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# Minnesota 4-H Horse Program Rule Book



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## 4-H Horse Project

This rulebook is intended for 4-H club members and leaders, extension educators, show managers, judges, and others responsible for planning and conducting 4-H shows and events. The purpose of the rulebook is to help establish uniform regulations and procedures in 4-H horse shows and events throughout Minnesota. It should be used in conducting events, setting up classes, establishing show rules, and managing shows. It should also be used as a guide for training 4-H members. The rulebook is produced by the Minnesota State 4-H Horse Program Development Committee (PDC).

### Goals

1. The purposes of the 4-H Horse Program are to encourage 4-H members.
2. To develop leadership abilities, build character, and assume citizenship responsibilities.
3. To experience the pride of owning a horse or pony and being responsible for its management.
4. To develop an appreciation of horseback riding as a healthy and wholesome form of recreation.
5. To learn skills in horsemanship and to understand the business of breeding, raising, and training horses.
6. To increase knowledge of safety precautions needed to prevent injury to themselves, others, and their mounts.
7. To promote greater love for animals and a humane attitude toward them.
8. To be better prepared for citizenship responsibilities by working in groups and supporting community horse projects and activities.
9. To teach good sportsmanship in a friendly, competitive atmosphere.

### Project Requirements

1. The 4-H horse project is a continuous project. It is encouraged that records on feeding, training, and management be kept on a year-round basis.
2. It is recommended that all 4-H'ers enrolled in any phase of the 4-H horse project participate in the Horse Member Achievement Program. 4-H'ers enrolled in the Horse Training Program are REQUIRED to participate in the Horse Member Achievement Program.
3. References to 'horse' in this manual will mean any equine unless stated otherwise. Examples include light horses, ponies, draft horses, mules, donkeys and miniature horses are suitable project animals.
4. Horses shall be serviceably sound.
5. Any horse to be shown at a 4-H show must be enrolled as a 4-H project animal and be properly identified on the 4-H Horse Identification Form. This form must be submitted to the Extension Office on or before May 15th of the current club year. If substitution, for any reason, occurs on or after that date, the horse is ineligible for the State 4-H Horse Show.
6. A member must either own or lease the mare or gelding shown. The same horse may be used as a project animal by more than one member as long as all requirements are met. It is the responsibility of the

- 4-H'er to provide care, feeding, grooming, training, and exercising beginning no later than May 15.
7. Male foals may be shown, but yearling and older stallions are ineligible as 4-H projects. The age of the horse shall be computed on the basis of a calendar year starting on January 1 of the year foaled; it is a weanling during the calendar year in which foaled, and a yearling during the first calendar year following its foaling date, regardless of the time of year foaled.
8. In planning shows and events, officials should emphasize experiences for 4-H members that will contribute to the 4-H horse project mission: To provide lifetime skills and learning experiences for the 4-H horse project members, their families, and their leaders.
9. Each 4-H horse show or event in the state must meet the requirements of the 4-H Horse Project as approved by the State 4-H Horse Program Development Committee.
10. In accordance with Americans with Disabilities Act, reasonable adaptations shall be made for any horse project member with a mental, physical or emotional challenge. Adaptations are approved in writing by an Extension Educator using a school IEP (Individual Education Plan) or a doctor's diagnosis. Show management must be informed of the adaptation prior to the start of their show.

## Horse Bowl Contest

This is a quiz bowl contest between teams of four 4-H'ers. They are asked horse-related questions. The highest scoring team wins the match. It is a double elimination contest. There are regional contests with top teams qualifying to go on to the state contest. The top teams at state may be eligible for national contests.

### Objectives:

1. The objective of the horse bowl is to offer an opportunity for youth interested in horses to display the knowledge they have gained in a competitive and friendly atmosphere.
2. The Horse Bowl contest will encourage youth and leaders to study and obtain a more thorough knowledge of horses and related subject matter.
3. Youth will gain confidence in their horse knowledge and be rewarded and recognized for their achievements.

### Eligibility:

1. Bowl is open to any 4-H member. They do not have to be enrolled in the Horse project.

Specific rules on eligibility, registration procedures, dates, and awards are available at your Extension Office or the [State 4-H Horse Project website \(https://z.umn.edu/4HHorseProject\)](https://z.umn.edu/4HHorseProject)



## Speech and Demonstration Contest

This contest is held only at the state level and winners in each division may be eligible for national contests.

### **Objectives:**

1. Acquire skills, confidence, and poise in speaking to groups by the use of an interesting and familiar topic.
2. Expand your horse knowledge and increase your research and study techniques.
3. Learn how to organize your thoughts and express these ideas in a logical and concise manner.
4. Increased knowledge and control of the English language in expressing your ideas.
5. Reward and recognize youth for accomplishments they have made in a friendly and competitive atmosphere.
6. Encourage youth to teach others how to do something related to horses by the correct use of visuals or equipment. (Demonstration).

### **Requirements:**

The speech or demonstration must be related to horses or the horse industry.

### **Eligibility:**

1. Speech and Demonstration is open to any 4-H member. They do not have to be enrolled in the Horse project.

Specific rules on eligibility, registration, dates, procedures, awards, and national trips are available at your Extension Office or the [State 4-H Horse Project website](https://z.umn.edu/4HHorseProject) (<https://z.umn.edu/4HHorseProject>)

## Horseless Horse Project

Horseless Horse offers the opportunity to study and learn about the horse to members that do not own or lease a horse.

### **Objectives:**

1. Gain knowledge of major breeds, colors, gaits and safety.
2. Enhance your appreciation for the value of the horse and give you an understanding of care requirements.
3. Develop sportsmanship, responsibility, cooperation, decision making skills and public speaking skills.

### **Requirements:**

1. You must be enrolled in the Horseless Horse project to enter an exhibit in county or state competitions.
2. It is encouraged that you keep regular 4-H project records for your Horseless Horse activities.

### **Eligibility:**

1. If the member's family owns or leases a horse they are not eligible to compete in the Horseless Horse project.

They should enroll in the Horse project and enter a Horse-related exhibit.

### **County Fair exhibits**

You may enter an exhibit at your county fair. Exhibits may include posters, displays, photographs, models, scrapbooks, essay and/or other articles. Exhibits should show or explain something the member has made, done or learned in the project. There are no specific dimensions.

