases the ongoing event will be concluded before the start of another event.) |
| 5:00 p.m. | All horses and trailers must leave by this time |
**ACTIVE EDUCATIONAL CONTESTS**

**HORSE JUDGING CONTEST**
1. Horse Judging Contest—Junior
2. Horse Judging Contest—Senior*

**HORSE QUIZ BOWL**
3. County Quiz Bowl—Junior
4. County Quiz Bowl—Senior *

*NOTE: Any County with 3 or more entrants in either Classes 1, 2, 3, and 4 will automatically have a county team.*

**HIPPOLOGY CONTEST**
5. Hippology Contest—Junior *
6. Hippology Contest—Senior *

**PUBLIC SPEAKING CONTEST**
7. Public Speaking—Junior *
8. Public Speaking—Senior *

**INDIVIDUAL PRESENTATION CONTEST**
9. Individual Presentation—Junior *
10. Individual Presentation—Senior *

**TEAM PRESENTATION**
11. Team Presentation—One Division*

**PASSIVE EDUCATIONAL CONTEST**

**ART WORK**
12. Art Work—Junior
13. Art Work—Senior

**ARTISTIC EXPRESSION**
14. Artistic Expression—Junior
15. Artistic Expression—Senior

**CREATIVE WRITING**
16. Creative Writing—Junior *(deadline for submission of entries in Class 16 is June 1, 2016)*
17. Creative Writing—Senior *(deadline for submission of entries in Class 17 is June 1, 2016)*

**MODEL HORSE**
18. Model Horse Scene—Junior
19. Model Horse Scene—Senior
PHOTOGRAPHY
20. Photography-Black-and-White-Junior
21. Photography-Black-and-White-Senior
22. Photography-Color-Junior
23. Photography-Color-Senior
24. Photo Picture Story- (2 or more photographs) - Junior
25. Photo Picture Story- (2 or more photographs)- Senior
26. Altered Photography-Junior
27. Altered Photography-Senior

POSTER CONTEST
28. Consumer Choices Poster Contest—Junior
29. Consumer Choices Poster Contest—Senior

DRILL TEAM DIVISION
30. Drill Team Competition
   • NOTE: There must be a minimum of 3 teams entered in one Drill Team class, or competition will be canceled!

HUNT SEAT DIVISION & DRESSAGE
31. Hunter Type Mares (14.2 Hands and under)*
32. Hunter Type Mares (over 14.2 Hands)*
   • Champion Hunter Type Mare (Classes 31 & 32 competing)
   • Reserve Champion Hunter Type Mare
33. Hunter Type Geldings (14.2 Hands and under)*
34. Hunter Type Geldings (over 14.2 Hands)*
   • Champion Hunter Type Gelding (Classes 33 & 34 competing)
   • Reserve Champion Hunter Type Gelding
35. Hunt Seat Showmanship – Junior
36. Hunt Seat Showmanship – Senior*
37. Dressage – Open Division. 2015 Training Level Test 3 will be used*
38. Dressage – Open Division. 2015 First level Test 3
39. Dressage – Open Division. 2015 Freestyle Training Level*
40. English Walk-Trot (Equitation) – Juniors Only
   • NOTE: Designed for beginner rider and horse/rider combination is not eligible to compete in other Riding Classes, except Class 79 and halter/showmanship classes.
41. Hunter Pony Pleasure - (Ponies 14.2 Hands and under) Not eligible for Classes 44, 45, 73, & 74*
42. Hunter Under Saddle – Junior
43. Hunter Under Saddle – Senior*
44. Hunt Seat Equitation on the Flat - Junior
45. Hunt Seat Equitation on the Flat – Senior*
46. Hunter Hack – Junior Division (Jumps will be 2 feet)
47. Hunter Hack – Senior Division (Jumps will be 2 feet)*
48. Open Jumping – One Division (Jumps may exceed 3 feet)
49. Hunt Seat Equitation Over Fences – Junior Division (Jumps will not exceed 2 ½ feet)
50. Hunt Seat Equitation Over Fences – Senior Division (Jumps will not exceed 2 ½ feet)*
51. Pony Working Hunter-One Division (Jumps will not exceed 2 ½ feet)*
   • NOTE: (Ponies entered in Class 51 cannot enter Class 52)
52. Working Hunter – One Division (Jumps will not exceed 3 feet)*
   • NOTE: (Ponies entered in Class 52 cannot enter Class 51.)
53. Hunt Seat Trail—Junior
54. Hunt Seat Trail—Senior*

**SADDLE HORSE DIVISION**
55. Saddle Horse Trail—One Division
56. Saddle Horse Type Mares*
57. Saddle Horse Type Geldings*
58. Saddle Horse Showmanship—One Division*
59. Pony Saddle Horse Pleasure (Not eligible for Classes 60 and 62)
60. Saddle Horse Pleasure (Trotting)*
61. Saddle Horse Equitation (Trotting)*
62. Saddle Horse Pleasure (Non-Trotting) - Built-Up shoes permitted*
63. Saddle Horse Equitation (Non-Trotting) - Built-Up shoes permitted*

**WESTERN DIVISION**
64. Stock-Type Pony – Mares (14.2 hands and under) - All Ages*
65. Junior Mares - 3-yr-old and under*
66. Senior Mares - 4-yr-old and older*
   • CHAMPION STOCK-TYPE MARE (Classes 64, 65, & 66 competing)
   • RESERVE CHAMPION STOCK-TYPE MARE
67. Stock-Type Pony Geldings - (14.2 hands and under) - All Ages*
68. Junior Geldings - 3-yr-old and under*
69. Senior Geldings - 4-yr-old and older*
   • CHAMPION STOCK-TYPE GELDING (Classes 67, 68, & 69 competing)
   • RESERVE CHAMPION STOCK-TYPE GELDING
70. Western Showmanship - Junior Division
71. Western Showmanship - Senior Division*
72. Pony Western Pleasure (Ponies 14.2 hands and under) Not eligible for 42, 43, 73 & 74*
73. Western Pleasure - Junior Division
74. Western Pleasure - Senior Division*
75. Western Horsemanship (Equitation) - Junior Division
76. Western Horsemanship (Equitation) - Senior Division*
77. Reining – One Division (AQHA Reining Pattern 7 will be used)*
78. Western Riding – One Division (AQHA Western Riding Pattern I will be used)*
79. Western Walk-Trot (Equitation) – JUNIORS Only
   • NOTE: Designed for beginner rider and horse/rider combination. Participants may enter class 40 and all halter and showmanship classes.
80. Western Trail- Junior Division
81. Western Trail- Senior Division*

**SPEED EVENTS DIVISION**
82. Arena Race - Junior
83. Arena Race – Senior*
84. Barrels - Junior
85. Barrels - Senior *
86. Pole Bending - Junior
87. Pole Bending – Senior*
88. Stake Race - Junior
89. Stake Race - Senior *

**RANCH DIVISION**

90. Ranch Ground Handling – Open*
91. Ranch Trail–Junior
92. Ranch Trail–Senior *
93. Ranch Riding – Junior (AQHA Ranch Riding Pattern 3 will be used)
94. Ranch Riding–Senior (Pattern will be released 1 hour before show time)*
95. Breakaway Roping – Junior
96. Breakaway Roping – Senior*
97. Dally Team Roping – Seniors only*
98. Boxing – Junior
99. Boxing – Senior*

100. Cutting – Seniors only (there must be a minimum of 10 competitors entered in the cutting class, or competition will be canceled) *

*Indicates classes that qualifies a winning horse/rider combination for the Southern Regional 4-H Horse Championships, July 26–31, 2016 in Perry, GA.
Alabama 4-H State Horse Show
Changes and Updates

1. Everyone must register via 4HOnline at the following link: www.alabama4h.com/events. Signed (entering your name electronically is accepted as a signature) and completed entry forms, all fees and a copy of the current Coggins test that will not expire before July 20, 2016 are due by June 1, 2016. No exceptions or time extensions will be made if payments are not made on time. If you need help with registration, please use the tipsheet also located at www.alabama4h.com/events.
   - Fees may be paid online OR mailed. However, online payments are encouraged.
   - If you choose to not pay online, please make all checks out to ACES. Checks are due to Courteney Holland, 210 Upchurch Hall, Auburn University, AL 36849.
   - Please submit the following by June 1, 2016:
     - A completed registration consists of registering through 4HOnline (registration entry, uploaded or mailed Coggins Certificate, and agreement to all policies and procedures) and payment of your fees. All items need to be completed / mailed BY June 1.
     - Applicable entry fees. The entry fee for each class (involving an equine animal) is $20.
     - Stall fees or grounds fees (For day users who do not request a stall). Stall fees are $55 and grounds fees are $40.
     - There will be an additional cattle charge of $15 per cattle class entry per individual.
     - Copy of the current Coggins Test (with expiration date after July 20, 2016) of the animal(s) entered. Please mail a copy of the Coggins test to Courteney Holland. There is an option to upload the Coggins Test online, but the official certificate still needs to be presented at the show.
     - Creative Writing entries, (Classes 16 & 17)

2. Stalls: stall preferences must be indicated on the registration form (i.e. what club/person you would like to be assigned beside, how many tack stalls, etc.). We will do our best to honor these preferences, but there is no guarantee if instructions are not clear. Stalls will come with 2 bags of shavings. The stall fee is $55. It is the responsibility of the participants to purchase extra shavings if needed. There will be flyers posted with the contact information of the nearest store with shavings. There will be a stall manager to unlock stalls for the participants as they arrive.

3. Do not park vehicles in or near barn aisles! This is dangerous! Garrett Coliseum has zero tolerance for this.

4. Our photographer, Jeff Homan, will be in Teague Arena taking pictures. Please remember to have your picture taken after the completion of your class!

5. Exhibitors may enter the same horse in both Western Trail and Ranch Trail.

6. The Western Division, Speed Division and social has been moved to Garrett Coliseum arena.

7. There is an entire section including literature on proper bits, which follows AQHA and USEF guidelines. Everyone is subject to a random bit check if the judge feels it is necessary (for example, if a bit appears to be too severe). However, mandatory bit checks will be performed for all dressage competitors.

8. There will be a pattern book available for all events that require a pattern. One of the patterns included in the book will be chosen for the respective class. The chosen pattern will be posted at the registration office one hour before competition.
   - The dressage patterns for this year:
     - 2015 Training Level Test 3
     - 2015 First Level Test 3
     - 2015 Freestyle Training Level (included in the pattern book).

9. The Drill Team Competition (freestyle) has been condensed into one class. Multiple clubs from each county are allowed to compete as well as up to two teams from one club in drill team competition only. The teams must consist of 4 to 12
riders. It is encouraged to compete as one team from one club, but it is not mandatory.

- Please keep in mind that young and/or beginner competitors may be competing against experienced and/or older teams. This is not to discourage beginners. This is to get them prepared. Also, there is not enough teams to have 2 separate classes. This may change in the future if more teams show interest

- Drill team schooling sessions must be scheduled by June 1st, 2016. Please request the time slot for which you plan to school on the registration form. A confirmation e-mail will be sent out with finalized times. Please understand that the time you request may be slightly different from the time you’re assigned. It is recommended to communicate with other team leaders to confirm times before making your request.

- Sunday Schooling: 10:00 a.m. to 3:00 p.m. (arena is open to drills teams only at this time)
  - Other participants may begin schooling after 3 p.m.
  - If there is not a drill team schooling session scheduled during the time allotted, other participants may school until the next scheduled drill team schooling session.

10. The Horse Quiz Bowl Contest competitors will be chosen by the quiz bowl officials based upon results of the written exam.

- In addition, competitors are strongly encouraged to wait until the question is read completely before they answer.

11. There is now a point system chart available in the rulebook. Once scores are entered and placings are determined, the chart will be used to award points to competitors as we go along. This is included in the manual so that everyone can keep track and understand how the system works. Scoring system will follow AQHA and USDF guidelines.

12. There will be a stall decoration contest for each club and/or county. This is only for fun (not mandatory that each county/club participate), but winners will receive a ribbon!

13. Any decorations used must meet fire code standards of Garrett Coliseum. Decorations must not interfere with the accessibility of horses in stalls in the event of an emergency (every second counts)!

14. Campers/RV spots and hook-up reservations should be completed through Garrett Coliseum. Expect to pay a $35 fee directly to Garrett Coliseum. You must register over the phone (334-356-6865).

15. The helmet policy, i.e., all mounted riders must wear an approved ASTM/SEI helmet, will be enforced. This includes all mounted pictures taken at the picture backdrop, or anywhere else on the Garrett Coliseum Complex. Helmets are mandatory at the Southern Regional 4-H Horse Show.

16. The P.A. System is just a courtesy! Competitors must be at the arena ON TIME! Punctuality is the responsibility of the competitor and their team leader. We will not accept riders who arrive late to their ride times.

17. Each rider must notify the show office if there are any potential conflicts during the horse show so the participant's ride time or order of go can be adjusted.

18. Some old, but still very important items to remember include:
   - No dogs/pets will be allowed at the horse show (it is recommended to leave them at home).
   - Golf carts and bicycles are the only transportation device allowed other than trucks. No ATVs or any other personal transportation devices will be allowed on the grounds.
   - No illegal drugs or alcoholic beverages will be allowed on the grounds.
   - The Registration Office (Crawford Arena) will keep posted hours only.
   - Any 4-H member (whether they own a horse or not) is eligible to compete and should be encouraged to participate in the Educational classes.

19. A class sponsorship form is included. Each county with 4-H members participating in the show should obtain one or more class sponsorships. This is intended as an activity to encourage 4-H members to develop leadership skills as well as an interest in locally owned equine industry-related businesses.
ELIGIBILITY OF PARTICIPANTS & HORSES:

1. Competition is open to active members of a chartered Alabama 4-H Club that has experiential learning in regularly scheduled and planned meetings. Participation is limited to those members who are actively participating in the 4-H Program and have been a member for a minimum of 90 days. Alabama 4-H provides for 10 years of 4-H Club membership for youth ages 9 through 18.

The Alabama 4-H club year begins on August 1 and ends on July 31. Age eligibility is based on the age of the youth prior to January 1 of the Alabama 4-H club year. To be eligible for 4-H, the youth must be 9 years old and not older than 19 years old prior to January 1 of the Alabama 4-H club year. The Alabama 4-H Age and Eligibility Chart will help families, volunteers, and staff to determine the divisions of 4-H Membership.

2. CODE OF CONDUCT: All participants will be expected to follow the 4-H Code of Conduct.

3. COMPOSITION OF TEAMS: All members of a Junior Team must be age eligible for the Junior Division. All members of the Senior Team must be age eligible for the Senior Division. No team will consist of a combination of both Jr. and Sr. members unless competing in the Drill Competition.

4. MULTIPLE TEAMS PER COUNTY: If a county has two or more distinct 4-H clubs/teams, each having a separate volunteer leader and club charter, and practicing at different times, then multiple teams from a county are permitted.

5. REPEAT WINNERS: Jr. Division: Members on Junior Division Winning Teams are encouraged to continue their participation in the event in subsequent years that they remain age eligible for the Junior Division. This may result in an entire or partial team competing in Juniors for five (5) years regardless of their placing. Positive youth development programs promote mastery. Junior division members are gaining mastery.

6. SENIORS: It is deemed that members on Senior Division Winning Teams and/or represent Alabama at a national contest have demonstrated mastery and therefore cannot participate in the same contest in the same age division. Exceptions to this guideline are allowed if event officials have justification for stating that mastery has not been achieved by the winning team members. It should be noted that some national contest rules prevent the same contestants to return in subsequent years.

7. SPECIAL NEEDS: 4-H members with “Special Needs” are requested to provide documentation to Courteney Holland by JUNE 1, 2016 at 110 Upchurch Hall, Auburn University, AL 36849-5625; email, cem0022@auburn.edu; phone 334-844-1559. Evaluation of requests will then be acted upon in an appropriate fashion.

8. OWNERSHIP/LEASE AGREEMENTS: Ownership of the equine project animal(s) must be by the 4-H member or an immediate family member, which includes siblings, parents/guardians or grandparents. In all cases the ownership/lease deadline is June 1, 2016. However, the Alabama 4-H Equine Program accepts a lease agreement, with a non-family member, which must be established by June 1, 2016. In either case, the 4-H member is expected to be the primary caretaker and trainer of the animal. Joint ownership or joint leasing of an equine by siblings is allowed with the understanding that no animal may be shown more than once in any given class. However, in NO case, may a horse being shared/leased by non-siblings be eligible for the 4-H Southern Regional except in the first class the horse/rider qualifies in.

9. STALLIONS: Stallions are NOT eligible for exhibition in 4-H horse show events.

10. PONIES: Equine measuring 58” (14.2 hands) or less are classified as Ponies at the Alabama State 4-H Horse Show. Ponies entered in any Pleasure Class will be measured at time of checking Coggins test papers and before Exhibitor Numbers will be handed out. Large Ponies (at least 52” or 13 hands) are eligible for all classes and must show either as a “regular” Pleasure horse or Pony Pleasure, but may NOT show as both. Small ponies (less than 52” or 13 hands) are eligible for all classes except the “regular” horse Pleasure Classes and Working Hunter. If the 4-H member rides a small pony (less than 52” or 13 hands) and chooses to enter a Pleasure Class, the member MUST compete in the appropriate Pony Performance Class. Ponies entered in Pony Working Hunter may not enter Working Hunter.
ENTRY REQUIREMENT

1. Everyone must be a registered 4-Her in 4HOnline with basic information and class entries via the following link: al.4honline.com. Signed (entering your name electronically is accepted as a signature). It is mandatory that every 4-Her be registered in 4HOnline. Complete enrollment and registration through 4HOnline as well as payment (online or mailed), and a copy of the current Coggins test-mailed or uploaded- (must not expire before July 20, 2016). If mailing items, please send to Courteney Holland, 210 Upchurch Hall, Auburn, AL 36849 due by June 1, 2016. You may pay online via 4HOnline or mail in the entry fee with the rest of the required paperwork by June 1, 2016. No exceptions or time extensions will be made if payments are not made on time.

2. ENTRY FEES: A fee of $20 for each class (Classes 30 to 100) entered will be charged. Fees are payable with completed and signed entry form. There is an additional $15 cattle charge per cattle event entry per individual (breakaway roping, dally team roping, boxing, and ranch sorting). There is NO entry fee for Educational classes (Classes 1-29).

3. NUMBER ELIGIBLE FOR ENTRY: Each exhibitor is allowed to exhibit/ride only one entry per class, regardless of number of entries made. A 4-H member may exhibit in only ONE Halter or Conformation class, per horse.

4. STALL FEES: Each stall (including tack stalls), regardless of length of time used, cost $55. Stall fees must be paid with entry fees. Club stall assignments will be posted on a master sheet at the registration office.

5. NON-STALLED EQUINE: Each equine brought onto the Garrett Coliseum Complex for competition that does not use or require a stall will be assessed a Grounds Fee of $40. Payable with entry by June 1, 2016.

6. COGGINS TEST: The original official certificate (with expiration date after July 20, 2016) showing a negative Coggins Test is required on all equine that come onto the Garrett Coliseum Complex during the Alabama State 4-H Horse Show. This test must have been conducted within the previous 365 days of the date of being on the Garrett Coliseum Complex for the 2016 Alabama State 4-H Horse Show. The original certificate must be presented at the show. Coggins tests papers MUST be examined and animal inspected before Exhibitor Numbers will be handed out. The animal’s show name and/or “nickname” as indicated on the Entry Form and the name on the Coggins certificate must match. You must mail a copy of the certificate with your registration by June 1, 2015. The original copy of the Coggins Test MUST be brought to the Garrett Coliseum the day of your event(s).

7. SUBSTITUTIONS: Substitutions of animals or entries are NOT ALLOWED. As stated in the objectives of this program, it is the desire of all the Alabama 4-H Animal Science/Equine programs that youth work with their animals for an appropriate time before showing or exhibiting in 4-H competition.

8. ARRIVAL & DEPARTURE TIMES: The Garrett Coliseum grounds will open for 4-H competitors and equine at 9 a.m. on Sunday, July 10, 2016. Earlier arrivals MUST be arranged for in advance!!! Competitors and equine must vacate the Garrett Coliseum Complex by 5 p.m., Friday, July 15, 2016.

STALL MANAGEMENT

1. STALL ASSIGNMENTS: Stall assignments will be by club and county. Grouping of clubs and/or county MUST be requested in writing by all involved clubs. Any other arrangements desired must be made in writing (by ALL involved 4-H members) by June 1, 2016.

2. STALL CARDS: A stall card identifying the animal, the owner, the temporary residence in Montgomery with phone number or cell phone number should be posted on each animal’s stall during the show. Free stall cards are available at the registration office. This information should be made available upon arrival at the Garrett Coliseum Complex.

3. BEDDING: Two bags of shavings will be provided per stall (included in stall fee). If more shavings are needed, it is the contestant’s responsibility to purchase them. Wood shavings are the only bedding allowed.

