



★ ALABAMA EXTENSION ★



2024 Horse Show Rules Packet



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Alabama 4-H State Horse Show Class List

ACTIVE EDUCATION ROUNDUP

Held as a stand-alone contest June 6-7, 2023.

PUBLIC SPEAKING CONTEST

- Public Speaking–Junior
- Public Speaking–Senior*

INDIVIDUAL PRESENTATION CONTEST

- Individual Presentation–Junior*
- Individual Presentation–Senior*

TEAM PRESENTATION CONTEST

- Team Presentation–One Division*

HORSE JUDGING CONTEST

- Horse Judging–Junior*
- Horse Judging–Senior*

HIPPOLOGY CONTEST

- Hippology–Junior*
- Hippology–Senior*

QUIZ BOWL

- Quiz Bowl–Junior*
- Quiz Bowl–Senior*

PASSIVE EDUCATIONAL CONTEST

Held in conjunction with riding events May 5-7, 2023.

ARTWORK

- Artwork–Junior
- Artwork–Senior

ARTISTIC EXPRESSION

- Artistic Expression–Junior
- Artistic Expression–Senior

CREATIVE WRITING *Due April 20, 2023.*

- Creative Writing–Junior
- Creative Writing–Senior

MODEL HORSE

- Model Horse Scene–Junior
- Model Horse Scene–Senior

PHOTOGRAPHY

- Photography, Black and White–Junior
- Photography, Black and White–Senior
- Photography, Color–Junior
- Photography, Color–Senior
- Photo Picture Story– Junior
- Photo Picture Story– Senior
- Altered Photography–Junior
- Altered Photography–Senior

POSTER CONTEST

- Poster Contest–Junior
- Poster Contest–Senior

RECORD BOOK

Due at Active Education Roundup Check-in

- Record Book–Junior
- Record Book–Senior

HORSE EVENTS

Held May 5-7, 2023.

WESTERN DIVISION

- Stock-Type Pony–Mares (14.2 hands and under)–All Ages
- Stock-Type Mares–All Ages*
- Stock-Type Pony Geldings (14.2 hands and under)–All Ages
- Stock-Type Geldings–All Ages*
- Western Showmanship–Junior Division*
- Western Showmanship–Senior Division*
- Western Pleasure–Junior Division*
- Western Pleasure–Senior Division *
- Western Walk–Trot Pleasure

Note: Designed for beginner riders. Participants may enter only Walk-Trot classes, Halter, and Showmanship.

Western Horsemanship (Equitation)–Junior*

Western Horsemanship (Equitation)–Senior*

Walk–Trot Horsemanship–Open Division

NOTE: Designed for beginner riders. Participants may enter only Walk-Trot classes, Halter, and Showmanship.

Western Riding–One Division*

Western Trail–Junior Division*

Western Trail–Senior Division*

Walk–Trot Western Trail–Open Division

NOTE: Designed for beginner riders. Participants may enter only Walk-Trot classes, Halter, and Showmanship.

Western Dressage–Open Division

RANCH DIVISION

Ranch Riding–Junior*

Ranch Riding–Senior*

Ranch on the Rail–Junior Division*

Ranch on the Rail–Senior Division*

Ranch Trail–Junior*

Ranch Trail–Senior*

Ranch Ground Handling–Junior*

Ranch Ground Handling–Senior*

Stock Horse Pleasure–Junior*

Stock Horse Pleasure–Senior*

HUNT SEAT DIVISION AND DRESSAGE

Hunter-Type Mares*

Hunter-Type Geldings*

Hunt Seat Showmanship–Junior*

Hunt Seat Showmanship–Senior*

Dressage, Open Division, Training Level*

Dressage, Open Division, First Level*

NOTE: Designed for beginner riders. Participants are not eligible to compete in other riding classes, except other Walk-Trot classes and Showmanship/Halter.

Hunter Pony Pleasure (ponies 14.2 hands and under)–only eligible for other pony classes and halter/showmanship

Hunter Under Saddle–Junior*

Hunter Under Saddle–Senior*

English Walk-Trot Equitation

Hunt Seat Equitation on the Flat–Junior*

Hunt Seat Equitation on the Flat–Senior*

Hunter Hack Practice Round (4 minutes or 3 refusals)

Hunter Hack–Open Division (jumps are 2 feet)*

Hunt Seat Equitation Practice Round (4 minutes or 3 refusals)

Hunt Seat Equitation Over Fences–Open Division (jumps will not exceed 2.5 feet)*

Pony Working Hunter Practice Round (4 minutes or 3 refusals)

Pony Working Hunter–Open Division

(Jumps will not exceed 2.5 feet.)

NOTE: Entries in Pony Working Hunter cannot enter Working Hunter.

Working Hunter Practice Round (4 minutes or 3 refusals)

Working Hunter–Open Division*

(Jumps will not exceed 2.5 feet.)

NOTE: Entries in Working Hunter cannot enter Pony Working Hunter.

GAITED HORSE DIVISION

Gaited Horse Showmanship–One Division*

Gaited Horse Pleasure–Open Division–Trotting*

Gaited Horse Equitation–Open Division–Trotting*

Gaited Horse Pleasure–Open Division–Non-Trotting*

Gaited Horse Equitation–Open Division–Non-Trotting*

SPEED EVENTS DIVISION

Arena Race–Junior

Arena Race–Senior

Barrels–Junior*

Barrels–Senior*

Barrels–Open (walk-trot pattern)

NOTE: Designed for beginner riders. Participants may enter only Walk-Trot classes.

Pole Bending–Junior*

Pole Bending–Senior*

Keyhole Race–Junior*

Keyhole Race–Senior*

Stake Race–Junior*

Stake Race–Senior*

Asterisks (*) denote classes that qualify for Southern Regional Horse Championships. The 2023 4-H Horse Show Registration packet will have class numbers and schedule of events.



Alabama 4-H State Horse Show General Rules and Regulations

These Rules and Regulations contained herein take precedence over any other rules concerning conduct of the show and participation therein. (1) Extenuating circumstances or concern for safety may require modification of the show rules or operating procedures by show management. (2) It is the responsibility of the exhibitor's parent or guardian to determine if he/she is able to participate/compete safely. (3) Show management reserves the right to alter or modify any contest procedures, obstacles, patterns, or rules in this book for safety concerns, show facility restrictions, or other mitigating circumstances. (4) Show management reserves the right to refuse an exhibitor entry into any class or event if they deem that entry unsafe for the exhibitor and/or exhibitors or animals. With the exhibitor's safety in mind, any activity or situation deemed unsafe can, and will, be stopped by show management and may result in disqualification from that class, contest, or State competition.

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 August 1 and ends 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. For the 4-H Horse program, Junior 4-H is any youth age 9 to 13 by 4-H age; Senior 4-H is any youth age 14 to 18 by 4-H age.
2. **CODE OF CONDUCT:** All participants, volunteers, staff, and parents 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 Junior and Senior members.
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 ACTIVE EDUCATION WINNERS:** Junior 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 in 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. **EDUCATION EVENTS:** It is deemed that members who win at the State level and then go on to represent Alabama at a regional or national contest have demonstrated mastery and, therefore, cannot participate in the same contest in the same age division.
7. **SPECIAL NEEDS:** 4-H members with special needs are requested to provide documentation to Brigid McCrea at 223 Duncan Hall, Auburn University, AL 36849; email, mcreba@aces.edu; phone, (334) 750-5213.
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. However, the Alabama 4-H Equine Program accepts a lease agreement with a non-family member. 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. Each exhibitor must show his/her own horse. 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 the time of checking Coggins test papers and before Exhibitor Numbers are 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 they 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.
11. When an exhibitor or exhibitor's parent, guardian, leader, trainer, or agent is guilty of unsportsmanlike conduct or misbehavior during the course of the event in or out of the area, the show management may suspend such exhibitor's right to participate in future classes and/or events as deemed appropriate. The show management's and/or judge's decision shall be final and may NOT be protested.
12. All registration, stall assignments, and RV requests must be made during 4HOnline registration. No registration or registration changes will be accepted after 4HOnline registration closes.
13. No 2-year-old may be shown in any performance class prior to July 1 of its 2-year-old year, except in showmanship at halter. Horses must be at least three years of age to show in ranch riding, ranch trail, and VRH classes. Horses may be shown in halters made of leather, rope, or other suitable material. No chains allowed in halter. Minimum age of 1 year for halter.
14. All equines shown should be well-mannered. A well-mannered horse is a horse that (1) is under control by the exhibitor while tracking and standing for inspection and (2) is reasonably still and flat-footed while standing for inspection. For purposes of this rule, the term "disruptive behavior" includes but is not limited to rearing, striking, biting, or backing or falling into others. A judge or show management should disqualify and excuse from the ring prior to final placing a horse that exhibits disruptive behavior such that it or other horses are unable to be inspected by the judge; exhibits disruptive behavior such that the safety of it, the handler, an exhibitor, a judge, or another horse is endangered; is not under the control of the exhibitor; becomes detached from the exhibitor; has fallen and is on its side with all four feet extended in the same direction; is observed with blood on its body, including but not limited to the nose, chin, mouth, tongue, or gums, regardless of cause; is lame; fails to complete the prescribed pattern correctly in three (3) attempts. Rather than disqualify, a judge may choose to fault a horse that is exhibiting disruptive behavior so long as such disruptive behavior does not qualify as being any of the behaviors described immediately above. If a horse exhibits disruptive behavior described and causes other exhibitor(s) to lose their horse(s), only the initiating horse will be disqualified and excused. The decision of the judge(s) will be final.
15. One horse/exhibitor combination may enter only one conformation class and one ground handling/showmanship class.

REFUNDS

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 1:00 p.m. on the final day of the show, full refunds will be considered.
 - If requested after 1:00 p.m. on the final day of the show, partial refunds will be considered.
 - 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 or someone trained in emergency medical treatment will be on the grounds (during competition) for the duration of the 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. **PUBLIC ADDRESS (PA) SYSTEM:** The PA system is used to help the show move as smoothly as possible, but 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. **Gate Call:** Youth will be responsible for checking in at the gate area during the class prior to the one they are entered. Once checked in with the gate, youth and equine must remain in the holding area until the start of their class. If a youth misses their gate call, they will have 1 minute to enter the arena. If the youth does not enter the arena before the 1-minute time expires, they will be scratched from the class with no refund or substitutions available.
4. **Dressage:** Dressage will be conducted under USEF rules. Dressage competitors must be ready and present 10 minutes ahead of their ride time.
5. **WALK/TROT CLASSES:** This is a beginner rider class for the 4-H member. These competitors are ineligible to enter riding classes not designated as walk/trot. (Please refer to the class list for ineligible classes.)
6. **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.
7. **BOOTS:** Bell boots are permitted in timed events and open jumping. Splint boots or galloping boots are allowed in Reining, Western Riding, Open Jumping, and Timed Events. Boots are not allowed in any other class. Leg wraps or polo wraps are not allowed in any class.
8. **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 2.5 feet in height. Working Hunter will not exceed 2.5 feet in height.
9. **JUMP SCHOOLING:** If an exhibitor would like to school the jump course, an opportunity to purchase an unjudged warm-up round directly before his/her official scored round will be provided. Schooling sessions will be available for registration during 4HOnline Horse Show registration only. No registration is allowed at the event. During the unjudged schooling round, the exhibitor will be allowed 4 minutes in the arena or have 3 refusals, whichever comes first, before being asked to exit the arena. The exhibitor must be wearing a helmet, appropriate footwear, and an exhibitor number to gain entrance into the arena for his/her schooling round. Otherwise, 4-H members are encouraged to use provided jumps in the warm-up arena.
10. **COMBINATIONS:** One horse/exhibitor combination may enter only one Conformation class and one Ground Handling/Showmanship class. A horse may not enter both trotting and non-trotting classes. Horse/exhibitor combinations may enter both Trail classes (Western and Ranch) and both Dressage classes (Training and First Level).
11. **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 the 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 be closed. With the exhibitors' safety in mind, horse show managers shall decide on policies of entering and leaving the arena in timed events.
12. **GO ORDER:** All heats and all working orders will be drawn at random. Working order will be in the official show program or posted ahead of the class. In classes with drawn working orders, horses will work in that order or forfeit their right to compete in that class. The show management reserves the right to change the working orders or class schedules if extenuating circumstances warrant. It is the exhibitor's responsibility to alert show management of any conflicts with the working orders.
13. **PATTERNS:** For any judged class in which a pattern or course is used, the judge or show management shall post any pattern(s) to be worked at least one hour prior to commencement of the class. If pattern books are distributed to contestants, the responsibility of posting patterns has been met. However, patterns should still be posted to alert exhibitors of changes or to confirm that there are no changes. If the judge requires additional work of exhibitors for consideration of final placing, the pattern will not be posted.