### **Scoring is done in three areas.**

1. Exhibit quality: 25%. The exhibit attracts attention and holds interest. This includes the workmanship of the exhibit, color choices, layout, spelling and grammar, and construction methods.
2. Knowledge and the ability to explain: 50%. The member is able to demonstrate a depth of knowledge in the subject area and is able to answer questions.
3. Educational Value: 25%. The exhibit is able to convey its message to an observer. The message is clear and focused on the subject area. The exhibit displays a creative way of educating the observer.

Judges are not required to be from the 4-H Horse Judges List. However, judges should have knowledge of horses. Use of a 4-H Horse Judge is recommended wherever possible.

Horseless Horse exhibits are to be judged and placed separately from the Horse Related Exhibits.

### **State Horse Show**

County winners may advance to the state competition at the State Horse Show. The number of trips per county may vary from year to year.

Exhibits are conference judged in small groups using the scoring described above.

Specific rules on eligibility, quotas, registration, dates, procedures, and awards are available at your Extension Office or the [State 4-H Horse Project website](https://z.umn.edu/4HHorseProject) (<https://z.umn.edu/4HHorseProject>)

## Horse Related

Horse related is a part of the Horse Project where you create an exhibit that relates to horses. You will learn about horses and will have the opportunity to create an exhibit to demonstrate what you have learned.

### **Requirements**

1. You must be registered in the Horse project to enter an exhibit in county or state competitions.
2. It is encouraged that you keep regular 4-H project records for your Horse Project activities.

### **Eligibility**

1. Horse Related competition is open to anyone enrolled in the Horse Project. If the member's family does not own

or lease a horse they should consider competing in the Horseless Horse project.

### **Exhibits**

1. The standards for Horse-related exhibits are the same as Horseless exhibits. Horse-related exhibits are judged in different classes than Horseless Horse exhibits.
2. You may enter Horse-related exhibits and participate with your horse at your county qualifying show.
3. Trip quotas will be published each year prior to the State Horse Show.
4. Trips will be given first to the highest ranking horse related exhibitor with a blue award NOT bringing a horse to the state show. Then, if needed to fill the quota, those bringing a horse may also bring their horse related exhibit.

Judges are not required to be from the 4-H Horse Judges List. However, judges should have knowledge of horses. Use of a 4-H Horse Judge is recommended wherever possible.

Specific rules on eligibility, registration, dates, procedures, and awards are available at your Extension Office or the [State 4-H Horse Project website](https://z.umn.edu/4HHorseProject) (<https://z.umn.edu/4HHorseProject>)

## Hippology Contest

Hippology is an activity that can make learning fun for 4-H members by letting them exhibit their knowledge and understanding of equine science and husbandry in a friendly but competitive setting.

This contest is held only at the state level and winners in each division may be eligible for national contests. This contest may be entered as a team or as an individual at the State 4-H Horse Show.

### **Objectives:**

1. To provide youth with the opportunity to blend knowledge and skills acquired in horse judging, bowl, demonstrations, public speaking, and showing into one activity.
2. To encourage youth to continue expanding their horse knowledge and participation.
3. To recognize youth for their total involvement in and comprehension of knowledge of the horse industry.
4. To teach good sportsmanship through a friendly and competitive environment.
5. Provide additional educational opportunities for 4-H'ers.
6. Develop decision making, communication, team building, self confidence and leadership.
7. Enhance individual growth and development.
8. Provide an opportunity to interrelate equine experience and use their horse knowledge.
9. Advance knowledge, abilities, skills and attitudes.
10. Measure and recognize horse project achievement.

### **Eligibility**

1. Hippology is open to any 4-H member. They do not have to be enrolled in the Horse project.
2. No member may be undergoing training for or have participated in an official post-secondary for the same event.
3. Each team may have three or four members. If four compete, the three highest scores will be used.
4. All intermediate team members must have completed sixth grade, but not their 14th birthday on January 1 of the current year.
5. Senior teams may be comprised of both intermediates and seniors for the Minnesota Contest. If one member is a Sr., the whole team is a Sr. team. Senior team members may be no more than one year past high school graduation.

### **Contest Phases**

#### **Examination Phase**

This phase of the contest may include:

- Written exam
- Projected slides to be identified as to breed, color, color patterns, activity, proper appointments, etc.
- Anatomy which may include external, skeletal, internal organs, parts of the gastrointestinal tract, male and female reproductive organs, detailed anatomy of the foot and detailed lower limbs.

#### **Station Phase**

This phase will consist of a series of stations or tables. Examples are: Identification of types of saddles (actual or pictured), parts of saddles, tack, bits, bridles, horse shoes or parts of shoes, tools and equipment, grains and forages, internal and external parasites, blemishes and unsoundness, ages of equine based on teeth, pulse rate, respiration rate, temperature, signs of dehydration or anemia, measurements of wither height, shoe size, girth, collar size, gullet width, seat length of saddle.

#### **Judging Phase**

Contestants will be required to judge at least four classes of horses: two halter or conformation classes and two performance classes.

#### **Team Problem**

All teams will be presented with the same problem(s). Each team will have equal time to discuss the problem among themselves. They then will have to present an oral solution or series of suggested procedures relative to the problem.

Specific rules on eligibility, registration, dates, procedures, awards, and national trips are available at your Extension Office or the [State 4-H Horse Project website](https://z.umn.edu/4HHorseProject) (<https://z.umn.edu/4HHorseProject>)

## Horse Judging Contest

This contest may be entered as a team of three or four members or as an individual at the State 4-H Horse Show. Contestants place at least six (6) classes consisting of halter or conformation classes and performance classes. Each contestant gives oral



reasons on two classes, one halter and one performance. Awards are given to teams and individuals. Top placing teams may be eligible for national trips.

### **Objectives:**

1. Teach youth good conformation (structural correctness, balance, and muscling), breed character, and performance ideals in different breeds of horses.
2. Learn how to evaluate horses based on knowledge and fact; make a decision and defend your decision.
3. Learn proper equine terminology that can be used in a logical, systematic way to defend your placing.
4. Gain confidence in your ability and use of the English language by giving oral reasons to a judge.
5. Learn to speak clearly, decisively, and convincingly through the use of oral reasons. Horse judging contests are popular events at the club, county, district, state, and national levels.

### **Eligibility**

1. Horse Judging is open to any 4-H member. They do not have to be enrolled in the Horse project.
2. No member may be undergoing training for or have participated in an official post-secondary for same event.
3. Each team may have three or four members. If four compete, the three highest scores will be used.
4. All intermediate team members must have completed sixth grade, but not their 14th birthday on January 1 of the current year.
5. Senior teams may be comprised of both intermediates and seniors for the Minnesota Contest. If one member is a Sr., the whole team is a Sr. team. Senior team members may be no more than one year past high school graduation.