REFUNDS AND EMERGENCIES:

1. FEE REFUND POLICY: Refunds will be considered under the following policy:
   - Appropriate documentation provided by a physician in the event of injury to the 4-H member.
   - Appropriate documentation provided by a veterinarian in the event of injury to the horse.
   - If requested in writing prior to 1 p.m., Friday, July 8, 2016, full refunds will be made.
   - If requested after 1 p.m. Friday, July 8, 2016, partial refunds will be considered.
After 1 p.m. Friday, July 8, 2016, NO stall refunds will be considered.
In no case will requests be honored for individual class refunds during the show.

2. CANCELLATION OF CLASSES OR OTHER ISSUES AFFECTING THE SHOW: Show management reserves the right to make adjustments to the schedule, procedures, and protocols and to make cancellations as deemed necessary or appropriate.

3. EMERGENCY MEDICAL TREATMENT: An EMT will be on the grounds (during competition) for the duration of the 2016 Alabama State 4-H Horse Show.

4. LIABILITY: The Liability Release Statement, which is part of the Entry form, must be completed accurately.

HORSE SHOW/ARENA

1. JUDGE’S AUTHORITY: The judge’s decision is final in all cases affecting the merits of the equine and/or the equine/rider combination. The judge has the authority to require the removal or alteration of any piece of equipment or clothing that, in the judge’s opinion, would give an animal or rider an unfair advantage. Individual workouts in any class will be at the discretion of the judge.

2. THE P.A. SYSTEM: used to help the show move as smoothly as possible, BUT IT IS ONLY A COURTESY. It is the responsibility of the contestants to know when they are required to be in the make-up area or arena. Not hearing or understanding gate calls, etc. is NOT an excuse for missing one’s order of work or class.

3. DRESSAGE: Dressage will be conducted under USEF rules. Dressage competitors must be ready and present 10 minutes ahead of their ride time.

4. WALK/TROT CLASSES: The Walk/Trot classes are for Junior 4-H members only. This is a beginner rider class for the 4-H member. These competitors are ineligible to enter certain classes (please refer to the class list for ineligible classes).

5. BUILT-UP SHOES: The use of built-up shoes is not permitted, except in the Saddle Horse Classes. Therapeutic pads are permitted when accompanied by a veterinarian’s statement.

6. BOOTS: Bell boots are permitted in timed events, open jumping and Drill Team competition. Splint boots or galloping boots are allowed in reining, western riding, open jumping, timed events and Drill Team competition. Boots are NOT allowed in any other classes. Leg wraps or Polo wraps are not allowed in any class.

7. JUMPS: Jumps used in the Hunter Hack will be 2 feet. The jumps used in the Equitation Over Fences and Pony Working Hunter will not exceed 2½ feet in height. Working Hunter will not exceed 3 feet in height. Jumps used in Open Jumping may exceed 3 feet in height.

8. JUMP SCHOOLING: An opportunity to school over jumps will be provided on Wednesday, July 23, beginning at 6 a.m. Schooling sessions will be by assigned times only. Five 4-H members, at a time, will be allowed to school for seven minutes. The 4-H member must be wearing a helmet, appropriate footwear, and an exhibitor number to gain entrance into the arena for schooling. Ponies will be grouped into the same schooling session. 4-H members are encouraged to provide, share and use Jumps brought from home.

9. DRILL TEAM SCHOOLING: An opportunity for Drill Teams schooling will be provided on Sunday, July 10 from 10 a.m. – 3 p.m.. Please email Courteney Holland at cem0022@auburn.edu to sign up for your ride time. You are allowed 30 minutes each schooling session. Depending on availability, drill teams may school twice on Sunday. Drill teams may also school Monday morning, July 11, from 5 a.m. to 7:30 a.m. Schooling session slots on Monday morning are limited, so sign-up is also required for this additional session. Drill team sign up is mandatory and in addition to your drill team coach emailing Courteney Holland your team’s time slot, each rider’s interest in schooling must be indicated on the registration form. We understand that circumstances change, so please email Courteney if your team is not able to school by Friday, July 8th at 1 PM as it is unfair for another team to be inconvenienced. The 4-H member must be wearing a helmet, appropriate footwear, and an exhibitor number to gain entrance into the arena for schooling.

10. STARTING LINE: Performance and Timed Event entrants must report to the starting line within one minute of the time they are first called. The assistant must not cross the arena gate for the time to be allowed. No assistance can be given in the arena. Only the judge, ring steward, and timekeepers may be allowed in the arena. Gates will be closed after equine/rider combination enters the arena. Timed Events riders will begin at a defined starting point. When the rider begins a run in Speed Events, the arena gate will be open unless the exhibitor requests the arena gate to be closed.

11. PADDOCK AREA: No one will be allowed in the Paddock Area except Paddock Committee Members and participating 4-H members.
12. **PROTESTS**: Protests must be submitted to the announcer or manager of the show. Protests must be submitted in writing by the 4-H member filing the protest and accompanied by $50 cash. The exhibitor or animal and the reason for the protest being filed must be designated. Protests will not be accepted unless they are made prior to the official results being announced. Protests will be made with the understanding that the protested animal's name will be made public, and if the Rules Committee does not uphold the protest, the $50 cash will become the property of the State Show. If the protest is valid, the $50 cash will be returned to the 4-H member filing the protest.

13. **NON-ENTERED EQUINE**: All non-entered equine must pay a Stall fee of $100 and must be identified with show management, prior to unloading, and must be marked in a manner that makes them readily identifiable as a non-4-H Horse Show entry. This identifying character must be either a mark by a livestock marking stick/paint or a commonly used livestock "back tag." All non-entered equine are required to have a current Negative Coggins Test.

14. **DRUGS**: Chemical stimulants, depressants, and caustic agents are prohibited and can result in disqualification. All equine are subject to testing. Exhibitor of an animal testing positive will be ineligible the following year.

15. **INHUMANE TREATMENT**: No person shall exhibit any equine that appears to be sullen, dull, lethargic, emaciated, drawn, or overly tired. No person on show grounds, including but not limited to barns, stalls, practice area and show arena, may treat an animal in an inhumane manner, which includes, but is not limited to:
- Placing an object in an animal's mouth so as to cause undue discomfort or distress.
- Tying an animal in a manner as to cause undue discomfort or distress in a stall, trailer or when lunging or riding.
- Letting blood from an equine.
- Use of inhumane training techniques or methods.
- Use of inhumane equipment, including but not limited to sawtooth bits, hock hobbles, tack collars, tack hackamores, wire head stall or wire curb straps.
- Any item or appliance that restricts movement or circulation of the tail.
- Intentional inhumane treatment which results in bleeding.

16. **RULES COMMITTEE**: Situations not covered by Alabama 4-H Horse Show Rules will be ruled on by the Rules Committee.

**MISCELLANEOUS**

1. **PHOTOGRAPHS**: A professional show photographer will take photographs of each class winner, high point winners and educational contest winners. The Alabama Cooperative Extension System will assist in enhancing the publicity of the 2016 Alabama State 4-H Horse Show. Winners of classes supported by an outside sponsor may have their winner's photograph taken with the sponsor, if the sponsor desires. **HELMETS MUST BE IN-PLACE FOR ALL MOUNTED PICTURES.**

2. **CAMPER**: RV or Camper hookups are available, first come-first served. Fees are $35 per night (subject to change, based on updated Garrett Coliseum Redevelopment policy) for whatever services hooked into, including the use of only electricity to a camper or trailer. Fees are payable in registration office at Crawford Arena. Campers will be issued a placard that is to be placed in a visible space to signify how many days' services have been paid for. Campers with no place card in place are subject to having services shut off.

3. **VENDORS**: Vendors are encouraged to support the 2016 Alabama State 4-H Horse Show. Vendor fee is $300. Please contact Courtney Holland at 333b Upchurch Hall, Auburn University, AL 36849-5625; email, cem0022@auburn.edu; phone 334-844-1563 or fax 334-844-1519, for more information.

4. **FARRIER & VETERINARIAN**: A farrier and vet will be on call! Their information and emergency contacts will be released two weeks before the show.

5. **SUBSTITUTIONS**: Substitutions of animals or entries are NOT ALLOWED. As stated in the objectives of this program, it is the desire of all the Alabama 4-H Animal Science/Equine programs that youth work with their animals for an appropriate time before showing or exhibiting in 4-H competition.

6. **ARRIVAL & DEPARTURE TIMES**: The Garrett Coliseum grounds will open for 4-H competitors and equine at 9 a.m. on Sunday, July 10, 2016. Earlier arrivals MUST be arranged for in advance!!! Competitors and equine must vacate the Garrett Coliseum Complex by 5 p.m., Friday, July 15, 2016.
The Alabama State 4-H Horse Show will be held on July 11-15, 2016 at the Garrett Coliseum Complex in Montgomery. If you or your club, business, or farm would like to sponsor a class at this statewide 4-H equine event, please fill out the following form.

Class sponsorships are $50.00. Feel free to sponsor more than one class. Class sponsors will be listed in the show program, if sponsorships received and paid for prior to June 15, 2016.

ONLY ONE CLASS PER FORM, PLEASE PRINT!
SPONSOR’S NAME (As you wish it to appear in the show program)

NAME/BUSINESS:____________________________________________________________________________________
STREET ADDRESS:____________________________________________________________________________________
CITY/STATE/ZIP: _____________________________________________________________________________________
DAYTIME PHONE: (_____)__________________________

1ST CHOICE CLASS (see attached list): _____________________________________________________________________

2ND CHOICE CLASS: ___________________________________________________________________________________

If these classes are already sponsored, may we substitute any non-sponsored class?

☐ YES ☐ NO

Signature__________________________________ Date________________________________

________________________________________________________________________________________________

Mail completed form along with fee(s) to Courteney Holland, 210 Upchurch Hall, Auburn University, AL 36849.
Alabama 4-H State Horse Show Awards

1. To be eligible for horse/rider high point award, contestants must compete in one or more education events/contests, i.e., classes 1 to 29, Except Classes 5 & 6 (County Quiz Bowl Team).
2. All high point winners will receive a belt buckle and $50.00.
3. To be eligible to win multiple Horse/Rider High Point Belt Buckles, a 4-H member must compete in both an active (Classes 1 to 4 and Classes 7 to 11) and a passive (Classes 12 to 29) Educational Event/Contest. The first Belt Buckle awarded must be accepted!
4. Points are awarded on horse/points are awarded on horse/rider basis, i.e., each horse/rider combination is a separate and distinct entry that accumulates points.

- **Educational Division**- High Point Junior & Senior
  - Hippology Contest
  - Horse Judging
  - Public Speaking
  - Ind. Presentation
  - Team Presentation
  - Art Work
  - Artistic Expression
  - Creative Writing
  - Model Horse
  - All Photography Classes
  - Poster Contest

- **Saddle Horse Division**- High Point Junior & Senior
  - Saddle Type Mares
  - Saddle Type Geldings
  - Saddle Horse Showmanship
  - Saddle Horse Pleasure (trotting and non-trotting)
  - Saddle Horse Equitation (trotting and non-trotting)

- **Hunt Seat Division**- High Point Junior and Senior
  - Hunter type mares
  - Hunter Type Geldings
  - Hunter Showmanship
  - Hunter Under Saddle
  - Hunt Seat Eq. on the Flat
  - Hunter Hack
  - Hunt Seat Eq. over Fences
  - Working Hunter
  - Dressage Training Level & First Level

- **Timed Events Division**- High Point Junior and Senior
  - Arena Race
  - Barrels
  - Pole Bending

- **Western Division**- High Point Junior and Senior
  - Junior Mares
  - Senior Mares
  - Junior Geldings
  - Senior Geldings
  - Western Showmanship
  - Western Pleasure
  - Western Horsemanship
  - Western Reining
  - Western Riding
  - Western Trail

- **Ranch Division**- High Point Junior and Senior
  - Ranch Riding
  - Ranch Trail
  - Breakaway Roping
  - Dally Team Roping
  - Boxing
  - Cutting
1. Hippology Team
   • First Place Junior Hippology Team - Plaque & Rosettes
   • Second Place Junior Hippology Team - Plaque & Rosettes
   • Third Place Junior Hippology Team - Plaque & Rosettes
   • First Place Senior Hippology Team - Plaque & Rosettes
   • Second Place Senior Hippology Team - Plaque & Rosettes
   • Third Place Senior Hippology Team - Plaque & Rosettes
2. Horse Judging Team
   • First Place Junior Horse Judging Team - Plaque & Rosettes
   • Second Place Junior Horse Judging Team - Plaque & Rosettes
   • Third Place Junior Horse Judging Team - Plaque & Rosettes
   • First Place Senior Horse Judging Team - Plaque & Rosettes
   • Second Place Senior Horse Judging Team - Plaque & Rosettes
   • Third Place Senior Horse Judging Team - Plaque & Rosettes
3. Public Speaking
   • Public Speaking Winners – Appropriate Award & Rosette
4. Demonstration
   • Individual Demonstration Winners – Appropriate Award and Rosette
   • Team Demonstration Winners - Cash Award and Rosette, each
5. Quiz Bowl Team
   • First Place Junior Quiz Bowl Team - Plaque & Rosettes
   • Second Place Junior Quiz Bowl Team - Plaque & Rosettes
   • First Place Senior Quiz Bowl Team - Plaque & Rosettes
   • Second Place Senior Quiz Bowl Team - Plaque & Rosettes
6. Showmanship Classes – Appropriate Award & Rosette
7. Halter Classes- Appropriate Award & Rosette
8. Performance Classes - Appropriate Award & Rosette
9. Drill Team Classes-Rosettes
**Alabama 4-H State Horse Show Point System**

<table>
<thead>
<tr>
<th>Number of Entries in Class</th>
<th>75–66</th>
<th>65–56</th>
<th>55–46</th>
<th>45–36</th>
<th>35–26</th>
<th>25–10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
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<td>PLACE</td>
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<td>POINTS</td>
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</tbody>
</table>

1. Points will be calculated by the following procedure: For classes with 25 or less contestants, each of the first ten horses placed in a class will be given one point for each horse placing below it, plus one point.
2. Educational high point winners (Classes 1 to 29, except Classes 10 & 11) will be calculated in the same manner as the horse/rider high point calculations.
3. 4-H members must participate, as an individual, in one or more educational events, i.e., Classes 1 to 29, except Class 3 & 4 (county Quiz Bowl team), to be eligible for horse/rider high point buckles and awards.
4. The Quiz Bowl is NOT considered as an educational event that qualifies a 4-H member for the high point buckle award.
5. In the event of a tie for the high point award, the following tiebreaker system will be in effect: The winner will be selected based on the highest placing in an educational event. If a tie still exists, the highest placing in a second educational event will be used to determine the winner. **Entry deadline is June 1, 2016. NO late entries will be accepted.**
Southern Regional 4-H Horse Show Championships

JULY 26 to JULY 31, 2016, PERRY, GA

Please decide before the 2016 Alabama State 4-H Horse Show if you want to and can compete at the Southern Regional 4-H Horse Show Championships. We need a commitment form those who can and will compete at the Southern Regionals.

When the winner of each qualifying class exits the ring, please report to the show office at the end of competition if you were in 1st place. If the 1st place individual does not accept the invitation then the remaining top five places will be invited beginning with 2nd place. 4-H members and their families should report to the show office to receive rules and regulations and other pertinent information, complete Southern Regional entry forms, and pay entry fees for the Southern Regional 4-H Horse Championships. Leaders and agents of committed entries should meet with Courteney Holland after announcing high point awards. For competitors not invited immediately (for example, competitors in 3rd to 5th place), please be patient. You will be notified if 1st and 2nd place have rejected their invitation. This is an invitation-only event. Competitors are not to “invite themselves.” The number of commitments will be assessed as frequently as possible, but our final number will most likely not be known until Friday at 2 p.m.

To participate in the Southern Regional Horse Championships, a horse and rider combination must qualify in an appropriate class at the Alabama State 4-H Horse Show. NOTE: In the event of only one or two entries in a “Southern Regional Qualifying Classes,” no exhibitor will automatically qualify to compete at the Southern Regional. (In this case, qualification of the horse/rider combination will be at the discretion of the Southern Regional Committee). Exhibitors and their parents or guardians should make a decision about attending the Southern Regional prior the State Show.

Confirmation of competing at the Southern Regional is needed, when the winner and 2nd place of each class exits the ring.

NOTE: NO Southern Regional entries will be accepted after 5 p.m., Friday, July 18, 2016.

Pictured: Reaves arena.
Southern Regionals will be held at the Georgia National Fairgrounds & Agricenter in Perry, GA on July 27 - 31.
TACK & ATTIRE (all classes):

1. **DRESS CODE**: All participants will be expected to follow the [4-H Dress Code](#). This will be strictly enforced.

2. **HELMETS**: Riders in **all classes** are required to wear a properly fitted equestrian helmet with a fastened chinstrap when showing or schooling. ASTM/SEI approved equestrian helmets are recommended. Chinstraps must be fastened. Helmets must be properly sized to fit the 4-H member. Improperly sized helmets are a deterrent to safety. Caps worn under helmets or ill-fitting helmets are grounds for disqualification. Bicycle helmets are NOT SEI or ASTM approved equestrian headgear. Loss of or removal of helmet before exiting the arena will result in disqualification of the 4-H member from that particular class.

3. **MARTINGALES/TIE-DOWNS**: Martingales and tie-downs are not allowed except in speed events and over-fences classes.

4. **RIDER RESTRAINTS**: No exhibitor may be tied, buckled or fastened in the saddle or stirrups in any manner or by any means during competition or while on the show grounds. This includes the use of Velcro and related products.

5. **BROKEN EQUIPMENT**: Re-rides are NOT allowed when faulty equipment is used or in the event of the loss of a shoe. Timer malfunction will result in a re-ride being awarded.

WESTERN DIVISION TACK, ATTIRE AND BITS

1. **BRIDLE**: Equine may be shown in hackamores or bridles. Acceptable hackamores, bits and curb chains are described in the current AQHA Official Handbook of Rules and Regulations.

2. **SADDLE**: Entries must be shown with a Stock Saddle. Silver equipment will not count over a good working outfit.

3. **ATTIRE**: Riders shall wear tucked-in, long sleeved Western Shirt and cowboy boots. Boots may be either pull-on or lace-up style. "Tennis-shoe style/type boots" are NOT allowed. Chaps, rope and spurs optional.

4. **ROPE** (Ranch Division) – In the event that a roping station is included, NO lariat will be provided for rider to use.

5. **The following information on western bits if for educational purposes. Random bit checks may be conducted by the judge, steward or show management if they feel it is necessary.**

   - Snaffle bits in western performance classes mean the conventional O-ring, egg-butt or D-ring with a ring no larger than 4” in diameter (100 mm). The inside circumference of the ring must be free of rein, curb or headstall attachments which would provide leverage. The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex-wrapped. The bars must be a minimum of 5/16” (8 mm) in diameter, measured one inch (25 mm) in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4” (32 mm) or less in diameter, or a connecting flat bar of 3/8” to 3/4” (10 mm to 20 mm) measured top to bottom, with a maximum length of 2” (50 mm), which lies flat in the horse’s mouth, is acceptable. Optional leather strap attached below the reins on a snaffle bit is acceptable.

   - Reference to curb bits mean there is a solid or broken mouthpiece, has shanks, and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. A description of a legal, standard western bit includes:
     - 8 1/2” (215 mm) maximum length shank to be measured as indicated in the diagram on the previous page. Shanks may be fixed or loose.
     - Concerning mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16” to 3/4” (8 mm to 20 mm) in diameter, measured 1” (25 mm) from the cheek. However, wire on the sway bars
(above the bars and attaching to the spade) of a traditional spade bit is acceptable. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs, including upward prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10 mm to 20 mm) measured top to bottom with a maximum length of 2" (50 mm), which lies flat in the horse’s mouth, is acceptable.

- The port must be no higher than 3 1/2" (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces, half-breeds and spades are standard.
- A curb bit must be used with a curb strap or curb chain properly attached so as to make contact with horse’s chin. Chain curb straps must be at least ½” in width, and lie flat against the jaw of the horse. No wire curbs, regardless of how taped or padded. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered.

WESTERN & RANCH DIVISION BITS:

1. References to hackamore mean the use of a non-mechanical flexible, braided rawhide or leather, or rope bosal, the core of which may be either rawhide or flexible cable. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered.
2. Slip or gag bits, and donut and flat polo mouthpieces are not acceptable.
3. Horses 4 years old and younger (junior horses) may be shown in a snaffle bit, hackamore, curb bit, half-breed, or spade bit.
   - Junior horses that are shown with a hackamore or snaffle bit may be ridden with two hands on the reins. The rider’s hands should be carried near the pommel and not further than 4” out on either side of the saddle horn. Rider’s hands must be visible to the judges at all times.
4. Horses 5 years old and older may only be shown in a curb bit, half-breed, or spade-bit.
   - Only one hand may be used on the reins, and hand must not be changed. When using split reins, the hand is to be around the reins, and if desired only the index finger may be between the reins.
   - In ranch classes when showing in a curb bit, reins must be held in one hand, but may be held in any manner.