14. **RE-RIDE:** No rerun will be given any contestant if handicapped by the failure of personal equipment or accident to horse or rider. Failure of timer or similar other equipment will void any first run and another run will be given, regardless of circumstances of first run, at the discretion of the management.
15. **TIE:** In the event of a tie in a timed class (except in Jumping), the contestant declared the winner in a runoff must run the pattern in not more than two seconds over his/her original time or the runoff must be held again. Ties for 1st, 2nd, and 3rd place in judged events will be worked off. Ties below 3rd place will be broken at the discretion of the judge and show committee. Any points involved on ties will be evenly split between the tied contestants
16. **PADDOCK AREA:** No one will be allowed in the paddock area except Paddock Committee Members and participating 4-H members.
17. **PROTESTS:** Protests must be submitted to the announcer or manager of the show. Protests must be submitted in writing using the protest form by the 4-H member filing the protest and accompanied by \$100 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 protester's name will be made public, and if the Rules Committee does not uphold the protest, the \$100 cash will become the property of the State Show. If the protest is valid, the \$100 cash will be returned to the 4-H member filing the protest.
18. **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 non-4-H Horse Show entries. This identifying character must be either a mark by a livestock marking stick/paint or a commonly used livestock backtag. All non-entered equine are required to have a current negative Coggins Test.
19. **DRUGS:** Chemical stimulants, depressants, and caustic agents are prohibited and can result in disqualification. All equine are subject to testing. The exhibitor of an animal testing positive will be ineligible the following year.
20. **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 areas, and show arena, may treat an animal in an inhumane manner, which includes but is not limited to the following:
 - Placing an object in an animal's mouth to cause undue discomfort or distress.
 - Tying an animal in a manner as to cause undue discomfort or distress in a stall or trailer or when lunging or riding.
 - Letting blood from an equine.
 - Using inhumane training techniques or methods.
 - Using inhumane equipment, including but not limited to sawtooth bits, hock hobbles, tack collars, tack hackamores, wire head stall, or wire curb straps.
21. The judge shall examine and check for lameness in all horses brought into any class. This is essential regardless of whether or not the competition indicates that it is necessary. Obvious lameness shall be cause for disqualification at the judge's discretion.
22. **RULES COMMITTEE:** Situations not covered by Alabama 4-H Horse Show Rules will be ruled on by the Rules Committee.

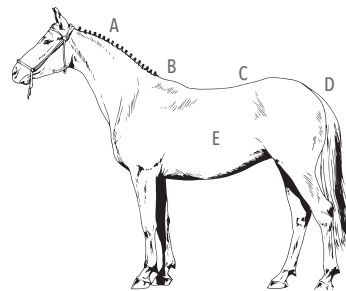
MISCELLANEOUS

1. Only exhibitors of 4-H age who are registered for the 4-H State Horse Show may mount and ride horses being shown during the course of the horse show, which starts when the horse arrives on show grounds. If a parent, coach, leader, or other non-4-H age individual mounts the horse on the show grounds for any length of time, the exhibitor, the rider, and the horse will be disqualified from further participation in the horse show.
2. **CAMPERS:** RV or camper hookups are available for a fee. Fees are payable in 4HOnline registration. 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 placard in place are subject to having services shut off.
3. **VENDORS:** Vendors are encouraged to support the Alabama State 4-H Horse Show. Please be aware that some arenas may require a vendor fee. Please check with Brigid McCrea for more information.
4. **FARRIER & VETERINARIAN:** A farrier and veterinarian 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. **HEALTH COMPLICATIONS:** Research shows that health complications, such as heat stress, stress of traveling, and showing can be exacerbated at low body condition scores. Due to concerns for animal welfare and the 4-H objective to educate and promote quality animal husbandry, horses, ponies, and/or mules shall not be shown at the State Horse Show with a body condition score of less than 4 based on the Henneke scale (ribs easily discernible, tops of spinous process easily discernible, tailhead prominent with hook bones easily discernible, withers accentuated, and neck obviously thin). If you have questions about the body condition score of your horse or if you are not sure your horse will pass inspection, contact your Extension 4-H Agent before the State Show. Show management will assess animals in question. If there is a thin horse, management will make a final decision whether or not to disqualify the animal.

Henneke System of Body Condition

- A. Along the neck
- B. Along the withers
- C. Loin/crease down the back
- D. Tailhead
- E. Ribs
- F. Behind the shoulder

Add scores and divide by six.



Henneke Body Condition Scale

CONDITION	NECK	WITHERS	LOIN	TAILHEAD	RIBS	SHOULDER
1 POOR	Bone structure easily noticeable, animal extremely emaciated, no fatty tissue can be felt	Bone structure easily noticeable	Spinous processes project prominently	Tailhead (pinbone) and hook bones project prominently	Ribs project prominently	Bone structure easily noticeable
2 VERY THIN	Faintly discernable, animal emaciated	Faintly discernable	Slight fat covering over base of spinous processes. Transverse processes of lumbar vertebrae feel rounded. Spinous processes are prominent.	Tailhead prominent	Ribs prominent	Faintly discernable
3 THIN	Neck accentuated	Withers accentuated	Fat buildup halfway on spinous processes but easily discernable. Transverse processes cannot be felt.	Tailhead prominent but individual vertebrae cannot be visually identified. Hook bones appear rounded but are still easily discernable. Pin bones not distinguishable.	Slight fat cover over ribs. Ribs easily discernable.	Shoulder accentuated
4 MODERATELY THIN	Neck not obviously thin	Withers not obviously thin	Negative crease along back	Prominence depends on conformation; fat can be felt. Hook bones not discernable	Faint outline discernable	Shoulder not obviously thin
5 MODERATE	Neck blends smoothly into body	Withers rounded over spinous processes	Back level	Fat around tailhead beginning to feel spongy	Ribs cannot be visually distinguished but can be easily felt	Shoulder blends smoothly into body
6 MODERATELY FLESHY	Fat beginning to be deposited	Fat beginning to be deposited	May have slight positive crease down back	Fat around tailhead feels soft	Fat over ribs feels spongy	Fat beginning to be deposited
7 FLESHY	Fat deposited along neck	Fat deposited along withers	May have positive crease down back	Fat around tailhead is soft	Individual ribs can be felt, but noticeable filling between ribs with fat	Fat deposited behind shoulder
8 FAT	Noticeable thickening of neck, fat deposited along inner buttocks	Area along withers filled with fat	Positive crease down back	Tailhead fat very soft	Difficult to feel ribs	Area behind shoulder filled in flush with body
9 EXTREMELY FAT	Bulging fat. Fat along inner buttocks may rub together. Flank filled in flush	Bulging fat	Obvious positive crease down back	Building fat around tailhead	Patchy fat appearing over ribs	Bulging fat

From: Henneke et al. Equine Vet J. (1983) 15 (4), 371–372

ENTRY REQUIREMENT

Please see the current 4-H Horse Show Registration Packet for all entry requirements.

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.
2. **STALL CARDS:** A stall card identifying the animal, the owner, and the 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 grounds.
3. **BEDDING:** Wood shavings are the only bedding allowed. See 4-H Horse Show Registration Packet for more details.



Alabama 4-H State Horse Show Point System

NUMBER OF ENTRIES IN CLASS															
	75– 66	65– 56	55– 46	45– 36	35– 26	25– 10	9	8	7	6	5	4	3	2	1
Place	Points														
1	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
3	13	12	11	10	9	8	7	6	5	4	3	2	1		
4	12	11	10	9	8	7	6	5	4	3	2	1			
5	11	10	9	8	7	6	5	4	3	2	1				
6	10	9	8	7	6	5	4	3	2	1					
7	9	8	7	6	5	4	3	2	1						
8	8	7	6	5	4	3	2	1							
9	7	6	5	4	3	2	1								
10	6	5	4	3	2	1									
11	5	4	3	2	1										
12	4	3	2	1											
13	3	2	1												
14	2	1													
15	1														

- Points are calculated by the following procedure: For classes with twenty-five or fewer contestants, each of the first ten horses placed in a class is given one point for each horse placing below it, plus one point.
- Educational high point winners (classes 1 to 29) are calculated in the same manner as the horse/rider high point calculations.
- 4-H members must participate as individuals in one or more active educational events (classes 1 to 11), passive educational events (classes 12-29), horse project record book (classes 30 or 31), and horse event (classes 32-90) to be eligible for horse/rider high point buckles and awards.
- In case of a tie for the high point award, the following tie breaker system takes effect: The winner is selected based on the highest placing in the record book. If a tie still exists, the highest placing in an active educational event is used to determine the winner.



Alabama 4-H State Horse Show Tack and Attire (all classes)

TACK AND 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 AND SAFETY ATTIRE:** Riders in all classes are required to wear a properly fitted ASTM/SEI-approved equestrian helmet with a fastened chinstrap when showing or schooling. 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. Helmet use is required when mounted at all times on the show grounds, including all performance classes and divisions. Additionally, this policy is in effect in the show pen as well as in all warm-up/practice pens and on the show grounds when rider is mounted. Helmets must be in place for all mounted pictures. Violation of this policy may result in disqualification from the show and/or removal from show grounds.

It is the responsibility of the exhibitor—or the parent, guardian, or trainer of the exhibitor—to ensure that the headgear complies with appropriate safety standards for protective headgear intended for equestrian use and that it is properly fitted and in good condition. The 4-H State Horse Show Committee and officials are not responsible for checking the appropriateness of headgear worn.

The 4-H State Horse Show Committee and officials make no representation or warranty, expressed or implied, about any protective headgear and caution riders that death or serious injury may result despite wearing such headgear because all equestrian sports involve inherently dangerous risks and no helmet can protect against all foreseeable injuries.