Specific rules on eligibility, registration, dates, procedures, awards and national trips are available at your Extension Office or the [State 4-H Horse Project website](https://z.umn.edu/4HHorseProject) (<https://z.umn.edu/4HHorseProject>).

## Western Heritage Program

This program is designed to help you explore and preserve our Western Heritage. As you move through the program you will:

### **Objectives:**

1. Explore our Western Heritage and develop an appreciation for it.
2. Learn to balance competition and education.
3. Learn safety skills to prevent injury to people and/or animals.
4. Develop tools of sportsmanship and realistic goal setting.
5. Develop leisure opportunities.

### **Eligibility**

1. Participants must be enrolled in 4-H and the horse project by the enrollment deadline.

2. Any horse to be shown at a Western Heritage event must be enrolled as a 4-H project animal and be properly identified on the 4-H Horse Identification Form. This form must be submitted to the Extension Office on or before May 15th of the current club year. If your Western Heritage horse is not identified by May 15<sup>th</sup> and not being used for other horse project activities your horse identification and Coggins test results are due within 10 days following attendance at a Safety Clinic.

## Heritage Events

***All competitors MUST participate in the Western Heritage Grand Entry Parade and be appropriately dressed in their Western Attire!***

Current Western Heritage events at the State and Regional Level are goat tying, pen to pen sorting, round pen roping, breakaway arena roping, and team roping. Optional events to be practiced at a local level are calf roping, team penning, individual penning, and ranch cutting.

## Safety Clinics

Participants must attend a Safety Clinic conducted by a Western Heritage Certified Instructor, once each year to be eligible to compete at a Regional event or activity. Participants must be certified in each Western Heritage event to be eligible to compete in that event at a Regional event or activity.

## Round Pen Roping

### **General rules**

Western type equipment must be used. Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans). Ropers may share a horse. Round pen should be 40-60' diameter.

### **Stock**

1. Calves must be uniform in weight and breed.
2. If calf has horns, horns not to exceed 2 inches.
3. Suggested weight between 180 and 350 pounds.

### **Event rules**

1. Two calves in pen at one time.
2. Rope must not be tied on in any manner.
3. Only one rope may be carried.
4. Roper enters pen when called and stops horse. When judge signals go, roper has one minute to catch calf.
5. Roper must throw loop overhand.
6. Loop must pass over calf's head to be a legal catch.
7. Roper must pull slack from rope, and then drop rope to signal time.
8. Time stops when tail of rope is clear of horse and rider.
9. If roper catches both calves in same loop, roper cannot use hands or outside help to get rope off (shaking off without touching loop is acceptable).

10. If roper drops rope, they are disqualified.
11. Roper must recoil rope before next loop can be thrown.
12. Roper must rope calf while calf is moving.

### **Scoring and penalties**

1. Judge will not flag roper out until time is recorded.
2. Judge is to flag time and then flag roper out if run is not legal.
3. Roper will be disqualified for any abusive treatment of calf or horse.
4. Once roper has made a legal catch in any arena roping, they are ineligible to compete in round pen roping.

## **Breakaway Roping**

### **General rules**

1. Western type equipment must be used.
  - a. Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans).
2. Ropers may share a horse.
3. Roping box shall be considered part of the arena.
4. Arena conditions will determine length of score.
5. Once score line has been set it may not be changed during that go, nor can the length of the box be changed.
6. Lap and tap -- no barrier to be used. Flagger to flag time when animal's nose clears the gate.
7. Calf belongs to the roper once calf has been released regardless of what happens with the following exceptions:
  - a. in case of mechanical failure;
  - b. if calf gets out of the arena, flag will be dropped and the roper gets the calf back lap and tap with
  - c. the time added which was taken when the calf left the arena plus any barrier penalties; or
  - d. if in the opinion of the judge the roper is fouled by the barrier, roper will get his/her calf back, providing the roper declared by pulling up.
  - e. providing the roper declared by pulling up.
8. The horse must clear the box (chest past barrier) before a loop is thrown.
9. Time to be taken between two flags.

### **Stock**

1. Calves must be uniform in weight and breed.
2. If calf has horns, horns not to exceed 2 inches.
3. Suggested weight between 180 and 350 pounds.
4. Calves will be drawn for and run in random order.

### **Event rules**

1. There will be a closed gate policy with one (1) minute time limit.
2. Two loops are allowed if two loops are carried.
3. The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when

the calf hits the end of the rope. This will be the roper's responsibility.

4. Rope must be tied to the horn with a string and may not be run through bridle, tie down, neck rope, or any other device.
5. String will be provided and inspected by a designated official before each roper competes.
6. No loops are to be rebuilt.
7. A cloth or flag must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
8. The catch-as-catch-can rule shall apply after the loop has passed over the calf's head.
9. Rope must be released from roper's hand to be a legal catch.
10. Roper has 60 seconds to enter Roping box, once they enter the arena.

### **Scoring and penalties**

1. Judge will not flag roper out until time is recorded.
2. Judge is to flag time and then flag roper out if run is not legal.
3. There will be a ten-second penalty added for breaking the barrier.
4. Roping the calf without releasing the loop from roper's hand will disqualify catch.
5. Roper will be disqualified for any abusive treatment of calf or horse.
6. If rope is broken from horn by roper, the roper will receive no time.

### **Reruns**

1. If time is not recorded, rope will be given rerun on same calf.
2. No rerun will be given due to faulty or broken equipment furnished by roper.
3. If the judge sees he/she made an error in flagging, he/she must declare a rerun before the roper leaves the arena.
4. A calf must be rerun before it is used by another roper.

## **Team Roping**

### **General rules**

1. Western type equipment must be used.
2. Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans).
3. Ropers may share a horse.
4. Roping box shall be considered part of the arena.
5. Arena conditions will determine length of score.
6. Once score line has been set it may not be changed during that go, nor can the length of the box be changed.
7. Lap and tap -- no barrier to be used. Flagger to flag time when animal's nose clears the gate.





8. Steer belongs to the roper once steer has been released regardless of what happens with the following exceptions:
  - a. in case of mechanical failure;
  - b. if steer gets out of the arena, flag will be dropped and the ropers get the steer back lap and tap with the time added which was taken when the steer left the arena plus any barrier penalties; or
  - c. If, in the opinion of the judge, the roper is fouled by the barrier, ropers will get their steer back, providing the roper declared by pulling up.
9. The horse must clear the box (chest past barrier) before a loop is thrown.
10. Time to be taken between two flags.