SPEED EVENTS DIVISION BITS:

1. References to hackamore mean the use of either a mechanical or non-mechanical hackamore.
   - Non-mechanical: Flexible, braided rawhide or leather, or rope bosal, the core of which may be either rawhide or flexible cable.
   - Mechanical: The core may be any flexible cable, rawhide, or metal material, and must be covered with leather, soft plastic tubing, or similar material for padding
   - For either type of hackamore, absolutely no rigid material will be permitted over the nose or under the jaws, regardless of how padded or covered.
2. Slip or gag bits will be allowed provided the mouthpiece and shank requirements/limitations are met as described in the Western Division section.
3. Horses of any age may be shown with a snaffle bit.
4. Riders may use two hands on the reins regardless of type of bit and age of horse.
5. Judge or appointed equipment official may prohibit the use of bits or equipment deemed too severe.
HUNTER DIVISION TACK, ATTIRE AND BITS

1. **BRIDLE/BITS** - The bridle should suit the animal and the event. Legal bits and equipment acceptable for hunt seat, jumping and dressage are described in the current United States Equestrian Federation (USEF).

2. **SADDLE** - Hunt Seat Exhibitors must show in a Forward Seat (Hunting) or Dressage Type Saddle.

3. **ATTIRE** - Traditional style hunt coats in conservative colors, breeches (or jodhpurs) and English hunt boots (or jodhpur boots) should be worn. A stock tie, tie or choker is required. Hair should be neat and contained. Unrowelled spurs, crops, bats and gloves are optional.

4. **DRESSAGE BITS WILL ALL BE CHECKED! BE PREPARED!** The following information on hunt seat bits is for educational purposes. Random bit checks may be conducted by the judge, steward or show management if they feel it is necessary.

**ALL HUNTER CLASSES EXCEPT DRESSAGE:**

1. An English snaffle (no shank), Kimberwick, pelham, or full bridle (Weymouth) must be used. If a bit is used that requires two reins, it may not be used with a converter. Snaffle bit rings may be no larger than 4" in diameter.

2. In reference to mouthpieces, nothing may protrude below the mouthpiece (bar). Solid and broken mouthpieces must be between 5/16" to 3/4" in diameter, measured 1" from the cheek and may have a port no higher than 1½".
   - Smooth round, oval or egg-shaped, and straight bar or solid mouthpieces are allowed. They may be smooth inlaid, synthetic wrapped (including rubber or plastic), or encased. Waterford bits are allowed. Snaffle bits with slow twist, corkscrew, or single twisted wire mouthpieces are allowed.
   - On broken mouthpieces, connecting rings of 1¼" or less in diameter or connecting flat bar of 3/8" to 3/4" (measured top to bottom) which lie flat in the horse's mouth, or rollers are acceptable.

3. Any bit having a fixed rein requires use of a curb chain. Curb chain must be at least 1/2" wide and lie flat against the jaw of the horse.

4. Double-twisted wire, triangle (knife edge), true gag action, and elevator bits are not allowed.
DRESSAGE (examples on the next page):
1. All bits must be smooth and with a solid surface. Twisted, wire and roller bits are prohibited. A bushing or coupling is permitted as the center link in a double jointed snaffle; however, the surface of the center piece must be solid with no movable parts. The mouthpiece of a snaffle may be shaped in a slight curve, but ported snaffles are prohibited.
2. Bits must be made of metal or rigid plastic and may be made with a rubber, plastic or leather covering; flexible rubber bits are not permitted. Bits may not be modified by adding latex or other material. Bits with mouthpieces made of synthetic material are permitted, provided that the contours of the bit conform to the contours of one of the bits pictured.
3. The diameter of the snaffle mouthpiece must be minimum 3/8 inch diameter at rings or cheeks of the mouthpiece.

1. Ordinary snaffle with single-jointed mouthpiece.
2. Ordinary snaffle with double-jointed mouthpiece.
3. Racing snaffle (D-ring).
4. Snaffle.
5. With cheeks, with or without keepers.
6. Without cheeks (Egg-but).
7. Snaffle with upper or lower cheeks.
8. Unjointed snaffle (Mullen-mouth).
9. Snaffle with cheeks. (Hanging or drop cheek; Baucher). This may be a D-ring or other ordinary snaffle as pictured in Nos. 1-6.
10. Dr. Bristol.
11. Fulmer.
12. French snaffle.
13. Snaffle with rotating mouthpiece.
The Alabama 4-H State Horse Show has many diverse classes. This document is posted to assist with descriptions of classes offered. Some classes are generic across species and disciplines and are judged based upon breed standards and type regardless of discipline (i.e. hunt seat, saddle seat or western/stock type).

**CONFORMATION CLASSES**
*Classes 31 & 34; 56 & 57; 64-69*

All halter classes are judged based upon breed standards and type regardless of discipline (i.e. hunt seat, saddle seat or western). Horses will be evaluated on quality of conformation and movement. All exhibitors will be asked to show horse in-hand at the walk and second gait (trot/jog/intermediate gait).

1. Exhibitors’ attire must conform to the requirements of their respective divisions (refer to Western, Hunter, or Saddle/Gaited divisions). Example: If exhibitor is in Western attire, then hats and boots are required. Hats would be optional in Saddle/Gaited, Arabian, and nonstock-type Other Breeds.
2. Horses are judged on conformation, condition, heritable defects, soundness, and way of going at judge’s discretion.
3. Horses are judged individually standing, at a walk, and at trot or favorite gait.
4. Horses may be shown in halters made of leather, rope, or other suitable material.
5. Whips or bats of any type are not permitted in conformation classes.
6. Horses will be handled and shown by one club member only.
7. Horses should enter the ring as specified by the official. Subsequent procedures will be as directed by the judge and/or ring steward. When the top 12 horses are placed, the ring steward will line them up in order of placing so that the public may see how the horses are placed.
8. Horses can be entered and shown in only one conformation or in-hand (halter) class.

**SHOWMANSHIP CLASSES**
*Classes 35 & 36; 58; 70 & 71*

The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well-groomed and conditioned horse that quickly and efficiently performs the requested pattern with promptness, smoothness and precision. Only the exhibitor is judged. The horse is merely a prop to show the exhibitor’s ability to fit and show a horse or pony. The system of showing used will be the general standard for that breed.

1. **Leading**
   - Exhibitor should enter ring leading animal at an alert gait according to the judge’s directions.
   - Exhibitor should walk at the animal’s left side, holding reins or lead-line in the right hand, according to the breed being shown.
   - The remaining portion of the rein or lead-line should be held neatly and safely in the left hand.
   - Animal should lead readily at the walk and second gait.
   - The judge will line up the class with the aid of the ring steward.

2. **Posing**
   - When posing your horse, stand toward the front facing the horse, but always in a position where you can keep your eye on the judge.
   - Pose horse according to the breed being shown.
   - Do not crowd the exhibitor next to you.
   - Be natural. Overshowing, undue fussing and maneuvering are objectionable.
3. Poise, Alertness and Merits
   • Keep alert and be aware of the position of the judge at all times.
   • Don’t be distracted by persons or things outside the ring.
   • Respond quickly to requests from the judge and officials.
   • Recognize quickly and correct faults of your horse.
   • Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed otherwise.

4. It is mandatory that the judge post any pattern(s) to be worked at least 1 hour prior to the commencement of the class; however, if the judge requires additional work of exhibitors for consideration of final placing, the finals pattern may be posted. Pattern(s) should be designed to test the showman’s ability to effectively present a horse to the judge. All ties will be broken at the judges’ discretion.

5. All exhibitors may enter the ring and then work individually or each exhibitor may be worked from the gate individually. When exhibitors are worked individually from the gate, a working order is required. The following maneuvers are considered acceptable: lead the horse at a walk, jog, trot, or extended trot (or favorite gait for Saddle Horses only), or back in a straight or curved line, or a combination of straight and curved lines; stop; and turn 90 (1/4), 180 (1/2), 270 (3/4), 360 (full turn) degrees or any combination or multiple of these turns. The judge must have exhibitors set the horse up squarely for inspection sometime during the class.

6. Showmanship whips (dressage whips, etc.) will not be allowed for showmanship purposes. War bridles or like devices, or any type of wire or rope over a horse's head, will not be allowed.

7. Exhibitors are to be scored from 0 to 100 with 70 denoting an average performance. One-half point increments are acceptable. Run content scores will be indicated as follows:
   + = Above Average
   P = Average
   – = Below Average

8. An additional + (Excellent) or – (well below average) may be given.

9. Overall Presentation of Exhibitor and Horse - The exhibitor’s overall poise, confidence, appearance, and position throughout the class, and the physical appearance of the horse will be evaluated.

10. Appropriate attire must be worn. Clothes and person are to be neat and clean. The use of any type of artificial aid including but not limited to lighters, hay, dirt, sharp pins, etc. will be considered a disqualification.

11. Exhibitors should be poised, confident, courteous, and genuinely sportsmanlike at all times, quickly recognizing and correcting faults in the positioning of the horse. The exhibitor should continue showing the horse until the class has been placed or he/she has been excused, unless otherwise instructed by the judge. The exhibitor should appear business-like, stand and move in a straight, natural, and upright manner, and avoid excessive, unnatural, or animated body positions.

12. The exhibitor must lead on the horse’s left side holding the lead shank in the right hand near the halter with the tail of the lead loosely coiled in the left hand unless requested by the judge to show the horse's teeth. It is preferable that the exhibitor’s hand not be on the snap or chain portion of the lead continuously. The excess lead should never be tightly coiled, rolled, or folded. When leading, the exhibitor should be positioned between the eye and the mid-point of the horse's neck, referred to as the leading position.

13. Both arms should be bent at the elbow with the elbows held close to the exhibitor’s side and the forearms held in a natural position. Height of the arms may vary depending on the size of the horse and exhibitor, but the arms should never be held straight out with the elbows locked.

14. The position of the exhibitor when executing a turn to the right is the same as the leading position except that the exhibitor should turn and face toward the horse’s head and have the horse move away from him/her to the right.

15. When executing a back, the exhibitor should turn from the leading position to face toward the rear of the horse with the right hand extended in front of the exhibitor's chest, still maintaining slight bend in the elbow, and walk forward. The ideal position is for the exhibitor's left shoulder to be in alignment with the horse's left front leg.

16. When setting the horse up for inspection, the exhibitor should stand angled toward the horse in a position between the horse's eye and muzzle and should never leave the head of the horse. The exhibitor is required to use the Quarter Method when presenting the horse. The exhibitor should maintain a position that is safe for himself/herself and the judge.
The position of the exhibitor should not obstruct the judge’s view of the horse and should allow the exhibitor to maintain awareness of the judge’s position at all times. The exhibitor should not crowd other exhibitors when setting up side-by-side or head-to-tail. When moving around the horse, the exhibitor should change sides in front of the horse with minimal steps and should assume the same position on the right side of the horse that he/she had on the left side.

17. Leading, backing, turning, and initiating the set-up should be performed from the left side of the horse. At no time should the exhibitor stand directly in front of the horse. The exhibitor should not touch the horse with his/her hands or feet, or visibly cue the horse by pointing his/her feet at the horse during the set-up.

18. The horse’s body condition and overall fitness should be assessed. The hair coat should be clean, well-brushed, and in good condition. The mane, tail, forelock, and wither tuft may not contain ornaments (ribbons, bows, etc.), but may be braided or banded for English or Western. The length of mane and tail may vary, as long as they are neat, clean, and free of tangles. The mane should be even in length or may be roached, but the forelock and tuft over the withers must be left. The bridle path, eyebrows, and long hair on the head and legs may be clipped, except where government regulations prohibit.

19. Hooves should be properly trimmed and if shod, the shoes should fit correctly and clinches should be neat. Hooves must be clean and may be painted black or with hoof dressings, or shown naturally.

20. Tack should fit properly and be neat, clean, and in good repair.

21. The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of speed. Increasing speed of the work increases the degree of difficulty; however, accuracy and precision should not be sacrificed for speed. The horse should lead, stop, back, turn, and set up willingly, briskly, and readily with minimal visible or audible cueing. A severe disobedience will not result in a disqualification but should be penalized severely, and the exhibitor should not place above an exhibitor who completes the pattern correctly. Excessive schooling or training, willful abuse, loss of control of the horse by the exhibitor, failure to follow prescribed pattern, knocking over or working on the wrong side of the cones shall be cause for disqualification.

22. The horse should be led directly to and away from the judge in a straight or curved line and track briskly and freely at the prescribed gait as instructed. The horse’s head and neck should be straight and in line with the body.

23. The stop should be straight, prompt, smooth, and responsive, with the horse’s body remaining straight.

24. The horse should back up readily with the head, neck, and body aligned in a straight or curved line as instructed.

25. On turns of greater than 90 degrees, the ideal turn consists of the horse pivoting on the right hind leg while stepping across and in front of the right front leg with the left front leg. An exhibitor should not be penalized if their horse performs a pivot on the left hind leg, but an exhibitor whose horse performs the pivot correctly should receive more credit.

26. A pull turn to the left is an unacceptable maneuver.

27. The horse should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a horse that stops square.

28. Faults: Faults can be classified as minor, major, or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction.

**Minor faults**
- Break of gait at walk or jog/trot (or favorite gait for Saddle Horses only) for 1 stride
- Sliding a pivot foot or lifting foot and replacing in same place

**Major faults**
- Not performing gait or not stopping within 10 feet of designated area
- Break of gait at walk or jog/trot (or favorite gait for Saddle Horses only) for more than 1 stride
- Splitting the cone
- Stepping out of or moving the hind end significantly during a pivot or turn
- Failure to stay in set-up during presentation
- Over/under turning 1/8 to ¼ of designated turn

**Severe faults** (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault)
- Exhibitor is not in the required position during inspection
- Exhibitor touching the horse or kicking or pointing his/her feet at the horse’s feet during set up
- Standing directly in front of the horse
• Loss of lead shank or holding chain or two hands on shank.
• Severe disobedience including rearing or pawing; horse kicking at other horses, exhibitors, or judge; or horse continuously circling the exhibitor

29. Disqualifications (should not be placed) include:
• Loss of control of horse that endangers exhibitor, other horses or exhibitors, or judge, including the horse escaping from the exhibitor
• Failure of exhibitor to wear correct number in a visible manner
• Willful abuse
• Excessive schooling or training, or use of artificial aids
• Knocking over the cone or going off pattern
• Never performing specific gait
• Over-turning more than 1/2 turn of designated turn

SUGGESTED SCORING:
1. SCORING shall be on a basis of 0-100, with an approximate breakdown as follows:
• 90-100 Excellent showmanship, including body position and presentation of horse. Completes pattern accurately, quickly, smoothly, and precisely; demonstrates a high level of professionalism.
• 80-89 Very good performance in execution of the pattern as well as correct showmanship and presentation of horse. Excellent showman who commits a minor fault.
• 70-79 Good pattern execution and average showmanship; lacking adequate style and professional presentation to merit elevating to the next scoring range. Above average showman who commits a minor fault or an excellent showman who commits a major fault.
• 60-69 Fair pattern that lacks quickness or precision. Horse with consistently unwilling attitude or handler with obvious position and/or presentation faults that prevents effective showmanship. An average showman who commits two minor faults in the performance of the pattern. An excellent showman who commits a major fault.
• 50-59 One major fault or multiple minor faults in the performance or presentation or position of exhibitor that precludes effective communication with the horse.
• 40-49 Severe fault, two or more major faults, or multiple minor faults in the performance or the execution of the pattern; demonstrates a lack of handling ability and knowledge of correct body position.
• 10-39 Exhibitor commits more than one severe fault or multiple major faults in performance or position but completes the class and avoids disqualification.

Exhibitor position - The area around the horse is divided into four quadrants as shown below. When the horse is in the posed position and the judge walks past or around the horse, the exhibitor should position themselves in the appropriate quadrant. The handler should be in the quadrant adjacent to the quadrant the judge is occupying.
HUNTING SEAT DIVISION:

PERSONAL

1. All exhibitors are required to wear a properly fitted ASTM/SEI equestrian helmet with a fastened chin harness the entire time the exhibitor is in the arena. It is the responsibility of the exhibitor, or the parents or guardian or trainer of exhibitor, to ensure compliance.

2. Clothing must be neat, clean and appropriate for Hunter classes. Riders should wear coats of any tweed or melton (conservative wash jackets in season), britches of traditional shades of buff, gray, rust, beige or canary (Jodhpur included), high English boots or Jodhpur boots. Dark blue, brown or black approved ASTM/SEI equestrian helmet with fastened chin harness, and stock, tie or choker is required. Spurs of the unrowelled type, crops or bats are optional. Hair must be neat and contained (as in a net or braid).

WALK/TROT HUNTER UNDER SADDLE (Junior riders only and junior riders with ponies only)

Class 41

1. Exhibitors will perform the walk and the posting trot. Proper equitation of the rider is evaluated. This class is for beginner riders who are not allowed to compete in other Performance Classes.

2. 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 respond willingly to the rider with light leg and hand contact. Horses should be responsive and smooth in transition. 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.

3. This class will be judged on performance, condition, and conformation.

4. Maximum credit will be given to the flowing, balanced, willing horse.

5. Horses to be:
   - shown under saddle, not to jump
   - shown at a walk and trot both ways of the ring. Horses should back easily and stand quietly.
   - reversed to the inside away from the rail

6. Faults to be scored according to severity:
   - Quick, short, or vertical strides
   - Being on the wrong lead and/or wrong diagonal at the trot
   - Breaking gait
   - Excessive speed at any gait
   - Excessive slowness at any gait; loss of forward momentum
   - Failure to take the appropriate gait when called for
   - Head carried too high
   - Head carried too low (such that poll is below the withers)
   - Overflexing or straining neck in head carriage so the nose is carried behind the vertical
   - Excessive nosing out
   - Failure to maintain light contact with horse’s mouth
   - Stumbling
   - Horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired
   - Consistently showing too far off the rail

7. Walk: A natural, flat-foot, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse. Loss of forward rhythmic movement will be penalized.

8. Trot: A two-beat gait comprising long, low, ground-covering, cadenced, and balanced strides. Smoothness is more essential than speed. The knees should remain relatively flat, exhibiting minimal flexion. Short, quick strides and/or extreme speed will be penalized. When asked to extend the trot, there should be a definite lengthening of the stride.
HUNTER UNDER SADDLE
Classes 42 & 43

1. The purpose of the hunter under saddle horse is to present or exhibit a horse with a bright, alert expression, whose gait 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 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. This class will be judged on performance, condition, and conformation.

3. Maximum credit will be given to the flowing, balanced, willing horse.

4. Horses to be:
   - shown under saddle, not to jump
   - shown at a walk, trot, and canter both ways of the ring. Horses
   - should back easily and stand quietly.
   - reversed to the inside away from the rail

5. Horses may be asked to change to canter from the flat-footed walk or trot, at the judge's discretion.

6. Faults to be scored according to severity:
   - Quick, short, or vertical strides
   - Being on the wrong lead and/or wrong diagonal at the trot
   - Breaking gait
   - Excessive speed at any gait
   - Excessive slowness at any gait; loss of forward momentum
   - Failure to take the appropriate gait when called for
   - Head carried too high
   - Head carried too low (such that poll is below the withers)
   - Overflexing or straining neck in head carriage so the nose is carried behind the vertical
   - Excessive nosing out
   - Failure to maintain light contact with horse's mouth
   - Stumbling
   - Horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired
   - Consistently showing too far off the rail

7. At the option of the judge, all or only the top 12 horses may be required to hand gallop, one or both ways of the ring.
   Never more than 12 horses will hand gallop at one time. At the hand gallop, the judge may ask the group to halt and stand quietly on a free (loosened) rein.
   - Walk: A natural, flat-foot, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse. Loss of forward rhythmic movement will be penalized.
   - Trot: A two-beat gait comprising long, low, ground-covering, cadenced, and balanced strides. Smoothness is more essential than speed. The knees should remain relatively flat, exhibiting minimal flexion. Short, quick strides and/or extreme speed will be penalized. When asked to extend the trot, there should be a definite lengthening of the stride.
   - Canter: A three-beat gait; smooth, free-moving, relaxed, and straight on both leads. The stride should be long, low, and ground-covering. Overcollected four-beat canter and excessive speed will be penalized.
   - Hand Gallop: A definite lengthening of the stride with a noticeable difference in speed. The horse should be under control at all times, and be able to halt in a smooth, balanced manner.
HUNT SEAT EQUITATION ON THE FLAT
Classes 44 & 45

1. Hunt seat equitation on the flat is an evaluation based on the ability of a rider to perform various maneuvers in harmony with the horse. The communication between horse and rider should be subtle.

2. Riders will be required to work on the rail. Riders shall enter the ring at a walk in a counterclockwise direction. The riders will proceed at least once around the ring at each gait (walk, trot and canter) and on command, reverse and repeat. The riders may be requested to gallop in safe groups and/or perform additional tests. The reverse may be executed by turning either toward or away from the rail.

3. It is mandatory that the judge post the pattern at least 1 hour before the beginning of the class. The pattern should be designed so the majority of exhibitors can perform it in a reasonable amount of time (fewer than 60 seconds). All patterns must include a trot and a canter. Horses’ gaits are to be ridden with the same cadence and speed, as you would see in Hunter Under Saddle. All ties will be broken at the discretion of the judge. Failure to complete the pattern will not be a disqualification, but will be scored accordingly. Riders will not be required to jump.