3. Exhibitors may wear safety attire in any class without judging discrimination. The Alabama State 4-H Horse Program encourages the use of safety vests in all classes.
4. **MARTINGALES/TIE-DOWNS:** Martingales and tie-downs are not allowed except in speed events and over-fences classes.
5. **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 and rubber bands.
6. **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.
7. **ABUSE OR ABUSIVE EQUIPMENT:** The judge or designated show officials have the authority to require the removal or alteration of any piece of equipment which, in their opinion, is unsafe, tends to give unfair advantage, or is deemed inhumane. Inhumane treatment of a horse identified by show personnel or show management at any time during the State Horse Show on any location on the show grounds may result in disqualification, dismissal, and suspension from further participation in State Horse Show classes. Any horse receiving inhumane treatment while exhibiting may be dismissed upon the discretion of the judge or show official appointed by State Horse Show management.

The standard by which conduct or treatment will be measured is that which the show management rules a reasonable person who is informed and experienced in generally accepted equine training and exhibition procedures would determine to be cruel, abusive, or inhumane in accordance with AQHA and USEF.

8. An official of the show may check the appointments of each horse and exhibitor. However, it is the exhibitor's responsibility to be aware of all rules and enter the arena with proper tack and attire. An official may request removal or alteration of any equipment deemed inappropriate prior to the judging of the class. Participants exhibiting with illegal appointments shall be disqualified at the discretion of the judge.
9. In all classes, failure to wear the correct exhibitor number (either on the back only or on both sides of the saddle pad only) will result in disqualification in that specific class.

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 are optional.
4. **Rope (Ranch Division):** In the event that a roping station is included, no lariat will be provided for rider to use.
5. **Ranch Horse:** No hoof polish and no braided or banded manes/tails or tail extensions. Trimming inside the ears is discouraged; trimming bridle path, fetlocks, and excessive (long) facial hair is allowed.
6. **Ranch Tack:** Equipment with silver should not count over a good working outfit. Excessive silver on bridles and saddles is discouraged.
7. **Horse Age:** Western and Ranch horses are classified as either junior or senior horses based on age as per AQHA.
 - Junior horses are age 5 years and younger. Junior horses may be shown in a snaffle bit, hackamore, curb bit, half-breed, or spade bit.
 - Senior horses are age 6 years and older. Senior horses may only be shown in a curb bit, half-breed, or spade bit.
8. **Western Bits:** The following information on western bits is 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 that 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 1" (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 1¼" (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 means 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 bit includes the following:
 - ▶ 8½" (215 mm) maximum length shank to be measured. Shanks may be fixed or loose.
 - ▶ On 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 1¼" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10mm 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. A linked mouthpiece with minimum 3/8" (10 mm) diameter that is smooth with movable links that are solidly attached to the shanks is legal.

- ▶ The port must be no higher than 3½" (90 mm) maximum, with rollers and covers acceptable. Broken mouthpieces, halfbreeds, and spades are standard.
 - ▶ A curb bit must be used with a curb strap or curb chain properly attached to make contact with horse's chin. Chain curb straps must be at least ½" in width and lie flat with no twisted links, against the jaw of the horse. No wire curbs, regardless of how taped or padded. No rigid material will be permitted under the jaws, regardless of how padded or covered.



WESTERN & RANCH DIVISION BITS AND REINS:

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. No rigid material will be permitted under the jaws, regardless of how padded or covered. Only non-mechanical hackamores, such as flexible, braided rawhide or leather, or rope bosal, is permitted for junior horses in western and ranch divisions.
2. Slip or gag bits and donut and flat polo mouthpieces are not acceptable.
3. Split reins or romal reins must be used on a curb bit except in speed events.
4. As per AQHA, junior horses are age 5 years 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 one or two hands on the reins. When exhibiting in a snaffle bit or hackamore, an exhibitor may switch between two hands and one hand on the reins at any time. The rider's hands should be carried near the pommel and not farther than 4" out on either side of the saddle horn. Rider's hands must be visible to the judges at all times.
5. Horses 6 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 a curb or shank bit with split reins or a snaffle bit with one hand, only the index finger (one finger) permitted between the reins.
6. Except for junior horses shown with hackamore/snaffle bit, only one hand may be used on the reins, and the hand must not be changed. The hand is to be around the reins: index finger only between split reins is permitted. In trail and ranch trail, it is permissible to change hands to work an obstacle. Violation of this rule is an automatic disqualification.
7. Romal means an extension of braided or round material attached to closed reins. This extension shall be carried in the free hand with a 16-inch (40 cm) spacing between the reining hand and the free hand holding the romal. When using romal reins, the rider's hand shall be around the reins with the wrists kept straight and relaxed, the thumb on top and the fingers closed lightly around the reins. When using a romal, no fingers between the reins are allowed. The free hand may not be used to adjust the rider's length of rein in any reining class. During reining, the use of the free hand while holding the romal to alter the tension or length of the reins from the bridle to the reining hand is considered to be the use of two hands and a score of 0 will be applied, with the exception of any place a horse is allowed to be completely stopped during a pattern. In all western classes, excess rein(s) may be straightened or disentangled anytime during the class, provided the rider's free hand used to straighten or disentangle remains

behind the rein hand. Any attempt to alter tension or length of the reins from bridle to rein hand is to be considered use of two hands and a penalty score of zero or disqualification will be applied. The romal shall not be used forward of the cinch or to signal or cue the horse in any way. Any infraction of this rule shall be penalized severely by the judge.

8. Reins: Except in classes where noted, reins will be held in one hand and cannot be changed during performance. One hand to be around reins when romal type reins are used. When using a shank bit with split reins or a snaffle bit with one hand, only one finger permitted between the reins. In all western classes, excess reins may be straightened or disentangled anytime during the class, provided the rider's free hand used to straighten or disentangle remains behind the rein hand. Any attempt to alter tension or length of the reins from the bridle to rein hand is to be considered use of two hands and a penalty score of zero or disqualification will be applied.

Horses may be shown in a snaffle bit or hackamore with one or both hands on both reins. The tails of the reins must be crossed on the opposite side of the neck when riding with two hands on split reins. Closed reins (example mecate) may not be used with a snaffle bit. Riders' hands should be carried near the pommel and not farther than four (4) inches out on either side of the saddle horn with very limited movement.

SPEED EVENTS DIVISION BITS AND REINS:

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, 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 that 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 bit type and age of horse. Split, romal, roping, and running/barrel reins are permitted in the speed events division.
5. The judge or appointed equipment official may prohibit the use of bits or equipment deemed too severe.

HUNTER DIVISION TACK, ATTIRE, AND BITS

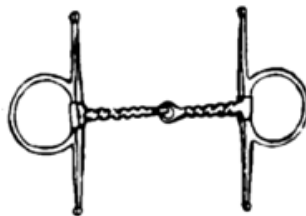
1. **BRIDLE/BITS:** The bridle should suit the animal and the event. Legal bits and equipment acceptable for hunt seat jumping and dressage are described by the United States Equestrian Federation (USEF). Visit the USEF website at <https://www.usef.org/>.
2. **SADDLE:** Hunt Seat Exhibitors must show in a forward seat (hunting) saddle 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:** Dressage bits will 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 and bradoon) 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 1 1/2".
 - 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.
 - Leather bits to be solid, smooth, rolled leather 5/8" to 3/4" (15mm - 20mm) measured one inch from cheek with no port. On broken mouthpieces only, connecting rings of 1 1/4" (32 mm) or less in diameter or 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 lie flat in the horse's mouth, are acceptable.
 - On broken mouthpieces, connecting rings of 1 1/4" or less in diameter or connecting flat bar of 3/8" to 3/4" (measured top to bottom) that lies flat in the horse's mouth, or rollers are acceptable.
3. Any bit having a fixed rein requires the use of a curb chain. The 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.
5. Non-mechanical hackamores are not considered legal in any hunter class. Mechanical hackamores, in which the core may be any flexible cable, rawhide, or metal material that must be covered with leather, soft plastic tubing, or a similar material for padding, are legal only in jumping. Mechanical hackamores are not legal in hunter hack, working hunter, or hunt seat equitation over fences classes.



Slow Twist



Corkscrew

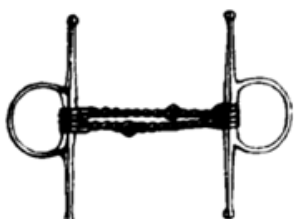


Correction Bit



Snaffle Bit with
Connecting Flat Bar

Acceptable English Bits



Double Twisted Wire

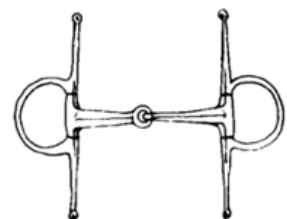


Single Twisted Wire

Unacceptable English Bits



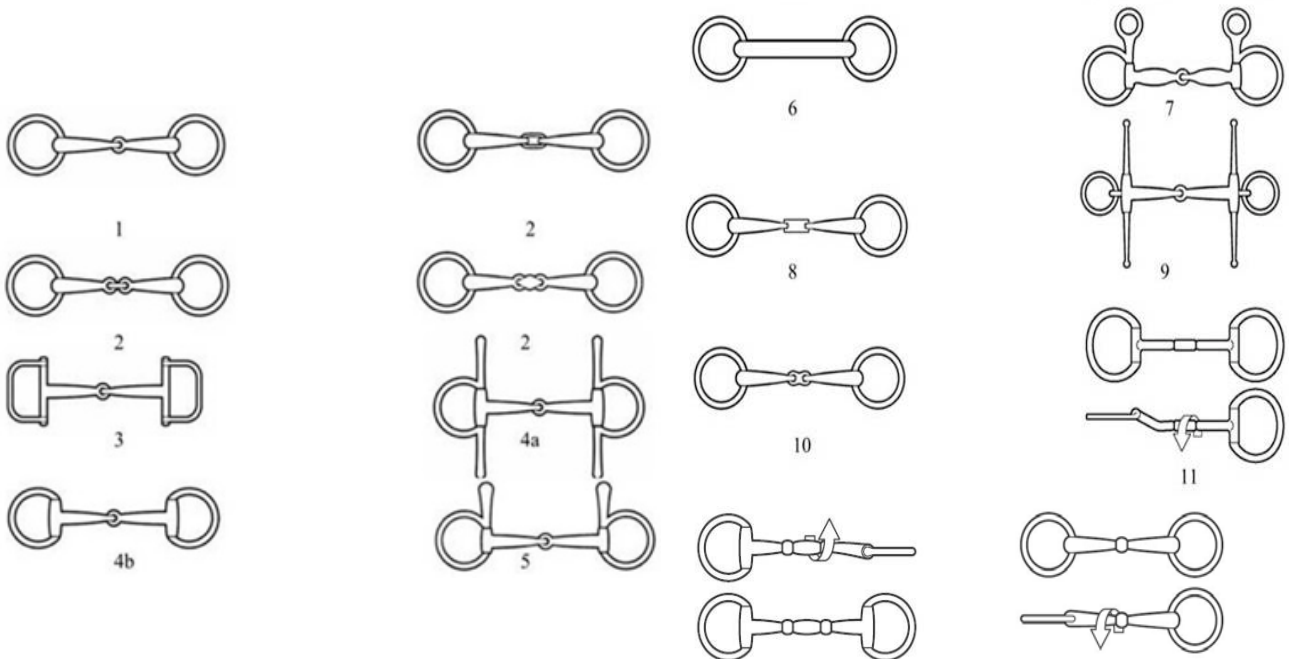
Excessive Port



Triangular Mouth

DRESSAGE

1. All bits must be smooth 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 a minimum 3/8" 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-butt).
 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 numbers 1–6.
 10. Dr. Bristol.
 11. Fulmer.
 12. French snaffle.
 13. Snaffle with rotating mouthpiece.
 14. Rotary bit.