### **Stock**

1. Steers must be uniform in weight and breed.
2. All steers shall have horns properly wrapped.
3. Steers will be drawn for and run in random order.

### **Event rules**

1. There will be a closed gate with a (1) one minute time limit.
2. Header will start behind visual barrier using either box, and must throw the first loop at head.
3. Heeler must start from behind barrier line.
4. Time will be taken when steer is roped. Horse's front feet must be on the ground. There will be a one minute time limit.
5. Each roper will be allowed to carry only one rope. Total of three loops per team may be thrown.
6. Roping steer without turning loose of the loop will be considered a no catch.
7. Roper must dally to stop steer.
8. No tied ropes allowed.
9. Ropers must be mounted when time is taken.
10. Steer must be standing up when roped by head or heels.
11. No foul catches can be removed by hand.
12. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his/her hands.
13. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither roper may remove the front foot or feet from loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops the flag, time will be counted.
14. Ropers have 60 seconds to enter roping boxes, once they have entered the arena.

### **Scoring and penalties**

1. Judge will not flag roper out until time is recorded.
2. Judge is to flag time and then flag roper out if run is not legal.
3. There will be a ten-second penalty added for breaking the barrier.

4. Roping the steer without releasing the loop from roper's hand will disqualify catch.
5. Roper will be disqualified for any abusive treatment of steer or horse.
6. There will be only three legal head catches:
  - a. both horns
  - b. half a head
  - c. around the neck
7. If hondo passes over one horn, the loop over the other, the catch is illegal.
8. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
9. Any heel catch behind both shoulders is legal if rope goes up heels.
10. One hind foot receives a five-second penalty
11. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a crossfire and is illegal and will receive a no time.
12. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive a no score.
13. Broken rope or dropped rope will be considered no time.
14. Time stops when header and heeler are turned and facing each other with slack removed from rope.

### **Reruns**

1. If time is not recorded, rope will be given rerun on same steer.
2. No rerun will be given due to faulty or broken equipment furnished by roper.
3. If the judge sees he/she made an error in flagging, he/she must declare a rerun before the roper leaves the arena.
4. A steer must be rerun before it is used by another roper.
5. If artificial horns are jerked off, ropers will receive a rerun on the same steer, with no penalties other than barrier penalties.
6. A field flag judge must ask ropers if they want a second loop. Once ropers have been flagged out, they will receive no stock back.

## **Goat Tying**

### **General rules**

1. Western type equipment must be used.
2. Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans).
3. Contestants may share a horse.
4. There will be a one-minute time limit.
5. A clearly visible starting line will be used.

6. The stake and the starting line will be permanently marked for the entire go-around.
7. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
8. Arena gate must be closed immediately after the contestant enters the arena and kept closed.
9. Time to be taken between two flags.
10. The horse's nose will be timed as it crosses the starting line.
11. Have collars the same and snug. Ropes the same length. Goats the same sizes and weight.
12. Goat handlers must stand immediately behind goat. Judges position themselves so they are able to have a clear view of the goat rope and horse.

### **Stock**

1. Goats will be uniform in size with a weight limit of 50 to 70 pounds per goat.
2. Sharp horns shall be tipped.

### **Event rules**

1. There should be at least a 15-yard starting line.
2. Starting line should be 100 feet from the stake.
3. The goat should be tied to the stake with a rope 10 feet in length.
4. Stakes should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from horse, throw the goat by hand.
6. If the goat is down when the contestant reaches it, goat must be stood on at least three feet (goat must be elevated by contestant so that at least three feet must be dangling straight underneath goat, and goat must be rethrown) and then cross and tie any three legs together with a leather thong, pigging string, or rope and stand clear of the goat.
7. Legs must remain crossed and secure for six seconds after completion of tie.
8. To qualify as a legal tie, there will be one or more wraps, and half hitch, hooey or knot.
9. Time will start when the contestant crosses the starting line.
10. Time will stop when the contestant signals the completion of the tie.
11. The contestant must move back three feet from the goat before the judge will start the six-second time limit on the tie -- for the goat's legs to remain crossed and tied. If contestant gets rope that is holding the goat wrapped around his/her leg, he/she must ask the judge's permission and remove it. After getting permission from the judge, removing the rope and moving back three feet, the six-second time limit will start.

### **Scoring and penalties**

1. Judge will not flag contestant out until time is recorded.

2. Judge is to flag time, and then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie after signal of finish.
5. If the contestant's horse comes into contact with the goat or rope at any time, a no time will be assessed.
6. If the goat should break away because of the fault of the horse while the contestant is mounted, it will be a no time. Contestant is considered mounted until both feet are on the ground.

### **Reruns**

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. If the judge sees he/she made an error in flagging, he/she must declare a rerun before the contestant leaves the arena.
3. If the goat should break away, it will be left to the judge's discretion whether a rerun will be granted.

## **Pen to Pen Sorting**

### **Objective**

A team of two riders sort cattle in numerical order from one (sorting) round pen into another (holding) round pen connected by a 12 ft. opening.

Contestants work together sorting as many cattle as possible, from a herd of six head, into holding pen within a one-minute time limit.

### **General rules**

1. Western type equipment must be used.
2. Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans).
3. Contestants may share a horse.
4. A contestant may ride on 2 teams as long as they change partners.

### **Stock**

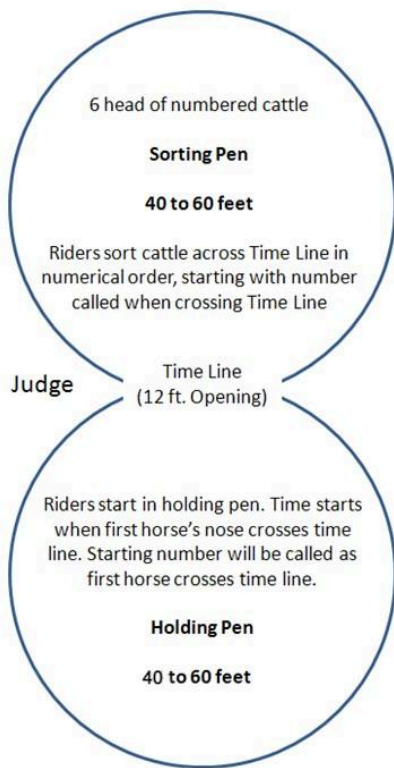
1. Cattle must be uniform in weight and breed.