4. Exhibitors may be worked individually from the gate or they may all enter at once, but a working order must be drawn, regardless. The entire class, or only the finalists, must work at all three gaits at least one direction of the arena. Rail work can be used to break ties and possibly adjust placings. Individual works may be composed of any of the following maneuvers:
   • Walk
   • Sitting trot
   • Extended trot
   • Posting trot
   • Canter
   • Circles
   • Figure eight
   • Halt
   • Back
   • Side pass
   • Address reins
   • Demonstrate change of diagonal
   • Serpentine (trot or canter)
   • Turn on haunches or forehand: A turn on forehand to the right is accomplished by moving haunches to the left. A forehand turn to the left is accomplished by moving the haunches to the right.
   • Leg yield: When performing a leg yield, the horse should move forward and lateral in a diagonal direction with the horse's body straight with a slight flexion of the head in the opposite direction of lateral movement. When a horse yields to the right, the head is slightly (just to see the eye of the horse) to the left. A horse yielding to the left, the head is slightly flexed to the right.
   • Flying or simple change of lead

5. Basic Position
   • To mount, take up reins in left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in stirrup and mount. To dismount, rider may either step down or slide down. The size of the rider must be taken into consideration.
   • Hands should be over and in front of the horse’s withers, knuckles 30 degrees inside the vertical, hands slightly apart and making a straight line from horse's mouth to rider’s elbow. Method of holding reins is optional, and bight of reins may fall on either side. However, all reins must be picked up at the same time.
   • The rider should maintain light contact with the horse's mouth at all times except when standing still.
   • The eyes should be up and shoulders back. Toes should be at an angle best suited to rider's conformation; heels down, calf of leg in contact with horse. Iron should be on the ball of the foot and must not be tied to the girth.
     • Position in Motion
       • Walk: Should be a four-beat gait with the rider in a vertical position with a following hand.
       • Posting trot: Figure eight at trot, demonstrating change of diagonals.
6. At left diagonal, rider should be sitting in the saddle when left front leg is on the ground; at right diagonal, rider should be sitting in the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counter-clockwise, rider should be on right diagonal. The rider should close his or her hip angle to allow the torso to follow the horizontal motion of the horse. The upper body should be inclined about 20 degrees in front of the vertical.

- Sitting trot and canter: At the sitting trot the upper body is only slightly in front of the vertical. At the canter the body should be positioned slightly more in front of the vertical. As the stride is shortened, the body should be in a slightly more erect position.
- Two-point position: The pelvis should be forward but relaxed, lifting the rider’s weight off the horse’s back and transferring the weight through the rider’s legs. In this position, the two points of contact between horse and rider are the rider’s legs. Hands should be forward, up the neck, not resting on the neck.
- Hand gallop: A three-beat, lengthened canter ridden in two-point position. The legs are on the horse’s sides while the seat is held out of the saddle. When at the hand gallop, the rider’s angulation will vary somewhat as the horse’s stride is shortened and lengthened. A good standard at a normal hand gallop should be about 30 degrees in front of the vertical.

SUGGESTED SCORING:

1. Exhibitors are to be scored from 0 to 100 with 70 denoting an average performance. One-half point increments are acceptable. Run content scores will be indicated as follows:
   - + = Above Average
   - P= Average
   - - = Below Average

2. Faults: Faults can be classified as minor, major or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. An exhibitor that incurs a severe fault avoids elimination, but should be placed below all other exhibitors that complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/or frequency if the infraction(s) merits.

3. Minor faults
   - Break of gait at walk or trot up to 2 strides
   - Over/under turn of 1/8 of the prescribed turn

4. Major faults
   - Break of gait, out of lead, missing lead or diagonal for 1-2 strides
   - Not stopping within 10 feet of designated area
   - Incorrect gait or break of gait at walk or trot for more than 2 strides
   - Obvious looking for lead or diagonal
   - Over or under turn more than 1/8 of prescribed turn, but not more than 1/4 turn
   - Head carried too high
   - Head carried too low (such that the poll is below the withers)
   - Overflexing or straining neck in head carriage so the nose is carried behind the vertical
   - Excessive nosing out

5. Severe Faults (avoids disqualification but should be placed below other exhibitors that do not incur a severe fault) include:
   - Loss of iron or rein
   - Break of gait at canter, out of lead or missing lead or diagonal more than 2 strides
   - Lack of contact between rider’s hand and bit
   - Touching horse
   - Grabbing any part of the saddle
   - Cropping or spurring in front of the shoulder
   - Kicking at other horses, exhibitors, or judge
   - Severe disobedience or resistance by horse including, but not limited to, rearing, bucking, or pawing
6. Disqualifications (should not be placed) include:
   - Failure by exhibitor to wear correct number in visible manner
   - Willful abuse
   - Excessive schooling or training
   - Fall by horse or rider
   - Illegal use of hands on reins
   - Use of prohibited equipment
   - Knocking over the cone, going off pattern, or working on wrong side of cone
   - Failure to follow pattern correctly, including failure to ever execute correct lead or gait where called for Overturning more than one-fourth of prescribed turn

7. Faults, which will be cause for disqualification, except in novice amateur or novice youth classes, which shall be faults, scored according to severity:
   - Head carried too low (such that the poll is below the withers consistently).
   - Overflexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

**HUNT SEAT EQUITATION OVER FENCES** (jumps will not exceed 2.5 feet):

Classes 49 & 50

The purpose of this event should be to evaluate rider’s correctness and ability over the fences. This class should be judged on the precision of riding ability while executing the jumps. The rider’s performance and skills over fences are being judged in this class. Rider’s basic position in the saddle; position and use of hands, legs, and feet; ability to control and show the horse; and suitability of horse to rider are important; but rider’s skills and execution must be considered.

1. Each rider will perform a pattern consisting of at least six jumps.
2. Three cumulative refusals will cause elimination.
3. Maximum fence height will correspond to those listed in Working Hunter rules.
4. Position: Same as Equitation on the Flat.
5. The judges will score each rider on his or her individual skills and execution of the pattern.

**SUGGESTED SCORING:**

1. Scoring may be on a basis of 0–100, with an approximate breakdown as follows.
   - 90–100: Excellent equitation, position, and presentation; meets all fences squarely and at proper distance. Rider uses all options to his or her advantage.
   - 80–89: Minor equitation faults (i.e., long, weak distance, deep distance, one step landing at counter-canter). Rider still maintains a quality ride.
   - 70–79: More problems occur; equitation suffers (i.e., rounded shoulders, heels are not down, hands incorrect, lacks the style and presence). One major fence problem (i.e., chip with a ride up the neck, or discreet swap out, jumping off one side of jump). No dangerous fences; not a flowing course.
   - 60–69: Major equitation faults, poor body position, loose legs and seat; failure to obtain or maintain trot to a trot fence approach; two or three misses at the fence.
   - 40–59: Breaking to a trot while on course, counter-canter, or cross-canter at ends of arena; missed lead changes, loss of stirrup, dropping a rein, extra stride in combination.
   - 10–39: Rider avoids elimination; one or two refusals, knockdowns, dangerous fences.

**WORKING HUNTER:**

Class 51 (pony) & 52

1. The working hunter is a representative of the type of horse used in the hunt field. He should possess manners, jumping ability, style, pace, and quality. The working hunter must be able to demonstrate his ability to furnish the rider with a smooth, comfortable, and safe ride.
2. All horses must be serviceably sound. Horses must be placed on performance before consideration for soundness. Finalists will be jogged in hand past the judge for soundness in order of performance.
3. Any horse showing lameness, broken wind, or impairment of vision will be refused an award at the judge's discretion.
4. Each horse will individually negotiate a course consisting of at least eight jumps with a minimum of four obstacles. One change of direction is mandatory.
5. The course diagram must 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.
6. Maximum height of fences will be as follows:
   - Small/medium ponies: 13 and under hands (1 foot 6 inches to 2 feet 0 inches)
   - Large ponies: over 13 to 14.2 hands (2 feet 0 inches to 2 feet 6 inches)
   - Hunter horses: over 14.2 hands (2 feet 3 inches to 2 feet 9 inches)
7. Management should provide at least one practice jump. This jump should be in a warm-up ring or area.
8. Jumps to be used in the jumping classes may be selected from the following list but will not be limited to this list:
   - Brush
   - Post and rail
   - In and out (post and rails spaced 24 to 26 feet)
   - Gate
   - Chicken coop
   - Stone wall
   - Oxer (must not be square; it is recommended that the back element be 3 to 6 inches higher)
9. When designing a hunt course, the jumps should be spaced a minimum of 48 feet apart; but all intervals must be multiples of 12 feet (for example, 48 feet and 60 feet apart from the point of landing to the point of takeoff in the next jump). The distance of takeoff or landing from the jump is usually equal to the height of the jump to 1 1/2 times the height of the jump (for example, for a 3-foot fence, the takeoff point would be from 3 to 4 1/2 feet from the fence).

SUGGESTED SCORING:
1. To be judged on manners, way of going, and style of jumping. Horses will be credited with maintaining an even hunting pace that covers the course with free-flowing strides. Preference will be given to horses with correct jumping style that meet fences squarely, jumping at the center of fence. Judges will penalize unsafe jumping and bad form over fence, whether touched or untouched, including twisting. Incorrect leads around the ends of the course or cross-cantering will be penalized, as well as excessive use of crop. In and outs (one or two strides) will be taken in the correct number of strides or be penalized. Any error that endangers the horse and/or its rider, particularly refusals or knockdowns, will be heavily penalized.
2. Scoring will be on a basis of 0–100, with an approximate breakdown as follows:
   - 90–100: An excellent performer and good mover that jumps the entire course with cadence, balance, and style.
   - 80–89: A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.
   - 70–79: The average, fair mover that makes no serious faults but lacks the style, cadence, and good balance of the scopier horses; the good performer that makes a few minor faults.
   - 60–69: Poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.
   - 50–59: A horse that commits one major fault, such as a hind knockdown, refusal, trot, cross canter, or leg drop.
   - 30–49: A horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
   - 10–29: A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
3. Faults
   - An even hunting pace is required for a good performance. Excessive speed, breaking gaits, wrong leads, etc., will be penalized.
   - Jumping form and style will be considered. Unsafe jumping will be penalized, regardless of whether the jump was cleared.


- 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.
- When a horse makes two faults at an obstacle, only the major fault on the top element will be scored.
- Disobediences are accumulative and count in addition.

**HUNT SEAT TRAIL:**

**Classes 53 & 54**

Individual horse and exhibitor will negotiate an obstacle course consisting of six obstacles, three of which are mandatory, listed below. Final consideration of the judge will include quality and smoothness of performance of the horse and neatness and ability of exhibitor. The ideal trail horse will negotiate the course with sure-footedness; look at the obstacles but not hesitate, yet not rush along the course; move willingly without excessive urging of exhibitor. Horse should show willingness to stand quietly on the bridge and not rush off. At the gate, the obstacle is not complete unless the gate is closed and should be judged accordingly. Horse should position himself at all times to enable the exhibitor to keep a hand on the gate until the gate is closed. The method of holding the reins is optional, except that both hands must be used and reins must be picked up at one time. Rider may ride one handed or two handed but must not switch from one to the other during the class.

1. **Mandatory Obstacles (may choose any three):**
   - Opening, passing through, and closing gate (one that does not endanger horse or rider).
   - Cavaletti (ride over at least four logs spaced on the ground).
   - Ride over wooden bridge (may be plywood set so as to simulate sound and appearance of bridge).
   - Back horse through L-shaped course (poles are suitable and must be a minimum of 30 inches in width).

2. **Some Suggested Optional Obstacles:**
   - Mailbox.
   - 360-degree hindquarter or forehand turn performed inside four poles placed 6-8 feet in width.
   - Side pass in either direction over a pole on the ground.
   - Back through three cones spaced 30-36 inches apart.
   - Serpentine of six cones spaced close together for a walk through or back through.

3. **Trail Obstacle Scoring and Penalties**
   - 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 11/2 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.
   - Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:
     - One-half Point
       - Each tick of log, pole, cone, plant, or any component of the obstacle
     - One Point
       - 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 flat walk or running walk for two strides or less
       - Both front or hind feet in a single-strided slot or space at a flat walk or running walk
       - Skipping over or failing to step into required space
       - Split pole in lope-over
       - Incorrect number of strides, if specified
     - Three Points
       - Incorrect or break of gait at flat walk or running walk for more than two strides
       - Out of lead or break of gait at lope (except when correcting an incorrect lead)
       - Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle
       - Stepping outside of the confines of, falling, or jumping off or out of obstacle with designated boundaries with one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with one foot
• Five Points
  • Dropping slicker or object required to be carried on course
  • First or second cumulative refusal, balk, or evading an obstacle by shying or backing
  • Letting go of gate or dropping rope gate
  • Use of either hand to instill fear or praise
  • Stepping outside the confines of, falling, or jumping off or out of an obstacle with designated boundaries with more than one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with more than one foot
  • Blatant disobedience (including kicking out, bucking, rearing, striking)
  • Faults, which occur on the line of travel between obstacles, scored according to severity:
    • head carried too high
    • head carried too low (tip of ear below the withers)
    • overflexing or straining neck in head carriage so the nose is carried behind the vertical
    • excessive nosing out
    • opening mouth excessively
  • Holding saddle with either hand
• Disqualified (zero score)
  • Performing the obstacle incorrectly or other than in specified order
  • No attempt to perform an obstacle
  • Equipment failure that delays completion of pattern
  • Entering or exiting an obstacle from the incorrect side or direction
  • Working obstacle the incorrect direction; including overturns of more than one-fourth turn
  • Riding outside designated boundary marker of the arena or course area
  • Third cumulative refusal, balk, or evading an obstacle by shying or backing
  • Failure to ever demonstrate correct gait between obstacle as designated
  • Failure to follow the correct line of travel between obstacle

**OPEN JUMPING:**

**Class 48**
The jumper's task is solely to jump, and his/her score is based entirely on his/her performance alone. Jumpers are scored and placed on a mathematical basis and on penalty faults that include disobediences, falls, and knockdowns.

1. Each horse will negotiate a course consisting of at least four different obstacles and make a minimum of eight jumps. Refer to Working Hunter number 7 for types of jumps.
2. A starting line at least 12 feet in front of the first obstacle and a finish line at least 24 feet beyond the last obstacle must be indicated by markers (at least 12 feet apart) at each end of the lines. Horses must start and finish by passing between markers.
3. Horses and ponies will compete in the same class. The height of all fences will be a minimum of 3 feet.
4. At least half of the jumps must be raised no fewer than 3 inches, no more than 6 inches for each additional go-round. The first jump in each round should be more than the minimum height used in the elimination round.
5. The course may be changed and/or jumps eliminated in each additional round. Courses used in additional rounds will be announced to all riders.

**SUGGESTED SCORING:**

1. The following point system will be used in scoring. When a horse commits two or more faults at the same obstacle, only the major fault (or only one in case of equal faults) will count except when disobediences are accumulative and faulted in addition to other faults occurring at the same obstacle.
2. Knockdown: An obstacle is considered knocked down (with the exception listed in the note below) and four faults assessed when a horse or rider, by contact:
• lowers any part thereof that establishes the height of the obstacle or the height of any element of a spread obstacle even when the falling part is arrested in its fall by any portion of the obstacle.
• moves any part thereof that establishes the height of the obstacle so it rests on a different support from the one on which it was originally placed.
• knocks down an obstacle, standard wing, automatic timing equipment, or other designated markers on start and finish lines.
• If an obstacle falls after the horse leaves the ring, it will not be considered a knockdown.
• Note: When a horse knocks down all or a portion of an obstacle while refusing, it is not to be faulted for a knockdown but should be given only the correct number of faults for the refusal.

3. Disobediences
• Refusal: When a horse stops in front of an obstacle (whether or not the obstacle is knocked down or altered) and takes one step back, it is a refusal. If the horse immediately jumps the obstacle without backing one step, it is not a refusal.
• In the case of a refusal on an in-and-out jump, the horse must return to the start of the in-and-out sequence and re-jump the previous elements as well as jump the following elements.
• Run-out: A run-out occurs when a horse evades or passes
• The obstacle to be jumped; jumps an obstacle outside its limiting markers; or when the horse or rider knocks down a flag, standard, wing, or other element limiting the obstacle (without obstacle being jumped).
• Loss of forward movement: Failure to maintain trot, canter, or gallop after crossing starting line, except when it is a refusal or a run-out, or when due to uncontrollable circumstances, such as when an obstacle is being reset.
• Unnecessary circling on course: Any form of circle or circles, whereby the horse crosses its original track between two consecutive obstacles anywhere on course, except to retake obstacle after refusal or run-out.
• First disobedience anywhere on course: four faults
• Second cumulative disobedience anywhere on course: four faults

4. Elimination
• Third cumulative disobedience anywhere on course
• Jumping an obstacle before it is reset, or without waiting for signal to proceed
• Starting before judges signal to proceed
• Failure to enter ring within 1 minute of being called
• Failure to cross the starting line within 45 seconds after an audible signal to proceed
• Jumping an obstacle before crossing start line unless said obstacle is designated as a practice obstacle, or after crossing the finish line, whether forming part of the course or not
• Off course
• Rider and/or horse leaving the arena before finishing the course (penalized at any time the horse is in the ring)
• Excessive use of a whip, rope, crop, bat, or reins anywhere on the horse

Note: In cases of broken equipment, the rider may continue without penalty or stop and correct difficulty, in which case, he or she will be penalized four faults. In case of loss of shoe, rider may continue without penalty or be eliminated

DRESSAGE:
Classes 37-39
The object of dressage is the harmonious development of the physique and ability of the horse. In accordance with U.S. Dressage Federation (USDF) recommendations, it is suggested that horses be more than 36 months of age (as measured from their foaling date) before competing in any dressage class. Dressage training makes the horse not only calm, supple, loose and flexible, but also confident, attentive and keen, thus allowing it to achieve perfect understanding with its rider.

PERSONAL
1. Exhibitors should wear hunt coats of traditional colors, such as navy, dark green, gray, black, or brown. Maroon and red are inappropriate. Shirts should be conservative in color with a choker/rat catcher, snap choker, or tie. Breeches are to be of traditional shades of buff, khaki, canary, light gray, or rust with high English boots or paddock (Jodhpur) boots of black or
brown. Riders are allowed to wear black or brown half chaps in English classes. A black, navy blue, or brown hard hat with fastened chinstrap is mandatory for all over-fence classes and is recommended for all classes in the Hunter Division.

2. ASTM/SEI helmets are recommended. Gloves, spurs of the unrowelled type, and crops or bats are optional. Dressage whips are optional, but it must not exceed 47.2 inches (120 cm), including lash. Hair must be neat and contained (as in a net or braid). Judges must penalize contestants who do not conform; however, judges, at their discretion, may authorize adjustments to attire due to weather-related conditions.

3. Approximately 5–20 minutes will be allowed for each test. This includes warm-up time before the riding test. Specific time limit to be determined based on test used.

4. Rider must enter within 1 minute after whistle or bell has been sounded.

SUGGESTED SCORING:

1. Each movement of the test and collective marks (gaits, impulsion, submission, and rider) are scored on a numerical scale of 0–10. Coefficients of two or three are applied to selected movements and collective marks in each test. The score (0–10) for selected movements and all collective marks is then multiplied by the coefficient listed in that row of the table. The total score for each movement and collective mark is then tabulated to give the total points earned by the exhibitor. In the title of each test, the total number of possible points is given for that test. Below is a breakdown of the numerical scoring used:

2. Arena size for this competition may be 20 by 40 meters or 20 by 60 meters.

PENALTIES:

1. 1ST error: 2 points
2. 2nd error: 4 points
3. 3rd error: elimination

For more information about Dressage visit the following websites:

- www.usef.org – United States Equestrian Federation
- www.usdf.org – United States Dressage Federation

Click on the thumbnails to the left and right to access the documents online.
GAITED/SADDLE HORSE DIVISION:
SADDLE SEAT ENGLISH PLEASURE (TROTTING):
Class 60
1. Class will be judged on manners, suitability and performance of horse at the discretion of the judge. Conformation of the horse may be considered in situations of extremely close performance only.
2. Horses are shown at a flat walk, true two-beat trot, and correct canter with a three-beat cadence both ways of ring, with light contact being maintained with the horse's mouth.
3. Extreme highly animated action is not desired.
4. Horses must back easily and stand quietly.
5. Judge has option to request any additional work.
6. Horses are to be reversed at a halt/walk.
7. Horses entering this class may not show in Gaited Pleasure or Gaited Equitation.