Alabama 4-H State Horse Show Class Descriptions and Scoring Systems

The Alabama 4-H State Horse Show has many diverse classes. This document provides descriptions of the classes offered. Some classes are generic across species and disciplines and are judged based on breed standards and type regardless of discipline (i.e., huntseat, saddleseat, or western/stock type).

CONFORMATION CLASSES

All halter classes are judged based on breed standards and type regardless of discipline (i.e., huntseat, saddleseat, 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 the 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 the public may see how the horses placed.
8. Horses can be entered and shown in only one conformation or in-hand (halter) class.

SHOWMANSHIP CLASSES

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.
- The 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

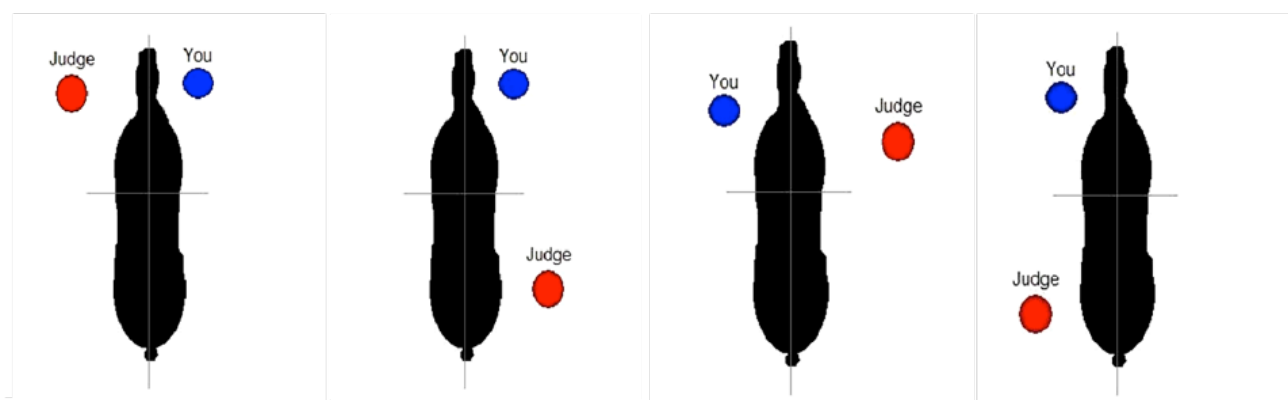
- Keep alert and be aware of the position of the judge at all times.
 - Don't be distracted by persons or things outside the ring.
 - Respond quickly to requests from the judge and officials.
 - Recognize quickly and correct faults of your horse.
 - Keep showing until the entire class has been placed 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 not 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 judge's 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. 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.
 8. 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.
 9. 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.
 10. 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.
 11. 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.
 12. 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.
 13. 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.
 14. 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.
 15. Leading, backing, turning, and initiating the setup 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 setup.

16. 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.
17. 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.
18. Tack should fit properly and be neat, clean, and in good repair.
19. 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 cuing. 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, or knocking over or working on the wrong side of the cones shall be cause for disqualification.
20. 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.
21. The stop should be straight, prompt, smooth, and responsive with the horse's body remaining straight.
22. The horse should back up readily with the head, neck, and body aligned in a straight or curved line as instructed.
23. 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 the horse performs a pivot on the left hind leg, but an exhibitor whose horse performs the pivot correctly should receive more credit.
24. A pull turn to the left is an unacceptable maneuver.
25. 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.

SUGGESTED SCORING:

- Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with ½-point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent.
- **Penalties.** Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:
 - Three (3) points:** Break of gait at the walk or trot up to 2 strides, over or under turning up to 1/8 of a turn, ticking or hitting cone, sliding a pivot foot, lifting a pivot foot during a pivot and replacing it in the same place, lifting a foot in a set-up and replacing it in the same place after presentation.
 - Five (5) points:** Not performing the specific gait or not stopping within 10 feet, (3 meters) of designated location, Break of gait at walk or trot for more than 2 strides, splitting the cone (cone between the horse and exhibitor), horse stepping out of or moving the hind end significantly during a pivot or turn, horse stepping out of set-up after presentation, Horse resting a foot or hipshot in a set-up, Over or under turning 1/8 to 1/4 turn.
 - Ten (10) points:** Exhibitor is not in the required position during inspection; exhibitor touching the horse or kicking or pointing their feet at the horse's feet during the set-up; standing directly in front of the horse; loss of lead shank; holding chain or two hands on shank; blatant disobedience including biting, kicking, rearing, or pawing; horse continually circling exhibitor
 - Disqualifications** (should not be placed) including loss of control of horse that endangers exhibitor, other horses, or judge; horse becomes separated from exhibitor; failure to display correct number; willful abuse, excessive schooling or training; use of artificial aids, Illegal equipment, off pattern, including knocking over or wrong side of cone or marker; never performing designated gait; over or under turning more than 1/4 turn.

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 himself/herself in the appropriate quadrant. The handler should be in the quadrant adjacent to the quadrant the judge is occupying.



HUNT 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, 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), breeches of traditional shades of buff, gray, rust, beige, or canary (jodhpur included), and 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 are required. Spurs of the unroweled 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

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 and be able to lengthen stride and cover ground with relaxed, free-flowing movement while exhibiting correct gaits of the proper cadence. The quality of the movement and the consistency of the gaits are 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.
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 the following:
 - 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.
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 stride of reasonable length in keeping with size of the horse. The 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

1. The purpose of the Hunter Under Saddle horse is to present or exhibit a horse with a bright, alert expression, whose gaits show potential of being a working hunter. Therefore, its gait must be free flowing, ground covering, and athletic. Hunters under saddle should be suitable to purpose. Hunters should move with long, low strides reaching forward with ease and smoothness, be able to lengthen stride and cover ground with relaxed, free-flowing movement while exhibiting correct gaits of the proper cadence. The quality of the movement and the consistency of the gaits are 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 the following:
 - 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 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

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 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
 - Sidepass
 - 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:

- Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with ½-point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.
- **Penalties.** Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:
 - Three (3) points:** Break of gait at the walk or trot up to 2 strides, over or under turn from 1/8 to 1/4 turn, tick or hit of cone, missing a diagonal up to 2 strides in the pattern or on the rail.
 - Five (5) points:** Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location, incorrect lead or break of gait at the canter (except when correcting an incorrect lead), complete loss of contact between rider's hand and the horse's mouth, break of gait at walk or trot for more than 2 strides, loss of iron head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation, Obviously looking down to check leads or diagonals, missing a diagonal for more than 2 strides in the pattern or on the rail.
 - Ten (10) points:** Loss of rein, use of either hand to instill fear or praise while on pattern or during rail work, holding saddle with either hand, spurring or use of the crop in front of girth, blatant disobedience including kicking, pawing, bucking, and rearing.
 - Disqualifications** (should not be placed): Failure by exhibitor to wear correct number in visible manner; willful abuse of horse or schooling; fall by horse or exhibitor; illegal use of hands on reins; use of prohibited equipment; off pattern, including knocking over or wrong side of cone or marker; never performing designated gait, lead, or diagonal; over or under turning more than 1/4 turn.

HUNTER HACK

The purpose of this class is to give horses an opportunity to show their expertise over low fences and on the flat. The horse should move in the same style as a working hunter. The class will be judged on the following criteria: even hunting space, way of going, and jumping style. The class has 2 components: (1) fence work, which represents 70% of the score (scored the same as Working Hunter), and (2) rail work, which represents 30% of the score. Horses are shown at the rail at a walk, trot, and canter both ways of the ring with light contact. Fence height will not exceed 2.5 feet. Horses are first required to jump two fences,

two feet three inches (69 cm) to three feet (91 cm). Show management has the option to allow a third fence, except in Rookie classes. However, if the jumps are set on a line, they are recommended to be in increments of 12 feet (3.5 meters) but adjusted to no less than two strides. A ground line is recommended for each jump.

SUGGESTED SCORING:

Scoring to be judged on manners, way of going, and style of jumping. Horses shall 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 shall 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 shall be penalized, as well as excessive use of crop. In and outs (one or two strides) shall 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, shall be heavily penalized.

Scoring shall 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 who 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 drops a leg.
- 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.

The following will result in elimination:

- A total of three disobediences that can include any of the following: refusal, stop, run out or extra circle; jumping an obstacle before it is reset; bolting from the arena; off course; deliberately addressing an obstacle.

HUNT SEAT EQUITATION OVER FENCES

(Jumps will not exceed 2.5 feet.)

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. Same position as Equitation on the Flat.
5. The judges will score each rider on his/her individual skills and execution of the pattern.

SUGGESTED SCORING:

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:

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 1½ times the height of the jump (for example, for a 3-foot fence, the takeoff point would be from 3 to 4½ 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.

DRESSAGE:

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 chin strap 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 they 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.

10. Excellent	4. Insufficient
9. Very Good	3. Fairly bad
8. Good	2. Bad
7. Fairly Good	1. Very Bad
6. Satisfactory	
5. Sufficient	

PENALTIES:

1st error: 2 points

2nd error: 4 points

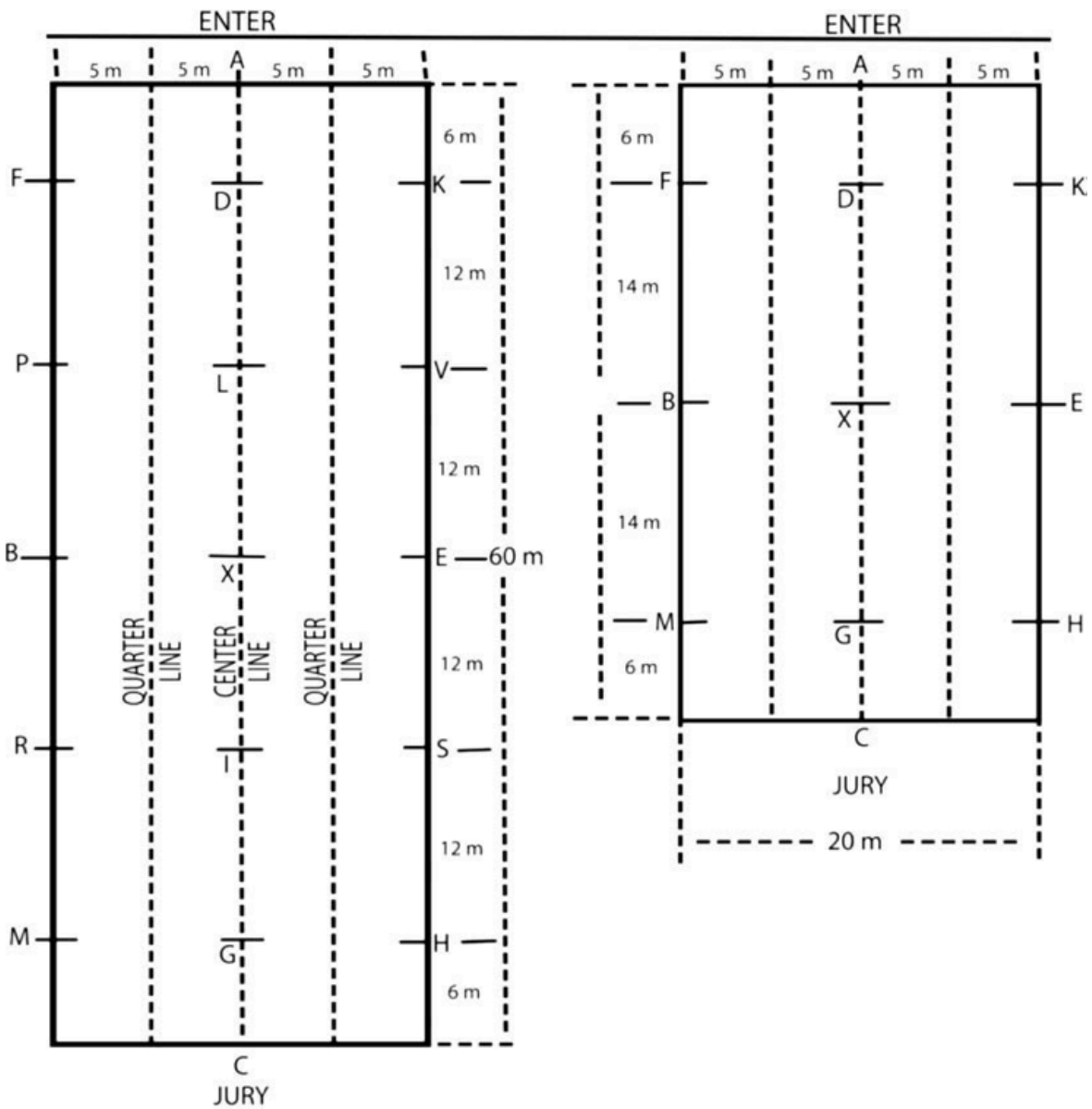
3rd error: elimination

For more information about Dressage, visit the following websites:

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

Find the **2023 USEF Training Level Test 1** at <https://www.usdf.org/docs/showflash/web/tests/2023/2023%20Training%20Level%20Test%201%204.7.pdf>

Find the **2023 USEF First Level Test 1** at <https://www.usdf.org/docs/showflash/web/tests/2023/2023%20First%20Level%20Test%201%204.12.pdf>



GAITED HORSE DIVISION

GAITED ENGLISH PLEASURE (TROTTING):

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:

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.

GAITED EQUITATION (TROTTING):

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 himself/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/herself comfortably in the saddle and find his/her 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 is 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:

Scoring may be on a basis on 0–100 with ½-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 horse.
- 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:

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 is 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, who 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, 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 a 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 a 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 the 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 the 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 any more 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 the basis of 0–100 with ½-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.
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- 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.

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."

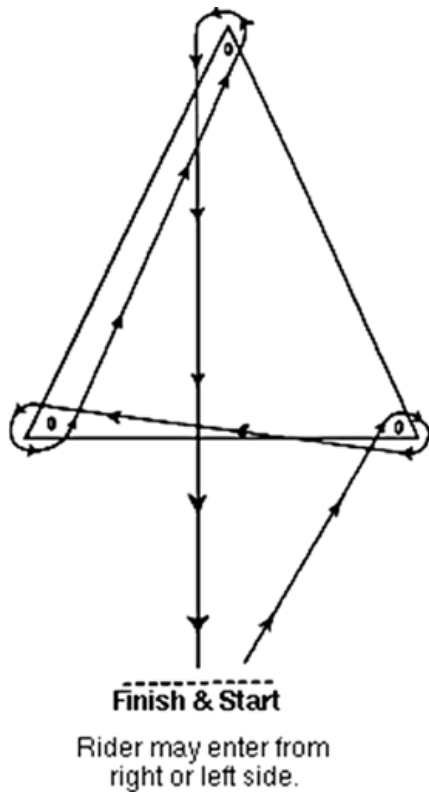
PERSONAL:

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 rerun 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, etc.), 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.

**The American Quarter Horse Association Handbook of Rules and Regulations website www.aqha.com/aqha-rulebook serves as a reference guide.*



BARREL RACE:

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 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.

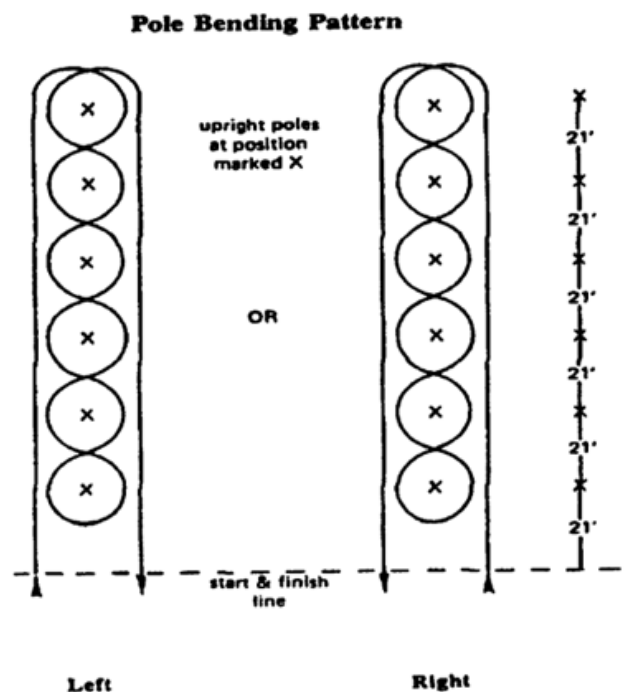
ARENA RACE:

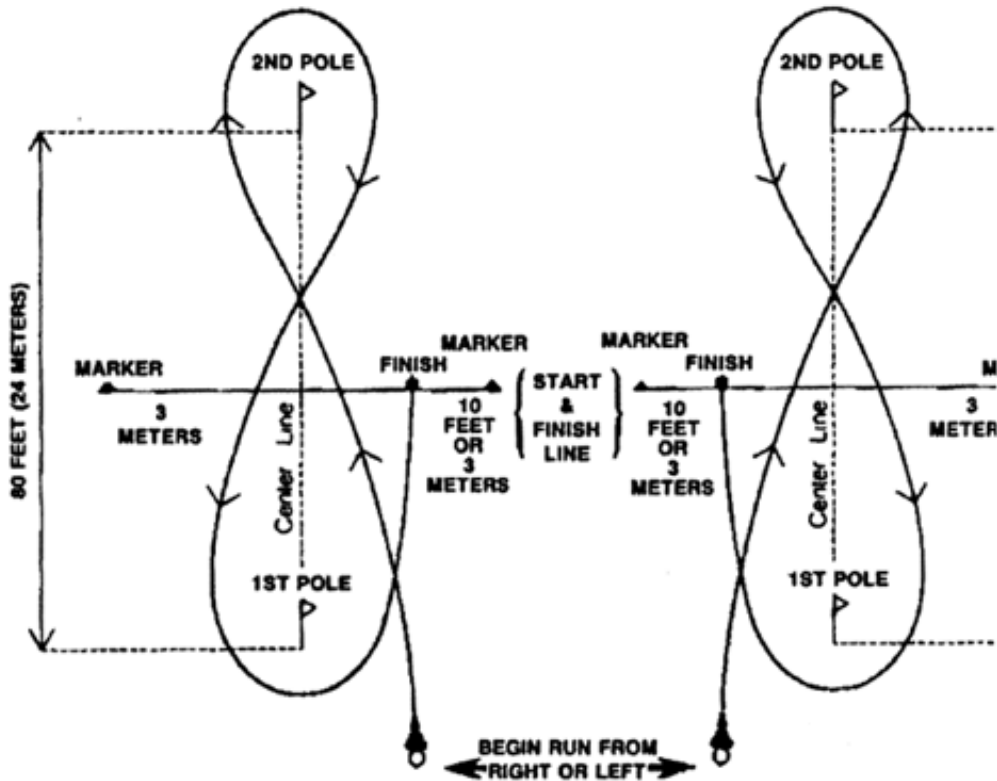
One barrel is placed at the opposite end of the arena from the start line at a minimum of 25 feet from the rail. Each exhibitor must ride to the barrel turning left or right and return to start/finish line. A "No time" will result if the timer barrier is prematurely broken, if the pattern is not completed, or if the barrel is knocked over.

POLE BENDING:

The pattern is run around six poles. The poles are placed in a straight line 21 feet apart, going away from the starting line.

1. The first pole is to be 21 feet from the starting line.
2. 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 an 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.
3. A 5-second penalty will be assessed for each pole knocked down.
4. A "No time" will result if the timer barrier is prematurely broken or if the pattern is not completed.



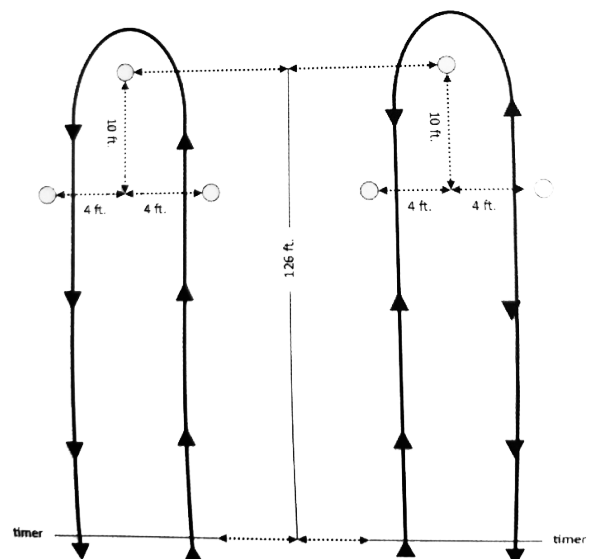


STAKE RACE:

1. The rider is allowed a running start and may begin his/her 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 midline).
6. If an electric timer is used, it is suggested that rubber cones, short enough not to interfere with the timer, be used. Contestants must cross start and finish lines between the markers. Failure to do so shall result in disqualification.
7. All contestants are eligible to enter in Stake Race.

KEYHOLE RACE:

1. Three (3) poles are to be used in an 8' x 10' triangle. The center end pole is 126' from the timer.
2. The horse and rider run down between the first two poles and around the end pole (either direction) and back out between the first two poles.
3. Poles knocked down or failure to do a correct pattern will receive a "No Time."



WESTERN PERFORMANCE CLASSES

WESTERN WALK-TROT PLEASURE:

1. Exhibitors will perform the walk and the jog. The Western Walk-Trot 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 finalist will be asked to back.
2. For ponies measuring 14.2 and under, exhibitors will be asked to walk and jog 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:

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 do the following:
 - 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 farther to the inside of the arena than the inside front foot)

WESTERN HORSEMANSHIP & WALK-TROT HORSEMANSHIP

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 not be posted. Pattern(s) should be designed to test the rider'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. After everyone completes the assigned pattern, the class (or a portion of the class) may return to the arena for rail work.