### **Event Rules:**

1. There are 2 contestants per team, one sorts while the other watches/controls the 12 foot opening. During the run, contestants may alternate or switch positions.
2. Each team will have 2 rounds.
3. There will be a one-minute time limit.
4. Number of cattle in the herd will be six.



5. Two round pens of equal size, set side by side, connected by a 12 foot opening. Pens should be 40 feet - 60 feet in diameter.
6. Cattle to be located at the same end of sorting pen for each run.
7. All cattle will be clearly marked with numbers. Numbers should be a minimum of six inches tall.
8. Numbers must be applied to both sides of the animal, high up on its side, with the top near the midline of the animals back between the shoulder and the hip. Neck numbers may be used, but must be clear visible.
9. Time starts when first horse's nose crosses the 12 foot opening/timeline.
10. Time stops when last cow's tail crosses the 12 foot opening/timeline.
11. Both riders must be mounted to receive a qualifying time.
12. Team will be given a score on number of cattle in holding pen when time is called.



13. An animal will be considered sorted/penned when whole body is in holding pen.
14. Placings will be determined on team scores of combined runs and number of cattle held.
15. Cattle numbers will be drawn before event starts. Pen of cattle will be switched after 6 runs.

**Disqualifications:**

1. An animal crosses the timeline out of number sequence.
2. Once an animal has been cut from the herd, and sorted into holding pen, that animal cannot return into the sorting pen.

3. Abuse of cattle or horse by any team member, or unruly, ill-mannered, dangerous, or uncontrollable horse(s) of any team member(s) will be cause for team and/or individual rider's disqualification by a Judge or Arena Director from that run and/or competition.

**Ties:**

1. Ties will result in a sort-off (between teams that have tied) with a 30-second time limit.

**Reruns**

1. If time is not recorded, team will be given rerun.
2. No rerun will be given due to faulty or broken equipment furnished by rider.
3. Cattle or equipment failure constitutes a rerun at the judge's discretion.

Additional information on Western Heritage may be obtained from your Extension Office or the [State 4-H Horse Project website](https://z.umn.edu/4HHorseProject) (<https://z.umn.edu/4HHorseProject>)

## Member Achievement Program

The Achievement Program has been designed to help you explore the many exciting and fun parts of the 4-H Horse program. It is recommended that all 4-H'ers enrolled in any phase of the 4-H horse project participate in the Horse Member Achievement Program. 4-H'ers enrolled in the Horse Training Program are REQUIRED to participate in the Horse Member Achievement Program.

**As you move through the program you will:**

1. Find the horse project more interesting and enjoyable.
2. Develop knowledge and understanding of horses necessary for proper care, maintenance, and handling.
3. Develop project skills and personal skills.
4. Advance according to your individual abilities and interests.
5. Become eligible for county and state awards.

**Requirements**

1. For Level 6, horses must be owned or leased by October 1 of the previous year in order to participate at the State 4-H Horse Show.
2. All participants are subject to the Minnesota 4-H Horse Project/Project Requirements.

**Eligibility**

1. The 4-H member must be enrolled in the Horse project or Horse Training Program.
2. All participants are subject to the Minnesota 4-H Horse Project/Project Requirements.

**Level 6 Achievement**

1. Open to any member/exhibitor completing Levels 1 through 5 of the Achievement Program Book with a horse that has not been a Training Project Horse.
2. The exhibitor is not required to show at county level before a judge for Level 6. (For a practice run, prior to state show, the exhibitor could ask to be judged at their county show by the judge to check for readiness.)
3. The performance test is found near the back of the Training Book. Be sure you have the current version. Check the website.

2. Any age horse may qualify provided that it has had no training beyond longeing. Your horse may not have been previously ground-driven or ridden.
3. You must follow the process and document your progress while you are training. The steps must be completed in order. You may not skip back and forth. You may not do the workbook exercises and document the training after the fact.
4. As you progress, your step in the Training Project must not exceed your level in the Achievement Program.
5. The Training Program and Achievement Program booklets must have every step completed and documented through the step the member is showing in. Completed steps in both booklets must be signed by the County Horse Training Project Coordinator or other Horse Project Leader. Incomplete or unsigned Training and Achievement booklets will result in the exhibitor being able to show and receive a score for blue, red or white ribbons only, but the member will not be eligible for Purple, Champion, Reserve Champion or State 4-H Horse Show trip advancement.
6. All participants of the Training Project are required to wear a helmet while exhibiting and are subject to the Minnesota 4-H Horse Project/Project Requirements.

**General Information**

1. Additional information for the Achievement Program can be found in the Minnesota State 4-H Show Premium Hand Book and Project Books which can be downloaded from the project website. You may also contact your County Extension Office or the State Program Chair for information.
2. Achievement Project books can be downloaded from the horse project website or obtained from your local County Extension Office. Bulletins: Minnesota 4-H Horsemanship and Horse Training Manual, Horses and Horsemanship and Horse Science (national publication) are available from your County Extension Office or check the 4-H Horse Library or website.

## Horse Training Program

The Minnesota 4-H Horse Training Program has been designed to challenge and help you train your untrained horse using a step-by-step process. All training must be done by the 4-H member. Each step builds on the previous one. As you work through the steps to become more proficient at training horses, you will develop skills that will be of use to you later in life. State 4-H Horse Show trips are awarded in this program.

**Objectives:**

1. Train a horse to the best of your ability.
2. Use a step-by-step training process to develop your ability and that of your horse.
3. Use proper safety techniques when working with your horse.
4. Identify various types of training equipment and how to properly use and care for them.
5. Properly care for and maintain your horse.
6. Develop the proper attitude and understanding required in training horses.
7. Evaluate your horse's level of training and your readiness to proceed to the next step.
8. Develop a healthy attitude toward exploring and applying new training ideas and techniques.

**Requirements**

1. County qualifying shows are required to use a MN 4-H certified horse judge from the current year's MN 4-H judges list.

**Eligibility**

1. The 4-H member must be enrolled in the Horse Training Project.
2. Youth who have won a horse through the "Win a Horse" program in 4-H are required to show the acquired horse in the horse training program during the year following being awarded the horse. The "Win a Horse" youth, and horse pair does NOT count as a training horse trip to the MN 4-H State Horse Show. The youth is required to participate in the horse training program at the county level. Regardless of placing, the youth is required to bring the colt to the MN 4-H State Horse Show, even if they receive a red or white ribbon. The Youth may only compete at the MN 4-H State Horse Show if they were awarded a blue ribbon at their county fair.