GAITED PLEASURE:
Class 62
1. This class is limited to Tennessee Walking Horses and Spotted Saddle Horses. All entries padded or unpadded can participate in this class. Padded horses must be shown in accordance with standard shoeing regulations set forth by SHOW.
2. Horses shall be required to perform 2 gaits: flat walk and running walk as appropriate for breed.
3. Horses must back easily and stand quietly.
4. Horses will be judged on manners, suitability and performance.
5. Horses are to be reversed at a walk.
6. Form is not to be sacrificed for speed.
7. Horses entered in this class may not enter the other breeds Gaited Pleasure class

SADDLE SEAT EQUITATION (TROTTING):
Class 61
1. Judges should note that the required equitation seat should in no way be exaggerated but be thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time.
2. Rider should convey the impression of effective and easy control. To show a horse well, rider should show him/herself to the best advantage. Ring generalship shall be taken into consideration by the judge. A complete picture of the whole is of major importance.
3. Riders will be judged on basic position in the saddle; position and use of hands, legs and seat; ability to control and show the horse and suitability of horse to rider.
4. Results, as shown by the performance of the horse, are not to be considered more important than the methods used by the rider to obtain those results.

Seat–Position of Hands, Legs and Feet:
5. Basic Position: To obtain proper position, rider should place himself comfortably in the saddle and find his center of gravity by sitting with a slight bend at the knees but without use of irons. While in this position, adjust leathers to fit. Irons should be placed under ball of foot (neither toe nor home) with even pressure on entire width of sole. Lower legs and feet should be kept reasonably close but not in contact with horse, except when applying aids.

Position In Motion:
6. Trot: slight elevation in saddle posting; hips under body not mechanical up-and-down or swinging forward and backward.
7. Canter: close seat; going with horse.

Hands:
8. 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 reins must be picked up at one time. Bight of rein must fall on the off-side of the horse.
Class Routine:

9. Each rider 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 test below. Failure to execute or complete the pattern will not be disqualification but shall be scored accordingly. Scores must be posted on completion of the class.

10. The judge will use the individual work scores to determine the top riders which may be requested to perform additional individual work or rail work.

11. Those selected riders (or all riders if the class is small) will be required to work on the rail to determine final placing.

12. Riders selected for rail work will enter the ring in a counterclockwise direction. Riders will proceed at least once around the ring at each gait (walk, trot and canter) and on command, reverse and repeat. Any or all riders may be requested to perform additional work or tests.

13. Optional List of Tests for Saddle Seat Riders. Test may include but are not limited to the following:
   - Pick up the reins (only in line up).
   - Back for not more than eight steps.
   - Circle at canter on the correct lead.
   - Figure 8 at the trot, demonstrating the proper change of diagonals. The rider should be on the left diagonal when trotting in a clockwise direction and on the right diagonal when circling counter-clockwise. On the left diagonal, the rider will be sitting in the saddle when the horse’s left front leg is on the ground. The rider is on the right diagonal when he is sitting in the saddle when the horse’s right leg is on the ground.
   - Figure 8 at the canter on correct lead, demonstrating a simple change of leads. (A simple change of leads is one in which the horse is brought back into a halt/walk before being restarted in a canter on the opposite lead.) Figures should be started at the center of the two circles so that one change of leads is shown.
   - Execute a serpentine at a trot and/or canter on the correct lead, demonstrating simple change of lead.
   - Change leads down the center of the ring or on the rail, demonstrating simple change of lead.
   - Change diagonals down the center of the ring or on the rail.
   - Ride without stirrups for a brief period.

14. Horses entering this class may not show in Gaited Pleasure or Gaited Equitation.

SUGGESTED SCORING:

1. Scoring may be on a basis on 0-100 with 1/2 point increments acceptable, an approximate breakdown follows:
   - 90-100: Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely and smoothly.
   - 80-89: Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of pattern.
   - 70-79: Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.
   - 60-69: Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective equitation, or commits two or three minor faults in the performance or appearance and position of exhibitor.
   - 50-59: One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horses.
   - 40-49: Two major faults or many minor faults in the performance or appearance and position of exhibitor.
   - 30-39: Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance or appearance and position of exhibitor.
   - 20-29: Exhibitor commits one or more severe faults in the performance or appearance and position of exhibitor, but does complete the class and avoids disqualification.
GAITED EQUITATION:

Class 63

1. This class would include but is not limited to non-trotting breeds such as the Tennessee Walking Horse, Spotted Saddle Horse, Racking horse, Rocky Mountain Horse, Paso Fino, etc. All entries padded or unpadded can participate in this class.

2. Horses will be required to perform two gaits (walk and favorite gait). Riders selected for rail work will enter the ring in a counterclockwise direction. Riders will proceed at least once around the ring at each gait, and on command, reverse and repeat.

3. Test will be performed individually and may include but are not limited to the following:
   - Pick up reins: A quick check on muscular control and sensitivity of hands.
   - Backing
   - Dismount and mount: To be done as quietly and gracefully as possible.
   - Group performance around ring: To check on maneuverability, ring generalship, etiquette and sportsmanship.
   - Individual performance on rail; any or all gaits and test may be required. See rider in motion from both front and rear at all gaits.
   - Ride without stirrups: Any or all gaits may be requested.
   - Perform a figure eight, serpentine or circles of various size and/or speed.

4. The judge will use the individual work scores to determine the top riders which may be requested to perform additional individual work or rail work.

5. Those selected riders (or all riders if the class is small) will be required to work on the rail to determine final placings.

6. Rider’s seat should be a natural, coordinated and comfortable riding position and should in no way be rigid or exaggerated.

7. A rider should convey the impression of effective and easy control, with the general appearance of being able to ride for a considerable length of time with pleasure.

8. Ring generalship shall be taken into consideration by the judge. The appearance, presentation and alertness of the rider and mount make the overall picture of utmost importance.

Mounting and Dismounting:

9. To mount, take up reins in left-hand and place hand on withers. Grasp stirrup leather with right hand insert left foot in stirrup and mount. To dismount, rider may either step down or slide down. Riders are advised to check their girth for security before mounting.

Hands:

10. The hands should be held in any easy position; waist or elbow high, over pommel, with palms downward, slightly turned toward body, wrist rounded slightly. The hands should be in unison with the horse’s mouth, showing adaptability as well as control. How and where the horse carries his head determines the height the hands are held above the horse’s withers. Hands and wrists should be flexible and not held extremely separated. (From the rider’s view, then hands should be in a V shape, close enough for thumbs to touch.) The fingers should be closed firmly over reins, but not rigid. Pressure between thumb and index fingers is used to secure. Closed (or crossed) reins shall be used, with both hands on the reins, and the bight of the rein should be on the off-side.

11. Upper arms should fall naturally from the shoulders toward the hipbones and should be flexible. Elbows should not clutch the body, be extended forward or spread away from the body. Hands should be in comfortable waist-level position, depending on how and where the horse carries its head. The use of hands should be smooth and gradual without jerking or pumping at any of the gaits, or in the parked position.

Basic Position:

12. To obtain proper position, the rider should sit comfortably in the middle of the saddle and find the center of gravity by sitting with a slight bend at the knees without use of the stirrups. While in this position, have stirrup leathers adjusted to fit so that irons will be under ball of foot with even pressure on entire width of sole and center of iron. The foot position will be natural and comfortable if the knee and thigh are rolled inward and the heel is slightly lower than the toes. From the front or rear view, the lower leg will be held naturally away from the horse, depending on the anatomy of the rider and the size of the horse. Knee should rest against the saddle.
Position in Motion:
13. The position in motion should be natural, coordinated and graceful, attained only with practice. From the side view a straight line can be drawn perpendicular to the ground through the rider's head, neck, shoulder, hip and ankle. The rider's toe should never be anymore forward than the knee, thereby keeping the center of balance directly above the feet and ankles. This basic recommended position should be maintained at all gaits.

SUGGESTED SCORING:
Scoring may be on a basis on 0-100 with 1/2 point increments acceptable, an approximate breakdown follows:
- 90-100: Excellent equitation including body position and use of aids. Pattern is performed promptly, precisely and smoothly.
- 80-89: Generally excellent performance with one minor fault in appearance and position of exhibitor or execution of pattern.
- 70-79: Generally good pattern execution and equitation with one minor fault in precision or execution of pattern (performance), or appearance and position of exhibitor.
- 60-69: Average pattern that lacks quickness or precision, or rider has obvious equitation flaws that prevent effective equitation, or commits two or three minor faults in the performance or appearance and position of exhibitor.
- 50-59: One major fault or several minor faults in the performance and/or appearance and position of exhibitor that precludes effective communication with the horses.
- 40-49: Two major faults or many minor faults in the performance or appearance and position of exhibitor.
- 30-39: Several major faults or one severe fault in the performance, or appearance and position of exhibitor. Exhibitor demonstrates a complete lack of riding ability or commits a severe fault in the performance or appearance and position of exhibitor.
- 20-29: Exhibitor commits one or more severe faults in the performance or appearance and position of exhibitor, but does complete the class and avoids disqualification.

SADDLE & GAITED HORSE TRAIL:
Class 55
Individual horse and exhibitor will negotiate an obstacle course consisting of six obstacles, three of which are mandatory, listed below. Final consideration of the judge will include quality and smoothness of performance of the horse and neatness and ability of exhibitor. The ideal trail horse will negotiate the course with sure-footedness; look at the obstacles but not hesitate, yet not rush along the course; move willingly without excessive urging of exhibitor. Horse should show willingness to stand quietly on the bridge and not rush off. At the gate, the obstacle is not complete unless the gate is closed and should be judged accordingly. Horse should position himself at all times to enable the exhibitor to keep a hand on the gate until the gate is closed. Entry may be either English or Western, but not a combination of both. The method of holding the reins is optional, except that both hands must be used and reins must be picked up at one time. Rider may ride one handed or two handed but must not switch from one to the other during the class.
1. Mandatory Obstacles (may choose any three):
   - Opening, passing through, and closing gate (one that does not endanger horse or rider).
   - Cavaletti (ride over at least four logs spaced on the ground).
   - Ride over wooden bridge (may be plywood set so as to simulate sound and appearance of bridge).
   - Back horse through L-shaped course (poles are suitable and must be a minimum of 30 inches in width).
2. Some Suggested Optional Obstacles:
   - Mailbox.
   - 360-degree hindquarter or forehand turn performed inside four poles placed 6-8 feet in width.
   - Side pass in either direction over a pole on the ground.
   - Back through three cones spaced 30-36 inches apart.
   - Serpentine of six cones spaced close together for a walk through or back through.
3. Trail Obstacle Scoring and Penalties
   • 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 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.
   • Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:
     • One-half Point
       • Each tick of log, pole, cone, plant, or any component of the obstacle.
     • One Point
       • 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 flat walk or running walk for two strides or less.
       • Both front or hind feet in a single-strided slot or space at a flat walk or running walk.
       • Skipping over or failing to step into required space.
       • Split pole in lope-over.
       • Incorrect number of strides, if specified.
     • Three Points
       • Incorrect or break of gait at flat walk or running walk for more than two strides.
       • Out of lead or break of gait at lope (except when correcting an incorrect lead).
       • Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.
       • Stepping outside of the confines of, falling, or jumping off or out of obstacle with designated boundaries with one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with one foot.
     • Five Points
       • Dropping slicker or object required to be carried on course.
       • First or second cumulative refusal, balk, or evading an obstacle by shying or backing.
       • Letting go of gate or dropping rope gate.
       • Use of either hand to instill fear or praise.
       • Stepping outside the confines of, falling, or jumping off or out of an obstacle with designated boundaries with more than one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with more than one foot.
       • Blatant disobedience (including kicking out, bucking, rearing, striking).
     • Faults, which occur on the line of travel between obstacles, scored according to severity:
       • head carried too high.
       • head carried too low (tip of ear below the withers).
       • overflexing or straining neck in head carriage so the nose is carried behind the vertical.
       • excessive nosing out.
       • holding saddle with either hand.
     • Disqualified (zero score)
       • Performing the obstacle incorrectly or other than in specified order.
       • No attempt to perform an obstacle.
       • Equipment failure that delays completion of pattern.
       • Entering or exiting an obstacle from the incorrect side or direction.
       • Working obstacle the incorrect direction; including overturns of more than one-fourth turn.
       • Riding outside designated boundary marker of the arena or course area.
       • Third cumulative refusal, balk, or evading an obstacle by shying or backing.
       • Failure to ever demonstrate correct gait between obstacle as designated.
       • Failure to follow the correct line of travel between obstacles.
**TIMED SPEED DIVISION:**

1. Riders will wait in the inbox until they are acknowledged to enter the arena to complete any of the timed speed classes. A rider may have an adult assist them into the inbox.

2. No adult is allowed to enter the arena with the rider once they are acknowledged to begin their ride. Riders will ride to a “closed gate.” It is up to the judge’s discretion on what constitutes a “no time” or “disqualification.”

**PERSONAL:**

3. Clothing should be clean and neat. Shirts with a collar and long sleeves are required along with western boots. All exhibitors are required to wear a properly fitted ASTM/SEI equestrian helmet with a fastened chin harness. It is the responsibility of the exhibitor or the parent or guardian or trainer of exhibitor to ensure compliance.

4. No exhibitor may be tied, buckled or fastened into the saddle in any manner or by any means during competition. Stirrup, stirrup leathers or any part of the fender should not be attached by any means to the cinch, breastplate, saddle, horse, or anywhere other than where it is normally attached to the saddle.

**TACK:**

5. Western saddles will be used. A mechanical hackamore or other bridles can be used. However, the judge or appointed equipment official may prohibit the use of bits or equipment considered to be severe. Nosebands and tie-downs are allowed in speed events; however these cannot have any bare metal in contact with the horse’s head.

6. Each contestant will enter the arena from within a designated area behind the arena gate.

7. Arena conditions and show management will determine where the run will begin and end.

8. The contestant is allowed a running start. Timing shall begin as soon as the horse reaches the starting line and will be stopped when the horse passes over the finish line.

9. A closed gate finish will be used.

10. An electric timer, when accessible, will be the official time. Otherwise, at least two watches shall be used, with the average time of the two watches to be the official time. Starting line markers or electric timers, when possible, shall be placed against the arena fence.

11. The judge may disqualify a contestant for excessive use of a bat, crop, whip, reins or rope anywhere on the horse.

12. In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two seconds of its original time or the runoff must be held again. Penalty time will not apply to the two-second rule, but will apply to the final runoff time.

13. In the event of show management problems (i.e., timer malfunction), the contestant will receive a rerun. The contestant shall have the option of performing the rerun immediately or electing to move to the end of the class and rerun.

14. No assistance, to either horse or rider, is permitted past the arena gate.

15. All exhibitors are required to wear a properly fitted ASTM-SEI approved equestrian helmet with a fastened chin harness the entire time the exhibitor is in the arena.

**BARREL RACE:**
Classes 84 & 85
1. Speed Events General Rules apply.
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 are recommended to be at least 21 feet from the fence if possible.)
3. Knocking over a barrel shall carry a five (5)-second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his or her hands in Barrel Racing. A superintendent, ring steward or some other official will be designated to rule pattern disqualifications in the absence of the official show judge.

**ARENA RACE:**
Classes 82 & 83
One barrel is placed at the opposite end of the arena from the start line at a minimum of 25 feet from the rail. Each exhibitor must ride to the barrel turning left or right and return to start/finish line. A “No time” will result if the timer barrier is prematurely broken or if the pattern is not completed.

**POLE BENDING:**
Classes 86 & 87
1. The pattern is run around six poles. The poles are placed in a straight line 21 feet apart, going away from the starting line.
2. The first pole is to be 21 feet from the starting line.
3. Contestants may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 80-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6.
4. A 5-second penalty will be assessed for each pole knocked down.
5. A “No time” will result if the timer barrier is prematurely broken or if the pattern is not completed.
STAKE RACE:
Classes 88 & 89
1. The rider is allowed a running start and may begin his run from either the left or right side of the first pole.
2. The contestant is allowed a running start. 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.
3. Start by crossing midline between the upright markers, run pattern as shown in diagram, and finish by again crossing center line. The contestant starts between the two center markers and runs a pattern around the two end poles. The first run may be either left or right, however, the second turn must be opposite of the first.
4. This is a timed event. If an upright marker is knocked down, there is no time.
5. Upright markers are set 40 feet on either side of the center line. Two upright markers will be placed on the starting line 20 feet apart (10 feet on each side of the mid-line).
6. If an electric timer is used, it is suggested that rubber cones, short enough so as not to interfere with the timer, be used. Contestants must cross start and finish line between the markers. Failure to do so shall result in disqualification.
7. All contestants are eligible to enter in Stake Race.

WESTERN PERFORMANCE CLASSES
WESTERN WALK/JOG & WESTERN PONY WALK/JOG:
Class 72 & 79
1. Exhibitors will perform the walk and the jog. The Western Walk/Jog class will be judged on the performance, condition, and conformation of the horse at the discretion of the judge. Horses are shown at a walk and jog on a reasonably loose rein or light contact without undue restraint. Horses must work both ways of the ring at both gaits to demonstrate their ability. Judge might ask that horses be backed; however, only the finalists will be asked to back.
2. For ponies measuring 14.2 and under. Exhibitors will be asked to walk, jog and lope both directions of the arena. It is up to the judge’s discretion to ask the riders to back.
Reference: See Western Pleasure.
WESTERN PLEASURE:
Classes 73 & 74
1. This class will be judged on the performance, condition, and conformation of the horse. Horses must work both ways of the ring at a walk, jog and lope. It is up to the judge's discretion to ask for any extension of the gaits and to back. Horses should be able to:
   • Have a free-flowing, ground covering stride of reasonable length in keeping with his conformation
   • Have a head and neck carriage that is natural and level with the poll at or slightly above the level of the withers back easily and stand quietly reverse to the inside away from the rail change to lope from the flat-footed walk or jog, at the judge's discretion
2. Faults:
   • Excessive speed (any gait)
   • Being on the wrong lead
   • Breaking gait (including not walking when called for)
   • Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the jog or lope)
   • Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized)
   • Touching horse or saddle with free hand
   • Head carried too high
   • Head carried too low (poll below the withers)
   • Overflexing or straining neck in head carriage so the nose is carried behind the vertical
   • Excessive nosing out
   • Opening mouth excessively
   • If reins are draped to the point that light contact is not maintained.
   • Overly canted at the lope. (when the outside hind foot is further to the inside of the arena than the inside front foot)

WESTERN HORSEMANSHIP
Classes 75 & 76
The western horsemanship class is designed to evaluate the rider's ability to execute, in concert with his/her 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 body position. The ideal horsemanship pattern is extremely precise with the rider and horse working in complete unison, executing each maneuver with subtle aids and cues. The horse's head and neck should be carried in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.
1. It is mandatory that the judge post any pattern(s) to be worked at least 1 hour prior to the commencement of the class; however, if the judge requires additional work of exhibitors for consideration of final placing, the pattern may be posted. Pattern(s) should be designed to test the horseman's ability. All ties will be broken at the judge's discretion.
2. All exhibitors must enter the ring and then work individually, or each exhibitor may be worked from the gate individually. When exhibitors are worked individually from the gate, a working order is required. Exhibitors should be instructed to either leave the arena, fall into line, or fall into place on the rail after their work. The whole class, or only the finalists, must work at all three gaits at least one direction of the arena.
3. The following maneuvers are acceptable in a pattern: walk, jog, trot, extended trot, lope or extended lope in a straight line, curved line, serpentine, circle or figure 8, or combination of these gaits and maneuvers; stop; back in a straight or curved line; turn or pivot, including spins and rollbacks on the haunches and/or on the forehand; side pass, two-track or leg yield; flying or simple change of lead; counter-canter; or any other maneuver; or ride without stirrups.
4. A back should be asked for at some time during the class. Judges should not ask exhibitors to mount or dismount.
5. Overall Presentation of Exhibitor and Horse The exhibitor's overall poise, confidence, appearance and position throughout the class as well as the physical appearance of the horse will be evaluated. Appropriate western attire must be worn. Clothes and person are to be neat and clean.
6. The exhibitor should appear natural in the seat and ride with a balanced, functional, and correct position regardless of the maneuver or gait being performed. During the rail work and pattern, the exhibitor should have strong, secure, and proper position. Exhibitors should sit and maintain an upright position with the upper body at all gaits.

7. The rider should sit in the center of the saddle and the horse's back with the legs hanging to form a straight line from the ear, through the center of the shoulder and hip, touching the back of the heel or through the ankle. The heels should be lower than the toes, with a slight bend in the knee, and the lower leg should be directly under the knee. The rider's back should be flat, relaxed, and supple. An overly stiff and/or overly arched lower back will be penalized. The shoulders should be back, level, and square. The rider's base of support should maintain secure contact with the saddle from the seat to the inner thigh. Light contact should be maintained with the saddle and horse from the knee to mid-calf. The knee should point forward and remain closed with no space between the exhibitor's knee and the saddle. The exhibitor will be penalized for positioning the legs excessively behind or forward of the vertical position. Regardless of the type of stirrup, the feet may be placed home in the stirrup, with the boot heel touching the stirrup, or may be placed with the ball of the foot in the center of the stirrup. The rider's toes should be pointing straight ahead or slightly turned out with the ankles straight or slightly broken in. Riding with toes only in the stirrup will be penalized. Those exhibitors who can maintain the proper position throughout all maneuvers should receive more credit. When riding without stirrups, the exhibitor should maintain the same position as previously described.

8. 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 rider's 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 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.

9. 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 shoulder will be penalized.

10. The exhibitor should not crowd the exhibitor next to or in front of him/her when working on the rail and should pass to the inside of the arena. When reversing on the rail, the exhibitor should always reverse to the inside of the arena.