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; sidepass, 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. 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 rein hand should be carried immediately above or slightly in front of the saddle horn. The reins should be adjusted so that the rider has light contact with the horse's mouth, and at no time shall reins require more than a slight hand movement to control the horse. Excessively tight or loose reins will be penalized.
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 cuing. Severe disobedience will not result in a disqualification, but should be severely penalized, and the exhibitor should not place above an exhibitor who 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 sidepass, leg-yield, and two-track. The sidepass 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.

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with ½-point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independently of penalties and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent. Exhibitors should also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

- **Penalties.** Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:
 - Three (3) points:** Break of gait at the walk or jog up to 2 strides, over or under turn from ⅛ to ¼ turn, tick or hit of cone.
 - Five (5) points:** Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location, incorrect lead or break of gait at the lope (except when correcting an incorrect lead), break of gait at walk or jog for more than 2 strides, loss of stirrup, bottom of boot not touching pad of stirrup at all gaits including backup, head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation, obviously looking down to check leads.
 - Ten (10) points:** Loss of rein; use of either hand to instill fear or praise while on pattern or during rail work; holding saddle with either hand; cueng with the end of the romal; blatant disobedience including kicking, pawing, bucking, and rearing; spurring in front of the cinch.
- Disqualifications** (should not be placed) including failure to display correct number; abuse of horse or schooling; fall by horse or exhibitor; illegal equipment or illegal use of hands on reins; use of prohibited equipment; off pattern, including knocking over or wrong side of cone or marker, never performing designated gait or lead; over- or under-turning more than ¼ turn.

WESTERN RIDING

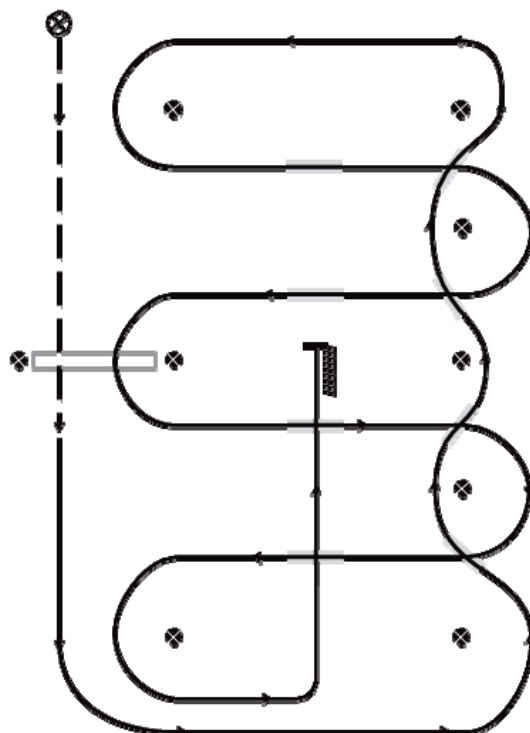
The horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners, and disposition. The horse should perform with reasonable speed and be sensible, well-mannered, and free and easy moving. The class places emphasis on smoothness, even cadence of gaits (i.e., starting and 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.

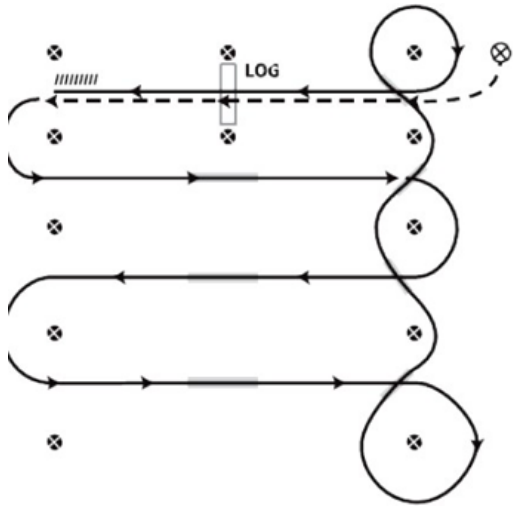
SUGGESTED SCORING:

- Exhibitors will be scored on the basis of 0–100 with 70 denoting an average performance. Points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ poor, 0 average, +½ good, +1 very good, +1½ excellent. Maneuver scores are to be determined independently of penalty points.
- One-half (½) point tick or light touch of log hind legs skipping or coming together during lead change nonsimultaneous 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 and 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, and back.





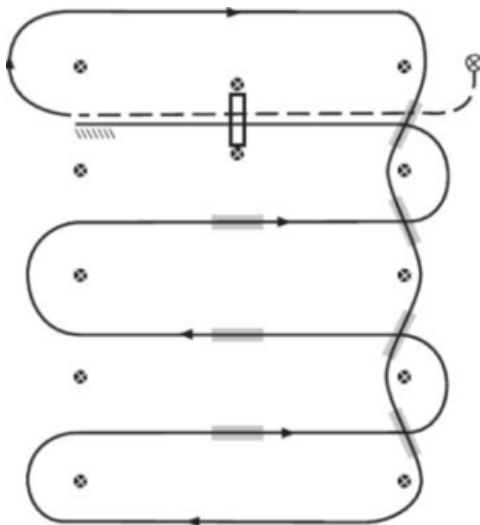
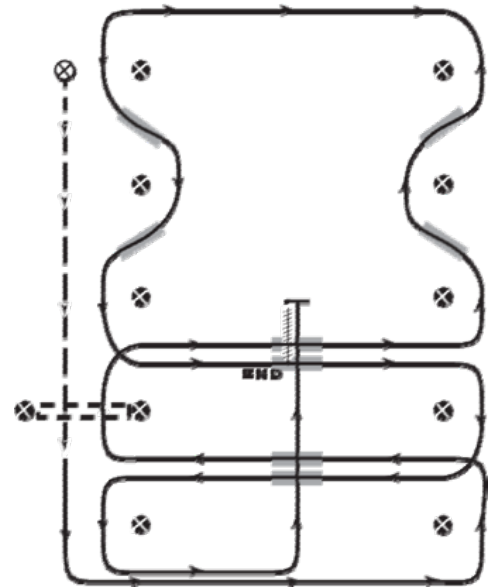
WESTERN RIDING PATTERN 2

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 and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope over log.
11. Lope, stop, and 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, and 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, and back.

WESTERN DRESSAGE

PERSONAL: All exhibitors are required to wear boots and a properly fitted ASTM/SEI-approved equestrian helmet with a fastened harness for the entire time the exhibitor is in the arena. Shirts with a collar and long sleeves are required. Spurs are optional and may be of Western style, with or without blunt tines, or English Dressage style. Other optional attire includes chaps, gloves, necktie or similar tie/pin, vest, jacket, coat, or sweater.

TACK: See the Appointments for the Western Division for the basis of allowable Western tack. The following exceptions and/or additions are allowed in Western Dressage:

1. Western cavesson on the bridle (braided or plain) with space for two fingers between the cavesson and the horse's jowl. No metal, studs, or rigid material may be part of the cavesson. No flash, figure-8, or dropped nose bands.
2. Bits/bridles that may be used on horses of any age:
 - A. Snaffle bit (as defined in Western Appointments).
 - B. Hackamore (Bosal, as defined in Western Appointments).
 - C. Bitless bridle. Must be Western style made of leather or leather-like material.
3. Breastplate and/or crupper.
4. One whip no longer than 47.2 inches (120cm) including lash.
5. Standard stock saddle is customary, but a working saddle, Aussie, and Western side saddle are also acceptable. A horn is optional, but Western style fenders are required. Padding on the saddle's eat and tapaderos are permitted.
6. Polo-style leg wraps close to horse's color. No other kind of boots or wraps are allowed.
7. Reins:
 - A. With snaffle bit: Loop/connected reins, split reins, buckled reins, mecate reins, or romal reins without a popper; two hands must be used with any of these combinations.
 - B. With bosal: Horsehair, rope reins and mecate reins; two hands must be used. The mecate can be tied to the saddle horn or held by the rider.
 - C. With curb: Romal reins or split reins. When using a curb with romal reins, only one hand is allowed; when using split reins, one or two hands are allowed.
8. Hand position on reins:
 - A. Romal reins: The romal is held in one hand with no fingers between the individual reins. The end of the romal may be held in the hand not used for reining to keep the romal from swinging and to adjust the position of the rein. The reins must be held so there is at least 16" of rein between the hands.
 - B. Split reins: When split reins are held in one or two hands, the rider may not switch back and forth during a test. When the split reins are held in one hand, there are two ways that the rider may use them:
 1. With one finger between the split reins; the ends of the reins fall on the side of the reining hand.
 2. Without a finger between the reins; the hand must be around the reins. The ends of the split reins may be held in the hand not used for reining to keep them from swinging and to adjust the position of the reins. The reins must be held so there is at least 16" of rein between the hands.
 - C. At the end of the Free Walk or Free Jog, riders using split reins held in one hand may use the free or offhand to pull the reins back to the desired length. Riders using romal reins may use the hand using the romal to alter the tension or length of the reins from the bridle to the reining hand.

In addition to what is described in Appointments for the Western Division, the following are not allowed in Western Dressage:

1. Full cheeks, half cheeks, kimberwicks, roping bits with both reins attached to a single ring, or any type of rein or attachment that increases the effective length of the bit's shank or creates additional leverage.
2. Round, rolled, braided, or rawhide curb straps.
3. Martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, nasal strips, tongue tied down, etc.), any kind of boots (including "easy-boots," splint/hock/bell boots, etc.), tail bandages, any form of blinkers, ear muffs or plugs, and nose covers.

The above restrictions apply to warm-up and other training areas; however, running martingales (only with snaffle rein or plain snaffle bridle), boots, and bandages (without magnets) are permitted.

EXECUTION AND JUDGING OF TESTS: Western Dressage integrates the historically validated principles of dressage with the best of western stock horse tradition for the purpose of enjoying a safe, pleasurable, versatile, and useful working horse. The hallmarks of the Western Dressage Horse are usefulness, rideability, willingness, safety, pure gaits, lightness, calmness, and steadiness. A Western Dressage Rider should use clear, effective, subtle aids coupled with a confident seat and light, responsive hands in communication with the horse.