The Training Program booklet and other information are available at your Extension Office or the [State 4-H Horse Project website](https://z.umn.edu/4HHorseProject) (<https://z.umn.edu/4HHorseProject>)

**Steps 1 – 5 Training**

To participate in the training program, the member must begin with the Preparatory Step and must be enrolled in the project each year as they advance. The member cannot, for example, begin the project with step 3 and enroll for the first time. It is not retroactive. The training horse is a one member project. It cannot be shared by two members during the time the horse is in the training project. A 4-H'er can take over a training program horse as long as it has not progressed beyond Step 1. The new 4-H'er must do the Preparatory Step and Step 1 again. If the horse has been taken into Step 2, it would not be eligible for the Training Program with a new 4-H'er, whether family or not.

Miniature horses may be trained and shown through Level 3, performing the elements as described in Levels 1 -3.

If your horse has progressed at the county or state show to being ridden, you must be exhibiting in at least Step 4 or higher.

The 4-H'er may consult a trainer for help and guidance, but cannot leave the horse with the trainer and the trainer do the work. The trainer cannot show the horse at any time. The 4-H'er must do all of the work.

1. It is recommended that no more than two steps be completed in one year and take no longer than 2 years for each step. It is important that sufficient time is spent at each training step to produce a well-trained horse.
2. The exhibitor must show in the last step completed and signed off. (For example, if the exhibitor has completed Steps 1 and 2, 3 and 4 and 5 in one year and have been signed off, they must show in the highest step completed.
  - a. You cannot show in the lower step. Another example if you have completed Steps 3 and 4, you must show in Step 4.)
3. The county should determine the procedure for selecting the state trip winners. It is suggested that the trip winner be selected from the first place winners in each Step, based on score or judge's opinion. (Using the score tends to favor the lower steps since the exhibitor scores higher in the beginning steps.) If there is more than one trip winner or there is a tie, trip winner can be determined by age of exhibitor, judge, county extension educator or horse committee. It is important to be as fair as possible. In any case, the county's policy needs to be explained to the judge before the class. A written procedure is recommended.
4. Once the exhibitor has placed in a Step in the Training Program at the State show, they cannot show in that Step (class) again with that same horse. They must advance to the next Step with that horse for the next year to be eligible to show at the State Show in the Training Program.
5. Bosals are permitted as a training device. It must be with a properly tied mecate.

### **Step 6 Training**

Step 6 is open to anyone completing Steps 1-5 of the Training Program and Levels 1-5 of the Achievement Book at the county level and have been signed off by the county leader.

1. The exhibitor is not required to show at the county level before a judge for Step 6 to qualify to show in Step 6 at the State Show. (For a practice run, prior to state show, the exhibitor could ask to be judged at their county show by the judge to check for readiness.)
2. The performance test is found near the back of the Training Book. Be sure you have the current version. Check the website.

### **General Information**

1. Additional information for the Training and Achievement Program can be found the Minnesota State 4-H Show

Premium Hand Book and Project Books which can be downloaded from the project website. You may also contact your County Extension Office or the State Program Chair for information.

2. Project books (Training and Achievement) can be downloaded from the project website or obtained from your local County Extension Office. Bulletins: Minnesota 4-H Horsemanship and Training Manual, Horses and Horsemanship and Horse Science (national publication) are available from your County Extension Office or check the 4-H Horse Library or website.

## **Drill Team Activity**

This rulebook is intended for 4-H members and leaders, extension educators, show managers, judges, and others responsible for planning and conducting and participating in 4-H Drill Team events and competitions. The purpose of the rulebook is to help establish uniform regulations and procedures in 4-H Drill Team events and competitions throughout Minnesota. It should be used in conducting events, setting up classes, establishing competitions rules, and managing competitions. It should also be used as a guide for training 4-H members.

This activity is designed to provide 4-H members with the opportunity to develop drill team skills as well as leadership and teamwork skills; and to enhance the 4-H Horse Project while creating a positive environment for the youth to develop mentoring skills with other youth.

### **Objectives:**

1. Provide the experience of being a member of a drill team.
2. Develop a new skill set for youth and their horses.
3. Encourage youth to work together to create a drill team performance.
4. Encourage youth to mentor and develop leadership skills.
5. Enhance creativity.
6. Promote camaraderie.
7. Teach good sportsmanship.
8. Develop a sense of pride.

### **Eligibility**

1. Open to any 4-H member signed up for the Horse Project.

### **General Rules**

1. All participants are subject to the Minnesota 4-H Horse Project/Project Requirements.
2. A horse may be used only once in any event per show. Large and Small Freestyle Team are class divisions not separate events (each rider or horse can only ride in one Freestyle event/division).
3. Whenever the words horse/horses are used, it is understood the words pony, ponies and/or mules are automatically included.

4. A Large Freestyle Drill Team will consist of 7 - 12 riders. A Small Freestyle Drill Team will consist of 4 - 6 riders.
5. A Compulsory drill team will consist of 6 - 12 riders.
6. A drill team will consist of 2-4 English riders in the Limited Short Program drill class.
7. Commands executed during the drill must be made by a drill team member performing in the drill.
8. Excessive coaching of an exhibitor while at a 4-H event and/or class is strongly discouraged. If this is deemed inappropriate by judge and /or show committee the individual may be requested to leave the arena.
9. Commands during the routine may be executed using the following methods: voice, hand gestures, or whistle.
10. All drills must begin and end in a closed gate arena.
11. Drills may contain the following gaits: walk, trot, lope, or canter.
12. Use of any markers or props set either in or around the arena is prohibited.
13. A mandatory coaches/team adult representative meeting will be scheduled for the morning of the competition.
14. A time-out may be allowed by judges or Drill Team Committee members in case of an accident or fall, horse behavior or equipment failure.
15. Coggins and MN 4-H Horse ID forms will be required to be submitted by the May 15th deadline, no exceptions. In accordance with the MN 4-H Horse Program Rulebook all riders and horse are subject to random Horse ID, coggins and rider verification. Discrepancies will result in disqualification.
16. A horse and rider combination for drill team can be substituted in up until the show for illness or injury reasons as long as the horse was ID'd in prior to the May 15th deadline. The process for the substitution will be as follows: The 4-H'er would need to contact their drill master immediately to discuss the reason for the substitution of horses. The drill master needs to contact the drill team committee or Renee Kostick to let them know of the substitution. A current copy of the horse ID and coggins must be verified by the Brainerd Regional Office prior to the Regional/State horse Drill Team competitions.
17. No rider substitution allowed, except as approved by the Drill Team Committee, with state staff having the final decision.
18. Tie Breakers: For Freestyle and Quad Classes: In the result of a tie, the team with the least number of faults will be placed higher than a team with more penalties. If both teams have no (or equal) penalties, then the team with the highest number of Performance Category points will be placed higher than the team with fewer Performance Category points. If there is still a tie, the team with the highest number of points in the Execution Category will be placed higher than the team with fewer Execution Category points. For Compulsory Class: the team with the least number of penalties will be placed higher than a team with more penalties. If there is still a tie, the team with the highest number of points in "smoothness of maneuvers & pace" will place higher than a team with a lower score in "smoothness of maneuvers & pace."