11. Presentation of Horse
   • The horse's body condition and overall health and fitness should be assessed. The horse should appear fit and carry weight appropriate for the body size.
   • A horse that appears sullen, dull, lethargic, emaciated, drawn, or overly tired should be penalized according to severity.

12. Tack should fit the horse properly and be neat, clean, and in good repair.

13. The exhibitor should perform the work accurately, precisely, smoothly, and with a reasonable amount of promptness. Increasing speed of the maneuvers performed increases the degree of difficulty; however, accuracy and precision should not be sacrificed for speed. Exhibitors who perform the pattern sluggishly and allow their horse to move without adequate impulsion, collection, or cadence will be penalized.

14. 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.

15. The horse should track straight, freely, and at the proper cadence for the prescribed gait. Transitions should be smooth and prompt in the pattern and on the rail, and should be performed when called for on the rail.

16. The horse's head and neck should be straight and in line with its body while performing straight lines and slightly arched to the inside on curved lines or circles. Circles should be round and performed at the appropriate speed, size, and location as requested in the pattern. The counter-canter should be performed smoothly with no change in cadence or stride unless specified in the pattern.
17. The stop should be straight, square, prompt, smooth, and responsive with the horse maintaining a straight body position throughout the maneuver. The back should be smooth and responsive.

18. Turns should be smooth and continuous. When performing a turn on the haunches, the horse should pivot on the inside hind leg and step across with the front legs. A rollback is a stop and 180 degree turn over the hocks with no hesitation. Backing during turns will be penalized severely.

19. The horse should step across with the front and hind legs when performing the side pass, leg-yield, and two-track. The side pass should be performed with the horse keeping the body straight while moving directly lateral in the specified direction. When performing a leg-yield, the horse should move forward and lateral in a diagonal direction with the horse’s body arced opposite to the direction that the horse is moving. In the two-track, the horse should move forward and lateral in a diagonal direction with the horse's body held straight or bent in the direction the horse is moving.

20. A simple or flying change of lead should be executed precisely in the specified number of strides and/or at the designated location. A simple change of lead is performed by breaking to a walk or trot for one to three strides. Flying changes should be simultaneous front and rear. All changes should be smooth and timely.

21. Position of the exhibitor and performance of the horse and rider on the rail must be considered in the final placing.

22. Faults: Faults can be classified as minor, major, or severe. The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. An exhibitor who incurs a severe fault avoids elimination, but should be placed below all other exhibitors who complete the pattern correctly. A minor fault can become a major fault and a major fault can become a severe fault when the degree and/or frequency if the infraction(s) merits.

   - Minor faults
     - Break of gait at walk or jog/trot up to two strides
     - Over/under turn up to 1/8 of turn

   - Major faults
     - Break of gait at a lope, out of lead or missing lead for 1-2 strides
     - Not stopping within 10 feet of designated area
     - Incorrect gait or break of gait at walk or jog for more than 2 strides
     - Over turn of more than 1/8 turn, but not more than 1/4
     - Exhibitor looking down to check leads
     - Failure of bottom of boot to be in contact with the pad of the stirrup
     - Head carried too high
     - Head carried too low (tip of ear below the withers)
     - Overflexing or straining neck in head carriage so the nose is carried behind the vertical
     - Excessive nosing out

   - Severe Faults (avoids disqualification but should be placed below other exhibitors who do not incur a severe fault) include:
     - Loss of stirrup or rein
     - Missing a lead for more than 2 strides
     - Touching horse
     - Grabbing the saddle horn or any other part of the saddle
     - Cueing with the end of the romal
     - Spurring in front of the shoulder
     - Kicking at other horses, exhibitors or judge
     - Severe disobedience or resistance by horse including, but not limited to, rearing, bucking, or pawing

   - Disqualifications (should not be placed) include:
     - Failure of exhibitor to wear correct number in visible manner
     - Willful abuse
     - Knocking over the cone, going off pattern, or working on wrong side of cone
     - Excessive schooling or training
     - Fall by horse or rider
     - Illegal use of hands on reins
• Use of prohibited equipment
• Failure to follow pattern correctly including failure to ever execute correct lead or gait where called for
• Overturning more than one-fourth of prescribed turn
• Faults, which will be cause for disqualification, except in novice amateur or novice youth classes, which shall be faults, scored according to severity:
  • Head carried too low (tip of ear below the withers consistently)
  • Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

SUGGESTED SCORING:
1. Scores shall be on a basis of 0-100, with an approximate break-down as follows:
2. 90-100 Excellent rider, including body position and use of aids. Completes pattern accurately, quickly, smoothly and precisely while demonstrating a high level of professionalism.
3. 80-89 Very good performance in execution of the pattern as well as correct horsemanship and use of aid. Excellent horseman that commits a minor fault.
4. 70-79 Good pattern execution and average horsemanship lacking adequate style and professional presentation to merit elevating to the next scoring range. A very good rider that commits a minor fault or an excellent rider that commits a major fault.
5. 60-69 Fair pattern that lacks quickness or precision or rider has obvious position and/or appearance faults that prevents effective horsemanship; or a good horseman that commits two minor faults in the performance of the pattern. An excellent rider that commits a major fault.
6. 50-59 One major fault or multiple minor faults in the performance. A rider that demonstrates a lack of riding ability and knowledge of correct body position.
7. 40-49 A rider that commits a severe fault, two or more major faults or multiple minor faults in the performance or the exhibitor that demonstrates a lack of riding ability and knowledge of correct body position.
8. 10-39 Rider that commits more than one severe fault or multiple major faults in performance or exhibits poor riding skills but completes the class and avoids disqualification.

REINING
Classes 77 & 78
Exhibitors will perform the pattern individually and separately. All horses will be judged immediately upon entering the arena. Any fault incurred prior to the commencement of a pattern will be scored accordingly. 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 faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.
1. Each horse will be judged on the neatness, dispatch, ease, calmness, and speed with which it performs the pattern. The horse will rein and handle easily, fluently, effortlessly, and with reasonable speed throughout the pattern.
2. Any horse not following the exact pattern will be disqualified.
3. A judge will have the authority to require the removal or alteration of any piece of equipment or appointment that, in the judge's opinion, would tend to give a horse an unfair advantage. Any inhumane equipment will be scored accordingly.
4. Only one hand may be used on reins (except when showing horses 5 years old or younger with bosal or snaffle bit), and hands must not be changed. The hand must be around the reins. One finger between the reins is permitted. Spurs or a romal will not be used forward of the cinch. While the horse is in motion, the rider's hand will be clear of the horse and saddle.
5. Horses 6 years and older must be shown in a bit (curb, snaffle, spade, or half-breed), ridden with one hand; horses 5 years old and younger may be shown with a bosal. Mechanical hackamores are prohibited.
6. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena, and judging will cease after the last maneuver. Any fault incurred before beginning a pattern will be scored accordingly.
7. To rein a horse is not only to guide him but also to control his every movement. The best-reined horse should be willfully 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, faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

8. Scoring will be a basis of zero to infinity, with 70 denoting an average performance. The individual maneuvers are scored in half-point

SUGGESTED SCORING:
Scoring will be on the basis of 0-Infinity, with 70 denoting an average performance. Points will be added or subtracted from the maneuvers on the following bases, ranging from plus 1 1/2 to minus 1 1/2: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 average, +1/2 good, +1 very good, +1 1/2 excellent. Maneuver scores are to be determined independently of penalty points.

REINING PATTERN 1:
1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet (3 meters). Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.
9. Rider may drop bridle to the designated judge.
**REINING PATTERN 2:**

1. Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.
2. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
5. Run up the middle to the opposite end of the arena past the end marker and do a left rollback no hesitation.
6. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
7. Complete four spins to the right.
8. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern. Rider may drop bridle to the designated judge.

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**REINING PATTERN 3:**

1. Beginning, and staying at least 20 feet (6 meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.
REINING PATTERN 4:
1. Horse must walk or stop prior to starting pattern.
2. Beginning at the center of the arena facing the left wall or fence.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
6. Complete four spins to the left. Hesitate.
7. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
8. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
9. Run up the middle to the opposite end of the arena past the end marker and do a left rollback no hesitation. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.
10. Rider may drop bridle to the designated judge.

REINING PATTERN 5:
1. Horse must walk or stop prior to starting pattern.
2. Beginning at the center of the arena facing the left wall or fence.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
6. Complete four spins to the right. Hesitate.
7. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
8. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
9. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
10. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.
11. Rider may drop bridle to the designated judge.
REINING PATTERN 6:
1. Horse must walk or stop prior to starting pattern.
2. Beginning at the center of the arena facing the left wall or fence.
3. Complete four spins to the right.
4. Complete four spins to the left. Hesitate.
5. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
6. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
7. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
9. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

REINING PATTERN 7:
1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
9. Rider may drop bridle to the designated judge.
REINING PATTERN 8:
1. Horse must walk or stop prior to starting pattern.
2. Beginning at the center of the arena facing the left wall or fence.
3. Complete four spins to the left.
4. Complete four spins to the right. Hesitate.
5. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
6. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
8. 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 rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
9. Continue back around the 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 (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.
WESTERN RIDING
Class 78
The horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving. The class places emphasis on smoothness, even cadence of gaits (i.e., starting and finishing pattern with the same cadence), and the horse’s ability to change leads precisely, easily and simultaneously with both hind and front feet at the center point between markers.

SUGGESTED SCORING:
- Exhibitors will be scored on a basis of 0-100 with 70 denoting an average performance. Points will be added or subtracted from the maneuvers on the following bases, ranging from plus 1 1/2 to minus 1 1/2: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 average, +1/2 good, +1 very good, +1 1/2 excellent. Maneuver scores are to be determined independently of penalty points.
- One-half (1/2) point tick or light touch of log hind legs skipping or coming together during lead change non-simultaneous lead change (front to hind or hind to front).
- One (1) point: hitting or rolling log out of lead more than one stride either side of the center point and between the markers; splitting the log (log between the two front or two hind feet) at the lope break of gait at the walk or jog up to two strides.
- Three (3) points: 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; simple change of leads; 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; additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead) in Pattern 1 and 3 failure to start the lope within 30 feet (9 meters) after crossing the log at the jog; break of gait at walk or jog for more than two strides break of gait at the lope.
- Five (5) points: 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); blatant disobedience including kicking out, biting, bucking and rearing holding saddle with either hand; use of either hand to instill fear or praise.
- Disqualified - 0 score: illegal equipment willful abuse; off course; knocking over markers completely missing log; major refusal - stop and back more than two strides or four steps with front legs major disobedience or schooling; failure to start lope prior to end cone in Pattern 1 four or more simple lead changes and/or failures to change leads failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5.

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

WESTERN RIDING PATTERN 3:
1. Walk halfway between markers, 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

WESTERN RIDING PATTERN 4:
1. Walk, 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
DRILL TEAM CLASS:
Class 30
This is a team class that allows exhibitors to create a routine of maneuvers choreographed to music. Teams will consist of at least four (4), but no more than twelve horses/ponies. Each routine must be no shorter than six (6) minutes and no longer than twelve (12) minutes. There will be one Freestyle Division. This division will consist of 1 class:
- 4-12 rider teams

1. Flags are optional, but not required. Props are not allowed.
2. Each routine must be between six (6) minutes and twelve (12) minutes in duration. For each one (1) minute or fraction thereof under or over the designated time limit, two (2) points will be deducted from each judge's score sheet. Time begins when the first rider enters the arena and terminates when the last team-member acknowledges the judge. Time consumed as the result of an accident or other unforeseen circumstance that necessitates an interruption of a routine will not count toward the twelve (12) minute period.
3. Upon entering the arena, the gates will be closed and remain closed until the routine is completed and the final rider acknowledged the judge from a stopped position
4. Practice sessions will be by assigned times only. A practice session will be for 30 minutes. The 4-H member must be wearing a helmet, appropriate footwear and an exhibitor number to gain entrance to the arena for practice.
5. Each routine may score a maximum of 100 points. The State 4-H Horse Drill Team Competition will be scored according to the criteria listed on the Alabama 4-H Drill Team Score Sheet. All drill teams perform a minimum of five (5) maneuvers. The General Appearance section of the score sheet worth 20 points will be judged in a designated area prior to each team's performance. If a horse/pony is deemed unsound by the judge or show officials, then a team's alternate may be substituted.
6. No bareback riding or use of bareback riding pads will be permitted. All contestants will be required to sign and follow the Alabama 4-H Horse Activity Helmet Policy.
7. Appropriate riding boots must be worn by each 4-H member. Teams have the option of riding with one or both hands on the reins.
8. Under no circumstance is coaching allowed once time begins on a routine. If this happens, a team will be asked to stop the routine and will be disqualified from the competition.
9. Awards will be rosettes.
# DRILL TEAM

## SCORE SHEET

**Drill Team Name:**

**County:**

<table>
<thead>
<tr>
<th>Evaluation</th>
<th>Value</th>
<th>Score</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>General Appearance- 20 pts</strong></td>
<td></td>
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<td></td>
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<tr>
<td>Condition of Horses</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Grooming of Horses, Turnout of Rider/Driver</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cleanliness of Tack &amp; Equipment</td>
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<td></td>
<td></td>
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<tr>
<td>Take &amp; Equipment Fitted Properly</td>
<td>5</td>
<td></td>
<td></td>
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</tbody>
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| **Horsemanship & Control - 15 pts** | | | |
| Use of aids, driver or rider position | 5 | | |
| Rider’s ability to maintain gaits for appropriate breed throughout drill | 5 | | |
| Horses’ performance: rearing, bucking, biting, to be penalized | 5 | | |

| **Originality-30 pts** | | | |
| Use of aids, driver or rider position | 10 | | |
| Rider’s ability to maintain gaits for appropriate breed throughout drill | 10 | | |
| Horses’ performance: rearing, bucking, biting, to be penalized | 10 | | |

| **Overall Performance-35 pts** | 35 | | |

**TOTAL POINTS**

**Penalty Point to be Assessed**

- Deduct 25 points for each Fall of Horse or rider/driver
- Deduct 10 points for each collision without a fall of horse and/or rider.
- Deduct 10 points for each Loss of Equipment (leg wraps, costume, tack, etc.)
- Deduct 2 points for each one (1) minute, or fraction thereof, under or over the designated time limit.

**Time:**

(6 – 12 minute maximum)

**Minus Total Penalty Points**

**Final Score**

Judge’s Signature
RANCH DIVISION
RANCH RIDING
Classes 93 & 94

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.

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.

3. A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long floppy reins will not be given extra credit.

4. Tack and Equipment: Ranch work equipment and attire is recommended, but show equipment and attire will not be penalized. Roping reins or reins with romal are permitted.

5. Use of hands: Only one hand may be used on reins and hands must not be changed. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.

RANCH RIDING – PATTERN I:

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

RANCH RIDING – PATTERN 2:

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
RANCH RIDING – PATTERN 3:
1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

RANCH RIDING – PATTERN 4:
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 poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

RANCH RIDING – PATTERN 5:
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
SUGGESTED SCORING:
1. Each horse will work individually, performing both required and optional maneuvers, and scored on the basis of 0 to 100, with 70 denoting an average performance.
2. One (1) point penalties: Too slow/per gait; over-bridled; out of frame; break of gait at walk or jog for 2 strides or less
3. Three (3) point penalties: Break of gait at walk or jog for more than 2 strides; break of gait at lope; wrong lead or out of lead; draped reins; 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
4. Five (5) point penalties: Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal; placed below horses performing all maneuvers; eliminates maneuver; incomplete maneuver
5. Zero (0) score: Illegal equipment including hoof black, braided or banded manes, or tail extensions; willful abuse; major disobedience or schooling

RANCH TRAIL
Classes 91 & 92
1. 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 cleanliness 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.
2. In the event that a lariat is need for a roping station, one will NOT be provided by show management.
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. Tack and Equipment:
   • Ranch work equipment and attire is recommended, but show equipment and attire will not be penalized.
   • Wearing gloves, leather or fabric, is optional. Roping gloves may be worn for the duration of the class or may be worn only for the roping and log drag obstacles.
   • Roping reins or reins with romal are permitted, but must be used with a snap attachment if a ground tie is in the course.
7. Use of hands: Only one hand may be used on reins and hands must not be changed, except to work with an obstacle. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or a pony that is 5 years of age or younger.

RANCH GROUND HANDLING
Class 90
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.
2. 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.
3. 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).
   • Square horse for inspection; judge will only walk in front of the horse.
   • Lead the horse at a walk, jog/trot (or favorite gait for gaited horses only), or back in a
• straight or curved\(^*\) line, or a combination of straight and curved\(^*\) lines. (\(^*\)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.)

• Stop

• Answer questions from the judge

• Pivots, moving the forehand up to 270°

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

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

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

• Demonstrate a side pass

• Back the horse while handler remains stationary

• Send horse in a circle (either direction), around a marker, or over a pole.

4. 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.

5. 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.

6. 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 \(-1 \frac{1}{2}\) to \(+1 \frac{1}{2}\) with \(\frac{1}{2}\) point increments in between. In addition to the maneuver score, exhibitors can incur penalty points as listed below.

7. Penalties

- One-half (\(\frac{1}{2}\)) point
  - Break of gait (walk or trot) up to 1 full stride

- One (1) point
  - Touching horse other than when allowed. It is acceptable to touch the horse to side pass, move the hindquarters, and lower the head.

- Two (2) points
  - Freeze up: complete loss of forward, backward or lateral movement within a maneuver
  - Break of gait (walk or trot) for more than 1 full stride
  - Use of hand on halter in any manner
  - Touching horse with lead (first offense)
  - Incorrect or incomplete answer to the judge’s question
  - Artificial or overdone showing

- Five (5) points
  - Inappropriate Body condition score: Clearly below a 4 or clearly above a 7
  - Balking, continued spooking, kicking, biting, rearing, striking
  - Failure to complete a maneuver
  - Leaving out a maneuver
  - Touching horse with end of lead (second offense)

- Zero (0) score
  - Consistent Lameness
  - Illegal attire
  - Illegal tack
  - Abuse
ROPING GENERAL RULES (RANCH DIVISION, CONT.)

1. A contestant will be allowed to have one person to help secure his or her in the box. Once this has been accomplished, the helper may stay in the box or in a designated area outside the box. The helper must leave the arena immediately following the run. Contestants are encouraged to supply their own pusher in the roping chute. If a contestant does not have a pusher, one will be supplied. Only show officials and exhibitors are permitted in the arena, and helpers MUST remain in the designated area (not considered part of the arena).

2. The flag judge may at his or her discretion award new cattle to enable contestants to show their horse's ability on the cow, including:
   - the cow won't run or stops;
   - chute or barrier malfunctions;
   - cow turns back immediately;
   - cow leaves arena.

3. All breakaway ropers must start from behind the barrier from the right side of the chute (heel box) with the steer (or calf) to the rider's left.

PERSONAL APPOINTMENTS

- Riders must wear boots and suitable clothing, including a shirt with a collar and long sleeves. Shirts must be tucked in and sleeves rolled down and fastened. Also, contestants are not to wear any type of head covering other than an equine safety helmet or an equine hard hat with fastened chinstrap. ASTM/SEI helmets are recommended. Contestants violating these rules will receive no time.

TACK

1. Western-type equipment must be used. Use of a mechanical hackamore or other types of bridles is optional. No wire curbs, regardless of how they are taped, nor any chinstrap narrower than one-half of an inch will be permitted. Chain curbs are permissible but must be of the flat variety with no twist. The use of approved chain mouthpieces is legal.

2. Tie downs are permitted in roping classes. The mouthpiece must be at least five-sixteenths of an inch in diameter. However, saw tooth or bicycle chain mouthpieces are illegal. No bare metal is allowed on any part of the horse's head.

3. Protective boots, leg wraps, and bandages are allowed. The judge may prohibit the use of bits, shoes other than standard horseshoes, or equipment that may be considered severe or inhumane (electrical devices are prohibited).

4. No exhibitor may be tied, buckled, or fastened into the saddle in any manner or by any means during competition. (String, rubber bands, sandpaper, vet wrap, or other material designed to hold exhibitor's feet in the stirrups is prohibited.)

5. The judges or designated officials may disqualify a contestant for cruelty or abuse to a horse and for excessive use of bats, crops, whips, ropes, or hands in front of the cinch.

BREAKAWAY ROPING

Classes 95 & 96

A timed competition, rather than a scored event, for amateur and youth contestants. In breakaway roping, the rope is attached to the saddle horn with a heavy string allowing it to break when a legal catch is made. All other calf roping rules may apply.

1. Breakaway Roping is a timed event. The roper has a maximum of 1 minute to complete the run.

2. A legal catch is a loop that passes over the head of the calf and then holds on any part of the calf to cause the string to break away from the saddle horn. Roping the calf without releasing the loop from the hand is not permitted.

3. Time will be called from the drop of the flag at the barrier to the break of the rope string from the saddle horn. A 10-second penalty will be added to the time for breaking the barrier. A regular rope is to be fastened to the horn or swell by a cotton string.

4. Two loops will be permitted. One or two ropes are to be tied to the saddle horn by a heavy string, in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope. A visible cloth or flag must be attached to the end of the rope tied to the horn to make it easier for the flagger to see it break free.