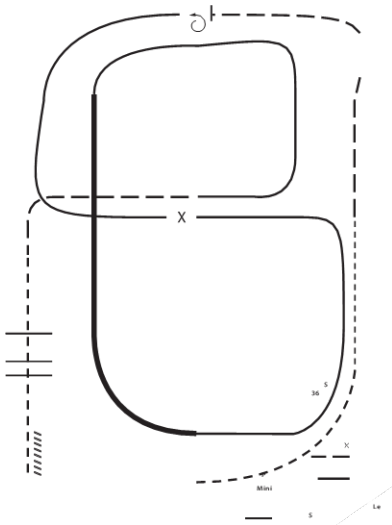
1. A Western Dressage Partnership should exhibit impulsion originating from deeply engaged hindquarters transmitted without resistance through a supple topline to a light, soft contact with the rider's hand(s). The horse should move freely forward via a willingness to work off the hindquarters, which enables the western horse to be a useful working partner.
2. Gaited horse will perform a saddle gait in place of the jog. The saddle gait selected should be the gait in which the gaited horse is balanced and athletically comfortable performing. The saddle gait is a four-beat lateral or diagonal gait, timely and evenly performed. The tempo, rhythm, and foot falls of the gait they choose to show must not change throughout the test. The true four-beat gait the horse performs should be able to be ridden in a working, lengthened, free, and collected manner as called for in the Western Dressage test.
3. See the USEF rulebook (www.usef.org) for further explanations of the general principles of Western Dressage competition and the correct gaits (included for gaited horses) and movements.
4. The dressage test used will be selected annually.
5. Arena size may be either 20m × 40m or 20m × 60m.
6. Approximately 6 to 8 minutes will be allowed for each test. The specific time limit will be based on the test selected. Show management reserves the right to adjust individual ride times under extenuating circumstances.
7. A competitor who does not enter the arena within 45 seconds after the entry bell or whistle is sounded for his or her ride shall be eliminated.
8. Tests may be called during the competition. If tests are announced, it is the responsibility of the competitor to arrange for a person to announce the test. Lateness and errors in announcing the ride will not relieve the rider from error penalties. Announcing the test is limited to reading the movement as it is written once only. However, the repetition of reading of a movement is acceptable if there is reason to doubt that the rider heard the original call.
9. Voice: The quiet use of the voice or clicking the tongue once or repeatedly is permitted. Touch: Petting the horse is allowed during the test as a gentle reward.
10. When a competitor makes an "error of the course" (takes the wrong turn, omits a movement, etc.), the judge warns him or her by sounding the bell or whistle. The judge shows him or her, if necessary, the point at which he or she must take up the test again and the next movement to be executed then leaves him or her to continue by himself or herself.
11. The score for each movement should first establish the fact of whether the movement is performed insufficiently (4 or below) or sufficiently (5 or above). The scoring scale is as follows: 10 - Excellent, 9 - Very Good, 8 - Good, 7 - Fairly Good, 6 - Satisfactory, 5 - Marginal, 4 - Insufficient, 3 - Fairly Bad, 2 - Bad, 1 - Very Bad, and 0 - Not performed.
12. In the case of a fall of horse and/or rider, the competitor will be eliminated.
13. If during the test (between the time of entry and the time of exit at A) the horse leaves the arena (all four feet outside the fence or line marking the arena perimeter), the competitor is eliminated.
14. Resistance of the horse that prevents continuation of the test for longer than 20 seconds results in elimination.
15. In case of ties, the competitor with the highest marks received under Collective Marks shall be declared the winner. When the scores for Collective Marks tie, the judge may be required to decide on the winner after review of both score sheets.
16. In most cases, it is acceptable for a competitor to enter and work in the perimeter area surrounding the arena (not within the arena itself) immediately before his or her ride and after the final salute of the previous competitor.

Find the **WDAA 2022 Western Dressage Basic Level Test 1** at
<https://wdaa.memberclicks.net/assets/docs/2022-WDAA-tests/Basic1%20%28091821%29.pdf>

RANCH DIVISION

RANCH RIDING

1. Ranch Riding serves to measure the ability of the horse to be functional and a pleasure to ride at a working speed while being used as a means of conveyance from one western stock horse task to another. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be responsive to the rider, yield to contact, and make all required transitions smoothly, timely and correctly. The horse should perform with reasonable speed and be obedient, well-mannered, free, and easy moving.
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 are recommended, but show equipment and attire will not be penalized. Roping reins or reins with romal are permitted.
5. Use of Hands: Junior horses that are shown with a hackamore or snaffle bit may be ridden with one or two hands on the reins. When exhibiting in a snaffle bit or hackamore, an exhibitor may switch between two hands and one hand on the reins at any time. Junior horses shown in a curb bit, half-breed, or spade bit and senior horses, which must be shown in a curb bit, half-breed, or spade bit, must be ridden with one hand when using split reins. Only the index finger (one finger) permitted between the split reins is allowed. Please see "Western and Ranch Division Bits and Reins" pertaining to proper romal usage.

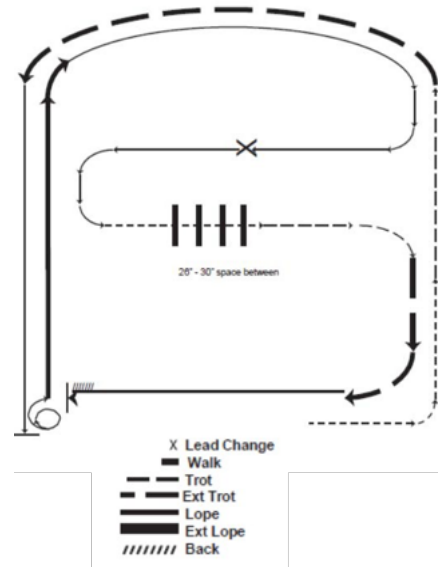


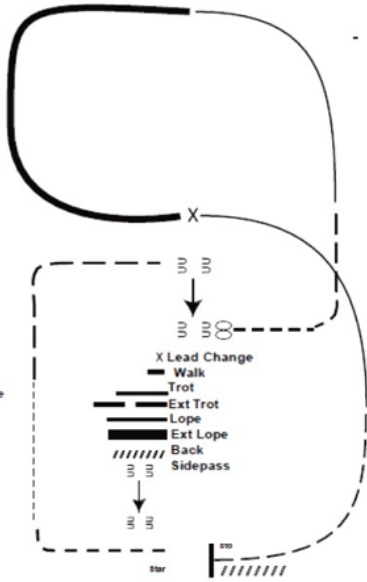
RANCH RIDING PATTERN 1

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.



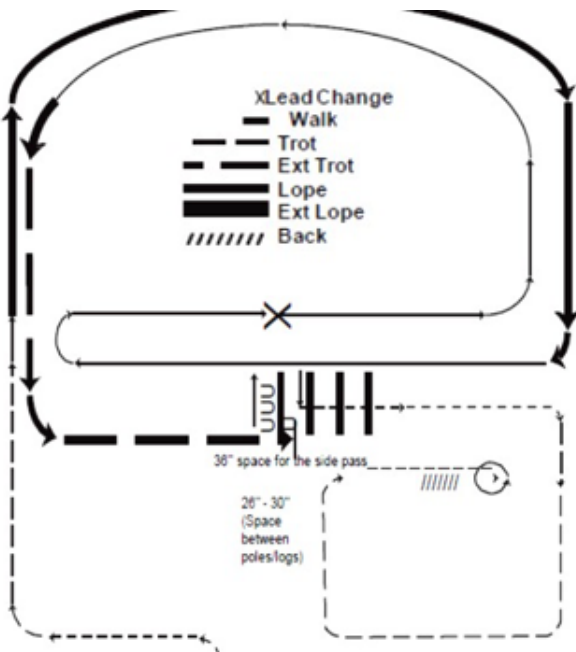
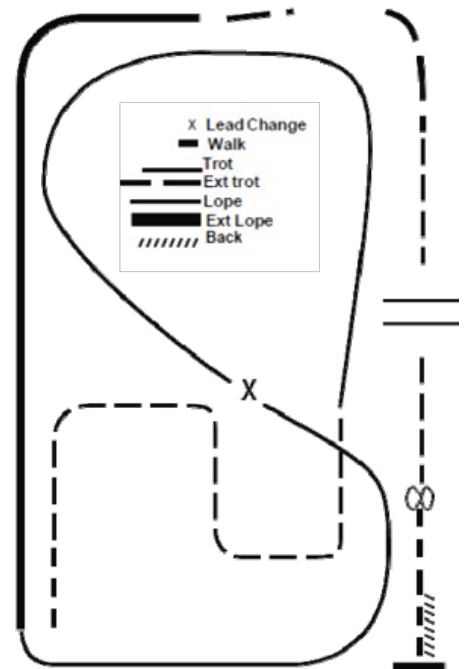


RANCH RIDING PATTERN 3

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 lope on the right lead around end of the arena.
5. Extend lope on the straight away and around corner to the center of the arena.
6. Extend trot around corner of the arena.
7. Collect to a trot.
8. Trot over poles.
9. Stop, do 360-degree turn each direction (either direction 1st) (L-R or R-L).
10. 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-degree turn left, back.

SUGGESTED SCORING

1. Each horse will work individually, performing both required and optional maneuvers, and be 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

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 cleanness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course.
2. In the event that a lariat is needed 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 or she 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 are 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

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 degrees.
 - Move the hindquarters, up to 270 degrees (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 sidepass.
 - 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 1½ to +1½ with ½ point increments in between. In addition to the maneuver score, exhibitors can incur penalty points as listed below.
 7. Penalties
 - One-half (½) 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 sidepass, 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.
 8. Horses are to be shown in a good working halter: rope, braided, nylon, or plain leather. Horses may not be shown with a lip cord or safety lead; however, a chain may be used under the chin or over the nose. It is recommended but not required for exhibitors to remove their spurs.

OPEN RANCH ON THE RAIL

1. Open Ranch on the Rail measures the ability of the horse to be functional and a pleasure to ride at a working speed. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should have a natural ranch-horse appearance from head to tail in each gait. The horse should look like a ranch horse focused on the task at hand. 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, and free and easy moving. 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.
2. 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.
3. 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.
4. 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.

STOCK HORSE PLEASURE

1. This class is designed to judge the ability of the horse to be a pleasure to ride while being used as a means of convenience from one ranch task to another. The horse should reflect the versatility, attitude, and movement of a working ranch horse riding outside the confines of an arena. The horse should be well trained, relaxed, quiet, soft, and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner as well as the quality of the movement are primary considerations. The ideal stock horse pleasure horse should have a natural head carriage at each gait.

2. Horses shall be shown individually using one of 5 set patterns.

3. It can be conducted inside or outside an arena.

4. In this class, each horse/rider team is scored between 0 and 100 points. Automatically beginning with a score of 70 points and earning from +1½ to -1½ on each maneuver.

Note about Stock Horse Pleasure Patterns: The pattern may be started either to the right or left direction. Markers shall be set up to designate gait changes. If the class is held inside an arena, the course shall be set up to make approximately one pass of the arena in each direction. This may be modified due to space constraints or other conditions.