### **Age Requirements**

1. At the county level youth 3rd grade and up may participate in Drill Team.
2. To participate at the regional or state level the 4-H'er must have completed the 6th grade.

### **Attire**

1. All boot and helmet rules listed in the MN 4-H Horse Project Rulebook must be followed, if not the team will be disqualified.
2. Short sleeves are allowed, however, long sleeves are encouraged.
3. According to the State 4H Horse Show Premium Book: Riding exhibitors must wear double exhibitor numbers, one on each side of the saddle pad. If the exhibitor has the wrong number on, or fails to properly display the numbers, the exhibitor is disqualified from the class.
4. General 4-H rules apply, with the following exceptions: Teams that choose to ride western style will follow the standards described under the 4-H. Gaming rules from the Minnesota 4-H Horse Program Rule Book with the exception they can wear short sleeve shirts including t-shirts or costumes. Belts are not required.
5. The following drill team classes; Freestyle and Compulsory, may ride either English style or Western style. However, all team members must ride the same seat and have the same style of equipment.
6. Teams participating in the Quad drill must ride in English attire. All four riders must ride the same style choosing from Dressage, Hunt seat, or Saddle seat attire.
7. Teams that choose to ride English style should follow the standards described under English Equitation in the Minnesota 4-H Horse Program Rule Book.

### **Equipment**

1. The guidelines for western style follow the standards described under 4-H Gaming rules listed in the Minnesota 4-H Horse Program Rule Book, with the following exception: Snaffle bits, bosals and hackamores can be used on a horse of any age. Tie downs, and draw reins are allowed in western style riding.
2. Use of bats, whips, crops in western are not allowed.
3. The guidelines for English style follow the standards described under English Equitation in the Minnesota 4-H Horse Program Rule Book.

### **Music**

1. Drill teams are responsible for providing two copies of their drill music. Drill Teams may use digital media (phone, iPad).
2. Each team will have one representative to come to the announcer's booth and run the music for their team for the performance time.
3. Music media must contain the full length of the music for drill routine. The county music representative is responsible for starting and stopping the music. The



music representative can in no way manipulate the music during the performance. Devices may not be touched during the performance unless advised by the Judge or State Drill Team Committee members.

4. Teams must submit music selections with songs, lyrics, video link, artist(s), and total drill music length to the drill team committee for review when submitting the registration packet. Music times will not be able to be changed once submitted for regional events unless conflicts are discovered by the Drill Team Committee.
5. Timing of the music to the routine is very important; the music length should be the same as the drill. The judge will deduct one point for every 5 seconds the music is over or under the submitted music time.
6. Music must be 4-H appropriate; i.e. no profanity, no sexual connotations, etc.
7. Judges have the option to disqualify or lower the score for a drill team using inappropriate music.
8. The State Drill Team committee has the option to disqualify a drill team for using inappropriate music.

### **Flag/Banner Protocol and Procedure**

1. Flags will be a minimum of 2 foot x 3 foot in dimension and must be made of a free-flowing material.
2. A minimum of 2 flags can be used.
3. The use of flags is allowed and may increase points on the final score if flags enhance the overall performance; however, if the use of flags is detrimental to the overall performance, the score may be decreased as well. The use of flags is not required for any given class.
4. All riders that carry a flag MUST have a legal flag holder to support the flag.
5. Types of flags permitted include, but are not limited to: American flags, State flags and County flags.
6. All flags need to be of a size that will not interfere with the riders' or equines' vision and action.
7. Proper Flag protocol and etiquette must be followed at all times. Flag protocol and etiquette is listed below.
8. The judge can penalize or disqualify a team for the following infractions: the use of flags that endangers riders/horses; not using proper flag holders, improper American Flag protocol (improper American Flag Protocol is a disqualification).

### **American Flag Etiquette**

(from <http://www.drill-fever.com>)

1. No flag in the drill should be higher or larger than the American flag.
2. The American flag must be the first flag to exit the arena.
3. Ornaments are required on any staff that carries the American flag. These can include a ball, a spearhead or an eagle. If using an eagle, it must face forward.
4. During a drill the American flag can never follow another flag. The only exception to this is when performing a circular maneuver. The American flag can be included as long as it leaves the maneuver first.
5. The American flag should always be to the right or in front of any other flags.

6. The American flag should never travel backwards such as completing a backing up movement. Historically this denotes retreat.
7. The American flag should always be carried upright. All other flags should dip when the American flag passes by them. This rule is relaxed during the actual drill but should be strictly followed when in a line up.
8. If the American flag should fall, it must be rescued immediately and restored to its correct position. With this in mind, the American flag should never be carried by an inexperienced rider or a rider on top of an inexperienced horse.

## **Drill Team Classes**

### ***Large and Small Freestyle Drill***

#### **Class Routine**

1. Riders may ride Western, Dressage, Hunt seat, or Saddle Seat style. However, all riders must ride the same style.
2. The guidelines for western style follow the standards described under 4-H Gaming rules listed in the Minnesota 4-H Horse Program Rule Book, with the following exception: Snaffle bits, bosals and hackamores can be used on a horse of any age. Tie downs, and draw reins are allowed in western style riding.
3. Riders enter the arena and line up where their drill will begin.
4. The music begins when the drill lead acknowledges the judge by a head tip and LOUD whistle before the performance starts. Music timer will begin when judges hear the music. Riders must not begin their routine until their music has started and can be heard. The routine is complete by saluting the judge and blowing one LOUD whistle.
5. Drill length for Large Freestyle Drill Teams should be 8 - 10 minutes in length. Drill length for Small Freestyle Drill Teams should be 6 – 8 minutes in length.
6. Drills may contain any number of maneuvers; however, a drill must include at least three of the following six maneuvers:
  - Bubble
  - Oblique Suicide
  - Circle Right
  - Oblique Merge
  - Shazzam
  - Pierce the Circle

All maneuvers listed can be found in "101 Drill Team Exercises for Horse and Rider" by Debbie Sams.