5. If the roper is carrying one rope and the roper desires to use a second loop, he or she may recoil, provided the rope is still tied by a string to the saddle horn. If the rope is no longer attached to the saddle horn with the string after the roper has thrown the first loop, it cannot be rebuilt for a second throw. If the roper is carrying two loops, he may use the second loop, provided it is still attached to the saddle horn with a string. If the second loop falls loose, it cannot be rebuilt.
6. The contestant may free his or her first rope from the horn after a miss, before getting his second loop ready, if he or she wishes.
7. A contestant who uses any part of his or her body to break the rope from the saddle will receive a no time.
8. At the state show, if the regional qualifying slot for breakaway roping is not filled after the first run, exhibitors will have the option for one rerun to fill the breakaway roping regional qualifying slot and must pay another cattle charge to compete.
9. All breakaway ropers must start from behind the barrier from the right side of the chute (heel box) with the steer (or calf) to the rider’s left.
10. Show management shall provide string for breakaway roping.

DALLY TEAM ROPING

Class 97
1. A team will consist of two current 4-H members. All contestants and horses must be eligible according to state 4-H horse show rules.
2. A 4-H member may enter Team Roping twice – only one time as a header and only one time as a heeler (can be different teams) and may ride the same or a different horse as a header or heeler. Team may be two boys, two girls, or one boy and one girl.
3. This will be a timed event. Time starts with the release of the barrier and ends when the animal is roped, both horses facing animal in line with ropes dallied and tight; horse’s front feet must be on ground.
4. The header will start behind the barrier from the left side of the chute (heading box) with the steer on the right and must throw the first loop at the head.
5. The heeler must start from behind the barrier line from the right side of the chute (heeling box) with the steer on the left.
6. Each contestant will be allowed to carry only one rope.
7. Team is limited to three throws. If more than one loop is to be thrown, rider must recoil rope and rebuild loop. Furthermore, the header must still head and the heeler must still heel. (No switching of headers and heelers allowed.)
8. Legal head catches are both horns, head and horn, or around the neck, so long as the rope passes over the horns. A front leg in the head catch is a disqualification. Heel catch must be on one or both hind legs. Heel catch must pass over the animal’s hind feet first and not extend to the front shoulder to be considered a legal catch. Catching only one heel is a 5-second penalty.
9. It is an automatic disqualification when the header and heeler fail to complete both catches within 1 minute from the time the animal leaves the chute.
10. The animal is not to be tied.
11. The ropes are not to be tied hard and fast.
12. Riders must remain mounted.
13. Animal must be standing up when roped by head or heels.
14. Loss of rope by either exhibitor is automatic disqualification.
15. The rope must be wrapped around the saddle horn at least one complete turn before it is considered a dally.
16. There will be a 10-second penalty assessed for breaking the barrier.
17. There will be a flagman (also serves as dally judge) and barrier judge.
18. Contestants will be disqualified for any abusive treatment of animals or their horses.
19. Roping animal without turning loose of the loop will be considered a “no catch.”
20. If animal is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his or her hands.
21. If hondo passes over one horn, the loop over the other, the catch is illegal.
22. If loop crosses itself in head catch, it is illegal. This does not include heel catches.
23. If, in the opinion of the field flagger, a heel loop is thrown before the header has dallied and changed directions of an animal, the team will receive no time.
BOXING (Working Cow Horse with Boxing only)
Classes 98 & 99

1. This class consists of two parts scored separately. The exhibitor shall perform the designated cowhorse pattern (reined work) and then call for his/her cow for the boxing portion (cow work). An exhibitor’s final score will be the sum of the two portions.

2. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance. The same basis of scoring shall apply to both the reined work and cow work. In the event of a tie, the entry with the highest cow work will be declared the winner.

3. The show committee may provide 2-4 herd holders to facilitate returning the cow to the holding pen after each run.

4. Both the cow work portion of this event and the reined work portion are mandatory. Scoring emphasis on the cow work portion shall be based on the horse maintaining control of the cow at all times, exhibiting superior cow sense and natural cow working ability without excessive reining or spurring. Failure of an exhibitor to attempt to complete the cow work portion of the class, as well as the reined work, will result in the exhibitor being disqualified and not eligible for placing. A horse which attempts to complete the cow work and has not been disqualified will be scored accordingly by the judges. A horse going off pattern in the reined work will receive a score of zero. A horse which attempts both the reined work and the cow work portion may be placed, even if disqualified in one portion of the class. (Example: if a horse is disqualified and receives a 0 score for the reined work, but scores a 70 for the cow work, its total score would be a 70 and the horse would be eligible for placing.) However, the fall of a horse and rider being judged shall be cause for disqualification and not eligible for placing.

5. Reined Work
   • The approved pattern will be used and each contestant will cause his horse to travel at the gait indicated for each part of the pattern. When judging reined work, the judge should refer to the reining portion of the AQHA handbook for guidelines.
   • Any of the approved AQHA working cow horse patterns may be used. One of those patterns is to be selected by the show management of the class and used by all contestants in the class.

6. Cow Work
   • Boxing the Cow – The rider will face the cattle entry gate. The rider shall signal for his/her cow to be turned into the arena. Each contestant upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow. Time shall begin when the gate closes behind the cow after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse’s ability to drive and block the cow on the entry fence. There shall be no schooling between the completion of the reined work and the cow work, or between cows if a new cow is awarded.
   • The judge should take into consideration the size of the arena, condition of ground and the disposition and degree of difficulty exhibited by the cattle worked.
   • Horse should keep working until judge blows whistle. If exhibitor quits working before the judge blows the whistle a score of 0 will be given.

7. The entry shall be penalized in the boxing portion for:
   • Five (5) Point Penalties
     • Deliberate spurring or use of the romal forward of the cinch
   • Three (3) Point Penalties
     • Biting or striking the cow
     • Knocking down the cow without having a working advantage
   • Two (2) Point Penalties
     • Loss of working advantage
   • One (1) Point Penalties
     • Slipping a rein
     • Exaggerated opening of mouth;
     • Nervous throwing of head;
     • Halting or hesitation while being shown, particularly when being run out, indicating anticipation of being set up;
• Touching the horse or saddle with the free hand except during the cow work portion of the class, where the rider may hold onto the horn.

• Zero (0) Score
  • Turn tail
  • Fingers between the reins
  • Leaving the work area before the pattern or work is complete
  • Any horse that is out of control while working the cow, thus endangering the rider (i.e. crossing the path of the cow) shall be called off the cow.
  • Any horse that runs over the cow, thus causing the fall of horse and/or rider, shall terminate the work at that time.
  • During the cow work, use of two hands on the reins, except with junior horses ridden two-handed in a bosal or snaffle bit
  • The judge may blow his whistle at any time to terminate the work, a score of zero will be charged if the work is not complete at that point

• If time and number of cattle permit, the judge may, at his discretion, award new cattle to enable the contestant to show his horse’s ability on the cow, based on the following criteria:
  • The cow won’t or can’t run
  • The cow runs blind or won’t yield to the horse
  • The cow leaves the arena

CUTTING
Class 100
The Cutting class is open to current and eligible Senior 4-H members.

1. Contestants are responsible for securing their own help (herd holders and turn-back help) and may select either adults or youth.

2. This class will be conducted, as closely as possible, according to the current National Cutting Horse Association Rule Book (http://www.nchacutting.com/ag/judges/pdf/rule_book.pdf). Some of the significant excerpts of these rules are included in the following rules.

3. Each horse is required to enter the herd sufficiently deeply enough to show his ability to make a cut. One such deep cut will satisfy this rule. Failure to satisfy this requirement will result in a three point penalty.

4. When an animal is cut from the herd, it is most desirable that it be taken toward the center of the arena, and credit should be rewarded for the same. Additional credit will be given to the horse that drives its stock sufficient distance from the herd to assure that the herd will not be disturbed by its work, thereby showing its ability to drive a cow.

5. Riding with a loose rein throughout a performance is a requirement and will be recognized.

6. Credit will be recognized for setting up a cow and controlling it in a working position as near the center of the arena as possible.

7. If the cutting horse or rider creates disturbance at any time throughout the working period (2½ minutes), he or she will be penalized:
   • Any noise directed by the contestant toward the cattle will be penalized one point.
   • Each time a horse runs into the herd, scatters the herd while working, or picks up cattle through fault of the horse, will be penalized three points. The entire cow must enter working area of horse.
   • The judge will stop any work because of training or abuse of a horse by the contestant or disturbance of the cattle.

8. A horse will be penalized three points each time the back fence actually stops or turns the animal being worked within one step (3 feet) of the fence. The back fence will be agreed on and designated by the judge or judges before the contest starts (meaning the actual fence only; no imaginary line from point to point to be considered). If any of the contestants voice an objection before the contest starts, the judge or judges will take a vote of the contestants, and a “back fence” acceptable to the majority will be designated and used.

9. If horse turns the wrong way with tail toward animal being worked, an automatic score of 60 points will be given.

10. When working, a horse will be penalized one point each time the reins are used to control or direct (to rein) the horse,
regardless of whether the reins are held high or low. A one-point penalty also will be charged whenever a horse is visibly cued in any manner. If the reins are tight enough that the bits are bumped at any time, the horse will be penalized one point each time even though the hand of the rider does not move.

- A horse must be released as soon as the desired animal is clear of the other cattle. Additional reining, cuing, or positioning will result in a one-point penalty for each occurrence.
- The rider should hold the bridle reins in one hand. A three-point penalty will be charged if the second hand touches the reins for any purpose except to straighten them.
- Spurring behind the shoulder will not be considered a visible cue. A three-point penalty will be assessed each time a horse is spurred in the shoulder.
- A toe, foot, or stirrup on the horse’s shoulder is considered a visible cue. A one-point penalty will be given for each occurrence. If a horse lets an animal that it is working get back in the herd, it will be penalized five points.

11. If a rider changes cattle after visibly committing to a specific cow, a five-point penalty will be assessed.
12. When a horse loses its working advantage, misses a cow, or is working out of position, it will be penalized one-half point (a), or one point (A) or (F).
13. Unnecessary roughness, such as a horse actually pawing, biting, or kicking cattle, will be penalized three points.
14. A contestant may quit an animal when it is obviously stopped, obviously turned away, or obviously behind the turn-back horses and the turn-back horses are behind the time line. A penalty of three points must be charged if the animal is quit under any other circumstances.
15. If a horse quits a cow, a penalty of five points will be assessed.
16. If a horse clears the herd with two or more cattle and fails to separate a single animal before quitting, a five-point penalty will be charged. There is no penalty if time expires.
17. When a contestant is thrown from a horse or a horse falls to the ground, an automatic score of 60 points will be given.
18. Any rider who allows his or her horse to quit working or leave the working area before the allotted time is up will be disqualified for that go-round with no score.
19. A judge marks from 60 to 80 points. An average performance should be marked around 70 points. Half points are permissible.
20. When the judge is in doubt about a penalty, the benefit always goes to the contestant.

**DEFINITION OF TERMS**

1. **Loss of working advantage:** When a horse goes by a cow to the degree that it loses its position to maintain control of the cow.
2. **A miss:** A response of the horse to the action of the cow being worked, resulting in a loss of working advantage or being out of position.
3. **Working out of position:** The position of the horse in relation to the cow being worked; being consistently either too short or too long in working to control a cow.
**HIPPOLOGY CONTEST**

**OBJECTIVE:** To provide, in a friendly and competitive setting, the opportunity for Alabama 4-H members, to showcase the breadth of their knowledge and skills of equine science and management.

1. There will be two levels of competition: Junior and Senior. At both levels, competition will be for individuals and for county-based teams that shall consist of a minimum of 3 members. Counties with more than four 4-H members must designate team members at registration. With the lowest score being dropped, the 3 highest scoring (overall score) team members will serve as the official team. The Team Problem-solving phase score will not count for individual's scores.

2. Individuals, those not part of an official team, will not participate in the Team Problem-solving phase of the Contest.

3. Talking or conferring during the contest is prohibited, except as allowed in the Team Problem-solving Phase.

4. The judging classes will be the same classes for both the Hippology Contest and the Judging Contest. For contestants in both Contests, the Judging Classes will be counted for both Contests.

5. The Hippology Contest is projected to consist of 4 Phases (3 Individual divisions and 1 Team division): Examination, Station, Judging and Team, with the approximately number of point available, as noted below.

   - **Examination Phase:** (200 Points)
     - A written exam (25 questions; 4 points each)
     - Projected slides to be identified as to breed, color, color patterns, activity, tack, and anatomy (25 slides; 4 points each)

   - **Station Phase:** (200 Points)
     - Identification:
       - Types and parts of Tack (saddle bridle, etc), tools and equipment
       - Common grains and forages
       - Parasites (life cycle chart, pictures, or classes of dewormers)
       - Blemishes and unsoundnesses
       - Age of equines based on teeth
     - Use of pulse, respiration rate, temperature, dehydration, etc., to assess horse health
     - Measurements such as, but not limited to, tack fit (for example, seat length of saddle), shoe size, wither height, etc. may be required.

   - **Judging Contest:** (200 points)
     - Judging of two classes (placings only). One class will be a Halter Class and one will be a Performance Class. Videos and/or slide shows will be used for this phase. Oral reasons will not be a part of the Hippology Judging Contest.

   - **Team Problem-solving Phase:** (200 points)
     - Teams will work together to solve an equine based problem/issue and present an oral solution to an official. All team members must participate in the solution of the problem/issue.
     - Evaluation will be based on the understanding of the problem, completeness of the logic used in solving the problem/issue and teamwork of the oral presentation.
     - The official may ask questions.
     - Examples of problems/issues are:
       - Explanation of use or assembly of specific equipment will be considered.
       - Demonstrate skill or ability to use specific equipment
       - Set up an annual health program
       - Design a training program for a specific type performance horse
• Set up a business to give “riding lessons”
• Conduct a 4-H Equine Field Day
• Disinfect a horse stall
• Identify blemishes or unsoundness on a horse
• Discuss Conformation of a horse
• Develop an annual budget for a horse and/or horse farm
• Establish a new horse facility
• Balancing a horse ration

AWARDS
1. Awards will be presented to top ten individuals in the examination phase, in the station phase, in the judging phase, and overall.
2. Each member of the top ten teams in the examination phase, in the station phase, in the judging phase, in the team problem phase and overall will receive awards.
3. The highest placing team will be eligible to compete at the 2016 Southern Regional 4-H Horse Show Championships in Perry, GA.

TIE BREAKING
1. All ties overall, individual and team, will be broken using the following sequence:
   - Examination scores
   - Station scores
   - Judging scores
2. Ties within any phase are to be broken using the overall score first and then the same sequence as above. If further tie breaking is needed, in the team problem phase and overall will receive awards.

HORSE JUDGING CONTEST
1. There will be two levels of 4-H competition: Junior and Senior. At both levels, competition will be for individuals and for county teams that shall consist of a minimum of 3 members. Counties with more than four 4-H members must designate team members at registration. With the lowest score being dropped, the 3 highest scoring (overall score) team members will serve as the official team.
2. Talking or conferring during the contest is prohibited. A contestant cannot wear any markings, clothing items or jewelry that in any way reveals identity or area of residency. Personal communication devices are prohibited.
3. Notes may not be used while giving oral reasons.
4. Typically, this contest has 4 classes, 2 halter or in-hand classes and 2 performance classes. Juniors will give one set of reasons – either halter or performance. Seniors will give 2 sets of reasons - 1 halter class and 1 performance class. Classes may deviate from this format.
5. A maximum 50 points will be awarded for class placings and 50 points will be awarded for reasons.
6. Contestants will have 17 minutes to judge classes. Contestants have 2 minutes to present their oral reasons to the judge.
7. Conformation classes that may be included in the contest are:
   - Quarter Horse
   - Arabian
   - Walking Horse
   - Stock Type
   - Morgan
   - Pony Breeds (hunter or stock)
8. Performance Classes that may be included in the contest are:
   - Western Pleasure
   - Hunter Under Saddle
   - Hunter Hack
   - Saddlebred 3-gaited (trotting)
   - Plantation English Pleasure
   - Reining
   - Hunt Seat Equitation
   - Pleasure Driving
   - Saddle Seat Equitation
   - Country English Pleasure
   - Western Riding
   - Western Horsemanship

9. The highest placing Senior 4-H team will be eligible to compete at the 2016 Southern Regional 4-H Horse Show Championships.
10. State 4-H rules require that any State Contest Winning Judging Team is no longer eligible to compete in that event at the State level. This rule is waived for the Horse Judging team, slightly, and states that when a county team comprised of a majority of the same team members wins the State 4-H Horse Judging Contest a second time, they are required to compete in a National Contest.

**TIE BREAKER**
- Ties for team or individual awards will be broken by the following sequence:
  - Team or individual with the highest oral reasons score will be first.
  - If still tied, the team or individual with the highest placing in reasons classes will be first.

**PUBLIC SPEAKING CONTEST**
1. This is an individual contest.
2. There will be a Junior and a Senior Division for this competition.
3. The topic must be relative to the equine industry.
4. NO visual aids are permitted.
5. Contestants may use notes. However, excessive use of notes may count against the contestant.
6. Speeches must be between 7 and 10 minutes in length. Three (3) points will be deducted from the total score for each minute or fraction of a minute, if the presentation is less than 7 or more than 10 minutes in length.
7. The highest scoring Senior entry will automatically qualify to compete in the Public Speaking Contest at the 2016 Southern Regional 4-H Horse Show Championships in Perry, GA. The second qualifier will be the 4-H member with the highest score, between the highest scoring Junior and the second highest-scoring Senior.

**INDIVIDUAL PRESENTATION CONTEST**
1. This is an individual presentation contest.
2. There will be a Junior and a Senior Division for this competition.
3. The topic must be relative to the equine industry.
4. This is presentation. NO live animals are permitted.
5. Contestants may use notes. However, excessive use of notes may count against the contestant.
6. Presentation must be between 9 and 12 minutes in length. Three (3) points will be deducted from the total score for each minute or fraction of a minute, if the presentation is less than 9 or more than 12 minutes in length.
7. Contest officials will supply two (2) tables and two (2) easels. The presenter must provide any other equipment or props.
8. The highest scoring Senior entry will automatically qualify to compete in the Individual Presentation Contest at the 2016 Southern Regional 4-H Horse Show Championships in Perry, GA. The second qualifier will be the 4-H member with the highest score, between the highest scoring Junior and the second highest-scoring Senior.

**TEAM PRESENTATION CONTEST**
1. This is a team presentation contest. The team consists of two (2) 4-H members.
2. There will only ONE division in this competition.
3. The topic must be relative to the equine industry.
4. This is a presentation. NO live animals are permitted.
5. Contestants may use notes. However, excessive use of notes may count against the contestant.
6. Presentation must be between 10 and 15 minutes in length. Three (3) points will be deducted from the total score for each minute or fraction of a minute if the presentation is less than 10 or more than 15 minutes in length.
7. Contest officials will supply two (2) tables and two (2) easels. The presenters must supply any other equipment or props.
8. The top two placing Entries are eligible to compete in the Team Presentation Contest at the 2016 Southern Regional 4-H Horse Show Championships in Perry, GA.
TEAM PRESENTATION CONTEST
1. This is a team presentation contest. The team consists of two (2) 4-H members.
2. There will only ONE division in this competition.
3. The topic must be relative to the equine industry.
4. This is a presentation. NO live animals are permitted.
5. Contestants may use notes. However, excessive use of notes may count against the contestant.
6. Presentation must be between 10 and 15 minutes in length. Three (3) points will be deducted from the total score for each minute or fraction of a minute if the presentation is less than 10 or more than 15 minutes in length.
7. Contest officials will supply two (2) tables and two (2) easels. The presenters must supply any other equipment or props.
8. The top two placing Entries are eligible to compete in the Team Presentation Contest at the 2016 Southern Regional 4-H Horse Show Championships in Perry, GA.

4-H HORSE SCHOLARS/QUIZ BOWL
1. The primary objective of the 4-H Horse Quiz Bowl is to provide an opportunity for the youth enrolled in a 4-H horse project or related subject to demonstrate their knowledge of horses in a competitive setting where attitudes of friendliness and fair play prevail. This event is designed to encourage both horse-owning youth and “horseless” youth to become more knowledgeable about horses and the horse industry. Teams must be county- based and entered accordingly.
2. Only ONE team allowed per 4-H club!
3. The State 4-H Horse Quiz Bowl is an oral quiz contest made up of questions pertaining to horse topics. Pairs of four-person teams compete against each other by responding to questions asked by a contest moderator. Each team is given points for a correct answer and in some cases penalties for incorrect answers. The team with the highest score at the end of each match (a complete match is rounds 1, 2, and 3) will move up to compete in an advanced match. A short, Scantron-scored quiz will be taken by each team, at the start of the Quiz Bowl competition to determine seedings or placement in the tournament-style brackets.