PATTERN I

- Extended Walk: 75 feet
- Trot: 120 feet
- Extended Trot: 240 feet
- Lope: 150 feet
- Stop and Reverse
- Ordinary Walk: 30 feet
- Lope: 150 feet
- Extended Lope: 200 feet
- Trot: 90 feet
- Stop and Back

PATTERN II

- Ordinary Walk: 30 feet
- Lope: 150 feet
- Extended Lope: 200 feet
- Trot: 120 feet
- Stop and Reverse
- Extended Walk: 75 feet
- Trot: 90 feet
- Extended Trot: 240 feet
- Lope: 150 feet
- Stop and Back

PATTERN III

- Ordinary Walk: 30 feet
- Lope: 150 feet
- Extended Trot: 240 feet
- Trot: 120 feet
- Stop and Reverse
- Trot: 90 feet
- Lope: 150 feet
- Extended Lope: 200 feet
- Extended Walk: 75 feet
- Stop and Back

PATTERN IV

- Trot: 90 feet
- Extended Walk: 75 feet
- Lope: 150 feet
- Extended Trot: 240 feet
- Stop and Reverse
- Lope: 150 feet
- Extended Lope: 200 feet
- Ordinary Walk: 30 feet
- Trot: 90 feet
- Stop and Back

PATTERN V

- Lope: 150 feet
- Extended Lope: 200 feet
- Ordinary Walk: 30 feet
- Trot: 120 feet
- Stop and Reverse
- Extended Trot: 240 feet
- Trot: 90 feet
- Extended Walk: 75 feet
- Lope: 150 feet
- Stop and Back



Alabama 4-H State Horse Show Active Educational Contests

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 three members. Counties with more than four 4-H members must designate team members at registration. With the lowest score being dropped, the three 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 four phases (three individual divisions and one team division): Examination, Station, Judging, and Team, with approximately the number of points 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. This phase will take place at the same time as the Horse Judging Competition. Classes used for Hippology Scores will be noted during the Horse Judging Competition. 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 as follows:
 - 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

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 three members. Counties with more than four 4-H members must designate team members at registration. With the lowest score being dropped, the three 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 four classes: two halter or in-hand classes and two performance classes. Juniors will give one set of reasons—either halter or performance. Seniors will give two sets of reasons—one halter class and one 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 two minutes to present their oral reasons to the judge.
7. Conformation classes that may be included in the contest are the following:

Quarter Horse	Stock Type	Hunter Type
Arabian	Morgan	Hunter in Hand
Walking Horse	Pony Breeds (hunter or stock)	
8. Performance classes that may be included in the contest are the following:

Western Pleasure	Reining	Western Riding
Hunter Under Saddle	Hunt Seat Equitation	Western Horsemanship
Hunter Hack	Pleasure Driving	Saddle Seat Equitation
Saddlebred 3-gaited (trotting)	Pleasure	Country English Pleasure
Plantation	English Pleasure	Walking Horse

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.

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 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 9 and 12 minutes in length. Three 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 tables and two easels, a computer and projector. The presenter must provide any other equipment or props.

TEAM PRESENTATION CONTEST

1. This is a team presentation contest. The team consists of two 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 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 tables and two easels, a computer and projector. The presenters must supply any other equipment or props.

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 youth without horses 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 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 points

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 consistent number of questions will be asked in each round.
11. If teams are tied at the end of a match, five 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 that 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.

REFERENCE MATERIAL

NEWHOR

Illustrated Dictionary of Equine Terms, New Horizons Education Center, Inc.
Alpine Publications; PO Box 7027, Loveland, CO 80537
Phone: 1-800-777-7257; Fax: 1-970-667-9157

AYHC

Horse Industry Handbook, American Youth Horse Council
The Equine Collection-Dept. AYHC; PO Box 1539, Fort Lee, NJ 07021-1539
Phone: 1-800-952-5813; Fax: 1-201-840-7242

LEWIS 2nd

Feeding and Care of the Horse (2nd edition), by Lon D. Lewis
Williams and Wilkens; P.O. Box 1496, Baltimore, MD 21298-9724.
Phone: 1-800-638-0672

GRIFFITHS

Equine Science: Basic Knowledge for Horse People of All Ages, by Jean T. Griffiths,
ISBN# 978-1-929164-42-4 to order from your local bookstore
Phone: 1-800-952-5813

KAINER 1st

The Coloring Atlas of Horse Anatomy, by Robert A. Kainer & Thomas O. McCracken
Alpine Publications Inc.; P.O. Box 7027, Loveland, CO 80537-0027
Phone: 1-970-667-2017 or 1-800-777-7257

AYHC-HS

American Youth Horse Council Horse Smarts, by the American Youth Horse Council
The Equine Collection-Dept. AYHC; PO Box 1539, Fort Lee, NJ 07024-1539
Phone: 1-800-952-5813; Fax: 1-201-840-7242

Dover Saddlery-Apparel, tack and horse care items, for the English rider. To request a free catalog, please visit www.doversaddlery.com or call toll free 1-888-234-6942

Schneider Saddlery – Apparel, tack, and horse care items for the Western and the English rider. Website: <http://www.sstack.com> phone number 1-800-365-1311

Other: Grains, forages, and feed preparations used in this contest will be representatives of feeds utilized in horse rations.



Alabama 4-H State Horse Show Passive Educational Contests

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, or 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 are Junior and Senior Divisions for this competition.
7. 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

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 are Junior and Senior Divisions 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:
 - Creativity/ originality
 - Neatness/clarity of display
 - Power to attract attention and hold interest of viewer

CREATIVE WRITING

1. Open to entries of any form of creative writing.
2. Only one entry per exhibitor is permitted.
3. There are Junior and Senior Divisions 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 by date on registration packet.

MODEL HORSE SCENE COMPETITION

1. Entry can be no larger than a 3' × 3' scene and must be modeled after one of the classes in the 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 will be Junior and Senior Divisions in this competition.
4. Entry must contain two or more model horses.
5. Each entry must have a written description (not to exceed one page) 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
8. Exhibits must be submitted on time.

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 will be Junior and Senior Divisions for all classes in this competition.
4. An entry consists of a single photo!
5. Two classes:
 - Black and White Photography (including sepia)
 - Color Photography
6. Entries should be either mounted or matted on an appropriate-size, neutral tone, poster/paper board.
7. Entries shall not exceed 16" × 22" and should be mounted on appropriate-size 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 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 and hold viewer's interest
12. Entries must be submitted on time.

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 will be Junior and Senior Divisions 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" × 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 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 and hold viewer's interest
11. Entries must be submitted on time.

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 will be Junior and Senior Divisions for all classes in this competition.
5. Each entry must be accompanied by 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" × 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 placings for the top 10.
13. 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 and hold viewer's interest
14. Entries must be submitted on time.

POSTER CONTEST – CONSUMER CHOICES

1. All entries must be the result of comparison shopping for equine equipment, i.e., services, animals, feed, nutrition, health products, etc. (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" × 28" poster educating others about your equine comparison shopping experience.
4. Only one entry per exhibitor is permitted.
5. There will be Junior and Senior Divisions 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 submitted on time.

PUBLIC SPEAKING

SCORE SHEET

Contestant's Name: _____

Title of Presentation: _____

County: _____

	Points	Score	Comments
Introduction	10		
Organization	15		
Content and Accuracy	20		
Stage Presence	15		
Delivery	20		
General	10		
Conclusion	10		
Total	100		

Starting Time _____ Finishing Time _____ Length of Time _____ Deductions (if any) _____

GRAND TOTAL _____

1. This is an individual speech contest.
2. There will be Junior and Senior Divisions 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 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.

INDIVIDUAL PRESENTATION

SCORE SHEET

Contestant's Name: _____

Title of Presentation: _____

County: _____

	Points	Score	Comments
Introduction	10		
Organization	25		
Content and Accuracy	25		
Stage Presence	10		
Delivery	15		
Effect on Audience	5		
Summary	10		
Total	100		

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 Junior and Senior Divisions 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 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 tables and two easels, a computer and projector. The presenter must provide any other equipment or prop.

TEAM PRESENTATION

SCORE SHEET

Contestant's Name: _____

Title of Presentation: _____

County: _____

	Points	Score	Comments
Introduction	10		
Organization	25		
Content and Accuracy	25		
Stage Presence	10		
Delivery	15		
Effect on Audience	5		
Summary	10		
Total	100		

Starting Time _____ Finishing Time _____ Length of Time _____ Deductions (if any) _____

GRAND TOTAL _____

1. This is a team contest. The team consists of two 4-H members.
2. There will be 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 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 tables and two easels, a computer and projector. The presenters must supply any other equipment or props.

ART WORK

SCORE SHEET

Contestant's Name: _____

Title of Presentation: _____

County: _____

	Points	Score	Comments
Originality / Creativity	30		
Neatness / Clarity of Display	20		
Power to Hold Viewer's Interest	25		
Relevance to Equine Industry	25		
Total	100		

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, or 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 will be Junior and Senior Divisions 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: _____

	Points	Score	Comments
Originality / Creativity	30		
Neatness / Clarity of Display	20		
Power to Hold Viewer's Interest	25		
Relevance to Equine Industry	25		
Total	100		

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 will be Junior and Senior Divisions 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

CREATIVE WRITING

SCORE SHEET

Contestant's Name: _____

Title of Presentation: _____

County: _____

	Points	Score	Comments
Creativity & Imagination <ul style="list-style-type: none"> • Is writing unique in theme, style, and structure? • Does it include vivid details? 	35		
Organization & Clarity <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • Is proper punctuation used? • Is spelling correct? • Are words used appropriately? 	20		
Title <ul style="list-style-type: none"> • Does the title show creativity? • Does it draw the reader's attention? 	10		
Appearance & Neatness	10		
Total	100		

1. Open to entries of any form of creative writing.
2. Only one entry per 4-H member is permitted.
3. There will be Junior and Senior Divisions 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

MODEL HORSE SCENE

SCORE SHEET

Contestant's Name: _____

Title of Presentation: _____

County: _____

	Points	Score	Comments
Originality / Creativity	25		
Neatness / Clarity of Display	20		
Condition of Animals / Props in the Display	15		
Power to Hold Viewer's Interest	25		
Written Description	15		
Total	100		

1. Entry can be no larger than a 3' × 3' scene and must be modeled after one of the classes in the 2021 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 Junior and Senior Divisions for this competition.
4. Entry must contain two 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

PHOTOGRAPHY

SCORE SHEET

- Black and White
 Color
 Picture Story

Contestant's Name: _____

County: _____

	Points	Score	Comments
Composition:	10		
• Clear message or theme	10		
• Clearly defined subject	10		
• Nondistracting background	10		
Originality	15		
Effective Use of Lighting	10		
Creative Use of Depth of Field (focus)	10		
Power to Attract Attention	15		
Power to Hold Viewer's Interest	10		
Total	100		

- 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.
- Only one entry per 4-H member, per class, is permitted.
- An entry consists of a single photo, except photo story!
- Three classes:
 - Black and White Photography
 - Color Photography
 - Photo Story Picture
- There will be Junior and Senior Divisions for both classes in this competition.
- Entries must be either mounted or matted on an appropriate-size, neutral tone, poster/paper board.
- Entries shall not exceed 16" x 22" and should be mounted on appropriate-size matting.
- Photos with frames or in glass are not eligible. Photos will be laid flat on a table for judging.
- Entries must be the work of the 4-H member within the previous 12 months.
- Entries will be judged on the following criteria:
 - Composition
 - Originality
 - Effective Use of Lighting
 - Creative Use of Depth of Field
 - Power to Attract Attention and Hold Viewer's Interest

ALTERED PHOTOGRAPHY

SCORE SHEET

Contestant's Name: _____

County: _____

	Points	Score	Comments
Original Attached	10		
Goal of Alteration Achieved	20		
Difficulty of Manipulation	20		
Originality / Creativity	20		
Appeal / Power to Attract & Hold Viewer's Interest	30		
Total	100		

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 by 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 Junior and Senior Divisions in this competition.
8. Entries must be either mounted or matted on an appropriate-size, neutral tone, poster/paper board.
9. Entries shall not exceed 16" × 22" and should be mounted on appropriate-size 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 and Hold Viewer's Interest

POSTER CONTEST

SCORE SHEET

Contestant's Name: _____

County: _____

	Points	Score	Comments
Learning Involved	25		
Accuracy of Information	25		
Clarity of Message	25		
Power to Attract & Hold Viewer's Interest	25		
Total	100		

1. All entries must be the result of comparison shopping for equine equipment, i.e., services, animals, feed, nutrition, 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