SCORING
1. ROUND 1 - Individual questions; each player individually will be asked a question; only that player may answer (8 questions).
   • each correct answer = 1 point
   • each incorrect answer = no penalty
2. ROUND 2 - one on one; each designated pair of players (players A from both teams, players B, etc.) will be asked two questions. Players must buzz in and be recognized by the moderator before answering (8 questions).
   • each correct answer = 1 point each incorrect answer = -1 point
   • answering without being recognized = -2 points
3. ROUND 3 - toss-up questions; any player on either team may buzz in and answer after being recognized (8 questions).
   • each correct answer = 2 points each incorrect answer = -1 point
   • answering without being recognized = -2 point

QUIZ BOWL GENERAL RULES:
1. It is the responsibility of each contestant to assure that all equipment is operating correctly at the start of the match. If equipment fails during a match, any contestant, the moderator, or a county agent may call a time out. Scores accumulated up to the “time out” shall stand. Under no conditions will there be a replay of a match in which equipment failed.
2. The moderator will direct the contest, ask all questions and designate contestants to answer and accept or reject all answers. The moderator will announce the start of each round and the winner of each match.
3. Referee judges may rule individually or jointly on acceptability of any question or answer. Where a designated reference gives an incorrect answer, the judge may insist on only accepting a correct answer.
4. A score keeper shall keep team scores in a manner so that the scores are clearly visible to the moderator and the contestants.
5. Players must buzz in within 10 seconds after the moderator reads a question. If no player buzzes in within the time limit the question will be discarded and the next question will be asked.

6. Players must begin their answer within 10 seconds after they are recognized by the moderator (rounds 2 and 3). Repeating the question does not constitute the beginning of an answer.

7. If a player buzzes in before the moderator reads the entire question, the moderator will stop reading the question, and the player must answer on the basis of the incomplete question.

8. If the answer given to a question is incorrect, the question will be discarded (whether or not read completely). It will not be repeated for the opposing team.

9. For educational purposes, the moderator will answer each incorrectly answered question.

10. If a question is thrown out due to poor reading by the moderator or the decision of the referee judges, it will be replaced by another question so a constant number of questions will be asked in each round.

11. If teams are tied at the end of a match, 5 additional toss-up questions will be asked.

12. Tape recorders and video cameras may not be used at any time during the match.

13. At no time will contestants of a team, which has not been eliminated from the competition, be permitted to remain in the audience. A designated holding area for competing teams will be established before the contest.

14. The winning Quiz Bowl Team will be eligible to compete at the 2016 Southern Regionals.
ART WORK
1. Open to entries depicting some form of art work. Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.
2. “Art work” is described as drawings, paintings, sketches on a flat sheet layout.
3. "Art work" with frames or in glass is not allowed.
4. Entries that are Paint-by-Numbers are not allowed.
5. Only one entry per exhibitor is permitted.
6. There is a Junior and a Senior Division for this competition.
7. “Art work” pertaining to the equine industry is acceptable.
8. Exhibits can be no larger than 3’ by 3’ in size.
9. Exhibits MUST be the work of the 4-H member within the previous 12 months.
10. Entry will be judged on the following criteria:
    11. Creativity/ Originality
    12. Neatness/Clarity of display
    13. Power to attract attention and hold interest of viewer.
14. Exhibits must be in the Ed Teague Arena by 8 AM, Thursday, July 14, 2016. Exhibits will be judged by 1PM and will be available to the viewing public from 1 to 4 PM and MUST remain on display until 4 PM.

ARTISTIC EXPRESSION
1. Open to entries depicting some form of Artistic Expression other than photography and “art work”. Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.
2. Only one entry per exhibitor is permitted.
3. There is a Junior and a Senior Division for this competition.
4. Any type of artistic expression (that cannot be entered in any other creative endeavors class) pertaining to the equine industry, is acceptable.
5. Exhibits mounted on poster board cannot exceed 3’ X 3’ in size.
6. Exhibits MUST be the work of the 4-H member within the previous 12 months.
7. Entry will be judged on the following criteria:
    8. Creativity/ Originality
    9. Neatness/Clarity of display
10. Power to attract attention and hold interest of viewer.
11. Exhibits must be in the Ed Teague Arena by 8 AM, Thursday, July 14, 2016. Exhibits will be judged by 1PM and will be available to the viewing public from 1 to 4 PM and MUST remain on display until 4 PM.
CREATIVE WRITING
1. Open to entries of any form of Creative Writing.
2. Only one entry per exhibitor is permitted.
3. There is a Junior and a Senior Division for this competition.
4. Any type of creative writing pertaining to the equine industry is acceptable.
5. Exhibits MUST be the work of the 4-H member within the previous 12 months.
6. Entry will be judged on the following criteria:
   - Creativity/Imagination
   - Organization/Clarity
   - Grammar/Mechanics/Appearance
7. Creative Writing Entries must be submitted June 1, 2015 to the office of Courteney Holland, 110 Upchurch Hall, Auburn University, AL 36849-5625. Writings will be judged prior to the State 4-H Horse Show and will be on display to the public on Thursday, July 14, 2016, from 1 to 4 PM and MUST remain on display until 4 PM.

MODEL HORSE SCENE COMPETITION
1. Entry can be no larger than a 3’ X 3’ scene and must be modeled after one of the classes in the 2013 Alabama State 4-H Horse Show. Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.
2. Only one entry per exhibitor is permitted.
3. There is a Junior and a Senior Division in this competition.
4. Entry must contain 2 or more model horses.
5. Each entry must have a written description of the class, not to exceed one page, being depicted in the scene.
6. Exhibits MUST be the work of the 4-H member within the previous 12 months.
7. Entry will be judged on the following criteria:
   - Creativity/Originality
   - Neatness/Clarity of display
   - Condition of model animals in the display
8. Power to attract attention and hold interest of viewer.
9. Exhibits must be in the Ed Teague Arena by 8 AM, Thursday, July 14, 2016. Exhibits will be judged by 1 PM and will be available to the viewing public from 1 to 4 PM and MUST remain on display until 4 PM.

PHOTOGRAPHY
1. All entries must pertain to the equine industry. Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.
2. Only one entry per exhibitor, per class, is permitted.
3. There is a Junior and a Senior Division for all classes in this competition.
4. An entry consists of a single photo!
5. Two Classes:
   - Black & White Photography Class (including sepia).
   - Color Photography Class.
6. Entries should be either mounted or matted on an appropriate-size, neutral tone, poster/paper board.
7. Entries shall not exceed 16” X 22” and should be mounted on appropriate sized matting.
8. Photos with frames or in glass are not eligible. Photos will be laid flat on a table for judging. NO easels or props may be used.
9. Entries MUST be the work of the 4-H member within the previous 12 months.
10. This Photography Class will have a maximum of 15 score sheets with placings for the top 10.
11. Entries will be judged on the following criteria:
   - Composition
   - Originality
   - Effective Use of Lighting
   - Creative Use of Depth of Field
   - Power to Attract Attention & Hold Viewer’s Interest

12. Entries must be in the Ed Teague Arena by 8 AM, Thursday, July 14, 2016. Exhibits will be judged by 1PM and will be available to the viewing public from 1 to 4 PM and MUST remain on display until 4 PM.

PHOTO PICTURE STORY
1. All entries must pertain to the equine industry. Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.
2. Only one entry per exhibitor, per class, is permitted.
3. There is a Junior and a Senior Division for all classes in this competition.
4. An entry is two or more photographs mounted on a single display board. Captions are optional; however the photos should tell the story.
5. Entries should be either mounted or matted on an appropriate-size, neutral tone, poster/paper board.
6. Entries shall not exceed 22" X 28".
7. Photos with frames or in glass are not eligible. Picture story display board will be laid flat on a table for judging. NO easels or props may be used.
8. Entries MUST be the work of the 4-H member within the previous 12 months.
9. This Photography Class will have a maximum of 15 score sheets with placings for the top 10.
10. Entries will be judged on the following criteria:
    - Composition
    - Originality
    - Effective Use of Lighting
    - Creative Use of Depth of Field
    - Power to Attract Attention & Hold Viewer’s Interest

11. Entries must be in the Ed Teague Arena by 8 AM, Thursday, July 14, 2016. Exhibits will be judged by 1PM and will be available to the viewing public from 1 to 4 PM and MUST remain on display until 4 PM.

DIGITAL ALTERED PHOTOGRAPHY
1. Open to entries depicting digital manipulation of a photo or photos to create a single photograph of artistic quality.
2. All entries must pertain to the equine industry. Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.
3. Only one entry per exhibitor is permitted.
4. There is a Junior and a Senior Division for all classes in this competition.
5. Each entry must be accompanied a copy of the original, unaltered photo or photos used in the process.
6. The original photo or photos must have been taken by the 4-H member submitting the entry. The original picture CANNOT be a scanned image from another source.
7. Each entry must also include an explanation of “What did you want to achieve?” and “How did you digitally manipulate the photo?”
8. Entries should be either mounted or matted on an appropriate-size, neutral tone, poster/paper board.
9. Entries shall not exceed 16” X 22” and should be mounted on appropriate sized matting.
10. Photos with frames or in glass are not eligible. Photos will be laid flat on a table for judging. NO easels or props may be used.
11. Entries MUST be the work of the 4-H member within the previous 12 months.
12. This Photography Class will have a maximum of 15 score sheets with placings for the top 10.
14. Entries will be judged on the following criteria:
   • Original (unaltered photo) attached
   • Goal of Alteration achieved
   • Difficulty of Manipulation
   • Originality/Creativity
   • Appeal/Power to Attract Attention & Hold Viewer’s Interest
15. Entries must be in the Ed Teague Arena by 8 AM, Thursday, July 14, 2016. Exhibits will be judged by 1PM and will be available to the viewing public from 1 to 4 PM and MUST remain on display until 4 PM.

**POSTER CONTEST — CONSUMER CHOICES**

1. All entries must be the result of comparison shopping for equine equipment; i.e., services, animals, feed, nutrition, or health products; etc. (For example – comparison shopping for a new saddle).
2. Can compare items on cost, features, benefits, etc.
3. Educational display MUST be mounted on a 22" X 28” poster educating others about your equine “comparison shopping” experience.
4. Only one entry per exhibitor is permitted.
5. There will be a Junior and Senior Division in this competition.
6. Exhibits MUST be the work of the 4-H member within the previous 12 months.
7. Entry will be judged on the following criteria:
   • Learning involved
   • Accuracy of information
   • Power to attract attention and hold interest of viewer
   • Message clearly communicated
8. Exhibits must be in the Ed Teague Arena by 8 AM, Thursday, July 14, 2016. Exhibits will be judged by 1 PM and will be available to the viewing public from 1 to 4 PM and MUST remain on display until 4 PM.
### Contestant’s Name: ________________________________

### Title of Presentation: ________________________________

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Starting time ________         Finishing time ________       Length of time _________        Deductions (if any)_________

GRAND TOTAL ____________

1. This is an individual speech contest.
2. There will be a Junior and a Senior Division for this competition.
3. The topic must be relative to the equine industry.
4. NO visual aids are permitted.
5. Contestants may use notes. However, excessive use of notes may count against the contestant.
6. Speeches must be between 7 and 10 minutes in length. Three (3) points will be deducted from the total score of each official, for each minute or fraction of a minute, if the presentation is less than 7 or more than 10 minutes in length.
### Contestant's Name:

________________________________________________________________________

### Title of Presentation:

________________________________________________________________________

<table>
<thead>
<tr>
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<th>Score</th>
<th>Comments</th>
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<td>Organization</td>
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<td>Content and accuracy</td>
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<td>Stage presence</td>
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<td>Effect on audience</td>
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</table>

Starting time ________  Finishing time ________  Length of time ________  Deductions (if any)_________

GRAND TOTAL ____________

1. This is an individual demonstration or illustrated talk contest.
2. There will be a Junior and a Senior Division for this competition.
3. The topic must be relative to the equine industry.
4. This is a demonstration or illustrated presentation. NO live animals are permitted.
5. Contestants may use notes. However, excessive use of notes may count against the contestant.
6. Presentation must be between 9 and 12 minutes in length. Three (3) points will be deducted from the total score of each official, for each minute or fraction of a minute, if the presentation is less than 9 or more than 12 minutes in length.
7. Contest officials will supply two (2) tables and two (2) easels. The presenter must provide any other equipment or prop.
1. This is a team contest. The team consists of two (2) 4-H members.
2. There will only ONE division in this competition.
3. The topic must be relative to the equine industry.
4. This is a demonstration or illustrated presentation. NO live animals are permitted.
5. Contestants may use notes. However, excessive use of notes may count against the contestant.
6. Presentation must be between 10 and 15 minutes in length. Three (3) points will be deducted from the total score of each official, for each minute or fraction of a minute if the presentation is less than 10 or more than 15 minutes in length.
7. Contest officials will supply two (2) tables and two (2) easels. The presenters must supply any other equipment or props.
Contestant’s Name: __________________________________________________________________________
Title of Presentation: _________________________________________________________________________
County: __________________________________________________________________________________

<table>
<thead>
<tr>
<th>Points</th>
<th>Score</th>
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<tr>
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<td>Neatness / Clarity of display</td>
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<tr>
<td>Power to hold viewer’s interest</td>
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<tr>
<td>Relevance to equine industry</td>
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<tr>
<td>Total</td>
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</table>

1. Open to entries depicting some form of art work. Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.
2. “Art work” is described as drawings, paintings, sketches on a flat sheet layout.
3. “Art work” with frames or in glass is not allowed.
4. Entries that are Paint-by-Numbers are not allowed.
5. Only one entry per 4-H member is permitted.
6. There is a Junior and a Senior Division for this competition.
7. Any type of “art work” pertaining to the equine industry is acceptable.
8. Exhibits can be no larger than 3’ X 3’ in size.
9. Exhibits MUST be the work of the 4-H member within the previous 12 months.
10. Entry will be judged on the following criteria:
   - Creativity/ Originality
   - Neatness/Clarity of display
   - Power to attract attention and hold interest of viewer.
**ARTISTIC EXPRESSION**

**SCORE SHEET**

Contestant's Name: __________________________________________________________________________

Title of Presentation: _________________________________________________________________________

County: __________________________________________________________________________________

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<thead>
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<tr>
<td>Neatness / Clarity of display</td>
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<tr>
<td>Power to hold viewer's interest</td>
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<tr>
<td>Relevance to equine industry</td>
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<tr>
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</table>

1. Open to entries depicting some form of Artistic Expression other than photography and “art work.” Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.
2. Only one entry per 4-H member is permitted.
3. There is a Junior and a Senior Division for this competition.
4. Any type of artistic expression (that cannot be entered in any other creative endeavors class) pertaining to the equine industry is acceptable.
5. Exhibits can be no larger than 3’ X 3’ in size.
6. Exhibits MUST be the work of the 4-H member within the previous 12 months.
7. Entry will be judged on the following criteria:
   - Creativity/ Originality
   - Neatness/Clarity of display
   - Power to attract attention and hold interest of viewer.
1. Open to entries of any form of Creative Writing.
2. Only one entry per 4-H member is permitted.
3. There is a Junior and a Senior Division for this competition.
4. Any type of creative writing pertaining to the equine industry is acceptable.
5. Writings MUST be the work of the 4-H member within the previous 12 months.
6. Entry will be judged on the following criteria:
   • Creativity/Imagination
   • Organization/Clarity
   • Grammar/Mechanics/Appearance

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<table>
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<tr>
<th>Points</th>
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<th>Comments</th>
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</thead>
</table>
| Creativity & Imagination  
  • Is writing unique in theme, style, and structure?  
  • Does it include vivid details? | 35 |  |
| Organization & Clarity  
  • Does writing have a clear focus?  
  • Does it have an appropriate introduction and conclusion?  
  • Does it follow a logical progression?  
  • Are ideas and themes appropriately developed? | 25 |  |
| Grammar & Mechanics  
  • Is proper punctuation used?  
  • Is spelling correct?  
  • Are words used appropriately? | 20 |  |
| Title  
  • Does the title show creativity?  
  • Does it draw the reader's attention? | 10 |  |
| Appearance & Neatness | 10 |  |
| Total | 100 |  |
Model Horse Scene

Contestant’s Name: ____________________________________________________________

Title of Presentation: _________________________________________________________

County: _____________________________________________________________________

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<tr>
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<tr>
<td>Neatness / Clarity of display</td>
<td>20</td>
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<tr>
<td>Condition of animals/props in</td>
<td>15</td>
<td></td>
<td></td>
</tr>
<tr>
<td>the display</td>
<td></td>
<td></td>
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<tr>
<td>Power to hold viewer’s interest</td>
<td>25</td>
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</table>

1. Entry can be no larger than a 3’ X 3’ scene and must be modeled after one of the classes in the 2013 Alabama State 4-H Horse Show. Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.

2. Only one entry per 4-H member is permitted.

3. There will be a Junior and a Senior Division for this competition.

4. Entry must contain 2 or more model horses.

5. Each entry must have a written description of the class being depicted in the scene.

6. Exhibits MUST be the work of the 4-H member within the previous 12 months.

7. Entry will be judged on the following criteria:
   - Creativity/Originality
   - Neatness/Clarity of display
   - Condition of model animals in the display
   - Power to attract attention and hold interest of viewer
### Contestant’s Name: ____________________________________________________________

### County: ________________________________________________________________

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<thead>
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<td>10</td>
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<td>• Clear message or theme</td>
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<tr>
<td>• Clearly defined subject</td>
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<tr>
<td>• Non-distracting background</td>
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<tr>
<td><strong>Originality</strong></td>
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<td><strong>Effective use of lighting</strong></td>
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<tr>
<td><strong>Creative use of depth of field (focus)</strong></td>
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</tr>
<tr>
<td><strong>Power to attract attention</strong></td>
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<tr>
<td><strong>Power to hold viewer’s interest</strong></td>
<td>10</td>
<td></td>
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<tr>
<td><strong>Total</strong></td>
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</tbody>
</table>

1. All entries must pertain to the equine industry. Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.
2. Only one entry per 4-H member, per class, is permitted.
3. An entry consists of a single photo, except photo story!
4. Three Classes:
   - Black & White Photography Class
   - Color Photography Class
   - Photo Story Picture Class
5. There is a Junior and a Senior Division for both classes in this competition.
6. Entries shall be either mounted or matted on an appropriate-size, neutral tone, poster/paper board.
7. Entries shall not exceed ‘16” X 22” and should be mounted on appropriate sized matting.
8. Photos with frames or in glass are not eligible. Photos will be laid flat on a table for judging.
9. Entries MUST be the work of the 4-H member within the previous 12 months.
10. Entries will be judged on the following criteria:
    - Composition
    - Originality
    - Effective Use of Lighting
    - Creative Use of Depth of Field
    - Power to Attract Attention & Hold Viewer’s Interest
ALTERED PHOTOGRAPHY
SCORE SHEET

Contestant’s Name: ____________________________________________________________

County: ______________________________________________________________________

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<thead>
<tr>
<th>Points</th>
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<tr>
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<td>Difficulty of Manipulation</td>
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<td>Originality/Creativity</td>
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<td>Appeal/Power to Attract &amp; Hold Viewer’s Interest</td>
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<tr>
<td>Total</td>
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</table>

1. Open to entries depicting digital manipulation of a photo or photos to create a single photograph of artistic quality.
2. All entries must pertain to the equine industry. Entry MUST be identified on the backside of the Exhibit. Unidentified entries will not be considered for competition.
3. Each entry must be accompanied a copy of the original, unaltered photo or photos used in the process.
4. The original photo or photos must have been taken by the 4-H member submitting the entry. The original picture CANNOT be a scanned image from another source.
5. Each entry must also include an explanation of “What did you want to achieve?” and “How did you digitally manipulate the photo?”
6. Only one entry per exhibitor is permitted.
7. There will be a Junior and a Senior Division in this competition.
8. Entries should be either mounted or matted on an appropriate-size, neutral tone, poster/paper board.
9. Entries shall not exceed 16” X 22” and should be mounted on appropriate sized matting.
10. Photos with frames or in glass are not eligible. Photos will be laid flat on a table for judging. NO easels or props may be used.
11. Entries MUST be the work of the 4-H member within the previous 12 months.
12. Entries will be judged on the following criteria:
   - Original (unaltered photo) attached
   - Goal of Alteration achieved
   - Difficulty of Manipulation
   - Originality/Creativity
   - Appeal/Power to Attract & Hold Viewer’s Interest
POSTER CONTEST
SCORE SHEET

Contestant's Name: __________________________________________________________________________

County: __________________________________________________________________________________

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<th>Points</th>
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<td>Clarity of Message</td>
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<tr>
<td>Power to Attract &amp; Hold Viewer's Interest</td>
<td>25</td>
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CONSUMER CHOICES
1. All entries must be the result of comparison shopping for equine equipment; i.e., services, animals, feed, nutrition, or health products; etc. (For example – comparison shopping for a new saddle).
2. Can compare items on cost, features, benefits, etc.
3. Educational display MUST be mounted on a 22" X 28" poster educating others about your equine “comparison shopping” experience.
4. Only one entry per exhibitor is permitted.
5. There will be a Junior and Senior Division in this competition.
6. Exhibits MUST be the work of the 4-H member within the previous 12 months.
7. Entry will be judged on the following criteria:
   - Learning involved
   - Accuracy of information
   - Power to attract attention and hold interest of viewer
   - Message clearly communicated