#### **Faults**

1. Faults listed under Western Horsemanship/English Equitation classes in the Minnesota 4-H Horse Program Rule Book are considered; however, it is recognized this is a drill and therefore leniency is given accordingly.
2. Improper use of flags.
3. Not meeting time requirements.



- Failure to acknowledge judge(s) before and after their performance will result in a 5-point penalty. A head tip must be done before starting the routine and a salute at the completion of the routine.

### Disqualifications

- Unsportsmanlike conduct
- Inappropriate music
- Start with an open gate
- Absence of boots/helmets
- Rider leaving the arena and returning
- Use of props in the arena
- Not following American Flag Etiquette
- Rider dismounts (unless is asked by a committee member or judge), falls off or gets thrown off their horse.

## Limited-Short Program Drill

### Class Routine

- Riders may ride English or Western. However, all riders must ride the same style.
- Equipment follows 4-H English and Gaming rules as listed in the Minnesota 4-H horse Program Rule Book.
- A minimum of 2 riders and a maximum of 4 riders.
- 1 song maximum.
- Drill length should be a minimum of 2 minutes and a maximum of 4 minutes.
- Riders enter the arena and line up where their drill will begin.
- The Drill Team lead must acknowledge the judges by a head tip and LOUD whistle before the performance starts. Music timer will begin when judge(s) hear the music. Riders must not begin their routine until their music has started and can be heard. The routine is complete by saluting the judge and blowing one LOUD whistle.
- Drills may contain any number of maneuvers; however, a limited drill must include all three maneuvers: Oblique Merge, Oblique Suicide, Bubble. \*Recommendation: design pattern to the center of the arena.

All maneuvers listed can be found in "101 Drill Team Exercises for Horse and Rider" by Debbie Sams.

### Faults

- Faults listed under English Equitation and Western Horsemanship as found in the 4-H Horse Program Rule Book are considered; however, it is recognized this is a drill and therefore leniency is given accordingly.
- Not meeting time requirements.
- Failure to acknowledge judge(s) before and after their performance will result in a 5-point penalty. A head tip must be done before starting the routine and a salute at the completion of the routine.

### Disqualifications

- Unsportsmanlike conduct
- Inappropriate music

- Start with an open gate
- Absence of boots/helmets
- Rider leaving the arena and returning
- The use of flags
- Use of props in the arena
- Rider dismounts (unless is asked by committee member or judge), falls off or gets thrown off their horse.

## Compulsory Drill

### Class Routine

- The Minnesota 4-H State Drill Team Committee has created a routine which can be found below for 2024-2025. The maneuvers and transitions within the routine should be studied individually and the pattern cannot be altered in any way (each maneuver in the routine must be completed in the order that is shown).
- Music for the Compulsory Drill will be chosen by each team. Drill length should be a maximum of 10 minutes.
- Compulsory routines will be changed every two years starting in 2014 (thereafter in the even years) by the committee.
- Riders enter the arena and line-up where appropriate.
- The Drill Team lead must acknowledge the judges by a head tip and LOUD whistle before the performance starts. Music timer will begin when judges hear the music. Riders must not begin their routine until their music has started and can be heard. The routine is complete by saluting the judge and blowing one LOUD whistle.
- Emphasis will be placed on performing the drill as indicated on the drill diagram. Do not add any degree of difficulty or variations unless specified on page 230 in the diagrams.

### Faults

- Faults listed under Western Horsemanship/English Equitation as found in the 4-H Horse Program Rule Book are considered; however, it is recognized this is a drill and therefore leniency is given accordingly.
- Altering the pattern in a way that adds or deletes a portion of the routine (maneuvers being added or deleted from the routine).
- Failure to acknowledge judge(s) before and after their performance will result in a 5-point penalty. A head tip must be done before starting the routine and a salute at the completion of the routine.

### Disqualifications

- Unsportsmanlike conduct
- Inappropriate music
- Start with an open gate
- Absence of boots/helmets
- Rider leaving the arena and returning
- Use of props in the arena
- The use of flags.
- Rider dismounts (unless is asked by committee member or judge), falls off or gets thrown off their horse





### State Placings

State placing will be consistent with all other state horse show rules. Only 50% of the classes will receive placings. If there are an odd number of teams, the judge will place 50% plus one.

All Exercises and drills referenced in the rulebook can be found in the book "101 Drill Team Exercises for Horse & Rider" by Debbie Sams, Copyright 2009 by Debbie Sams.

"101 Drill Team Exercises for Horse & Rider" can be purchased through Storey Publishing.com, Amazon.com.

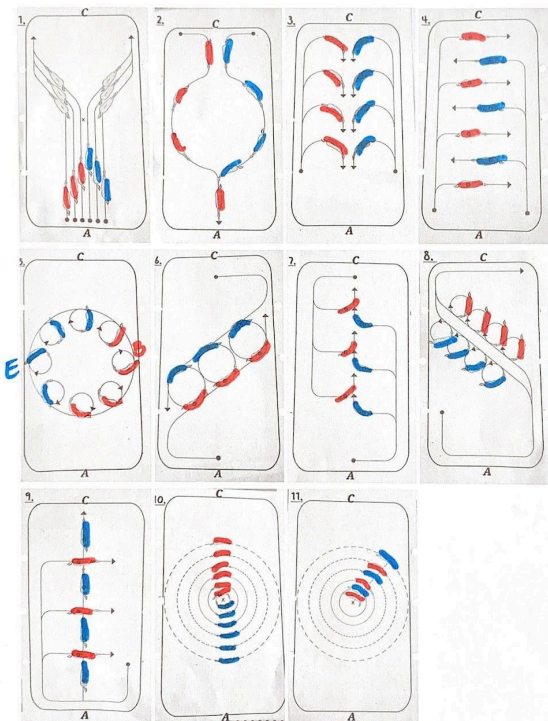
Additional information concerning the drill team activity, can be found on the [State 4-H Horse Project website](https://z.umn.edu/4HHorseProject) (<https://z.umn.edu/4HHorseProject>) or contact your County Extension Office.

### Drill team uses the following rule books:

1. "Minnesota 4-H Horse Project; Drill Team Activity"

Rulebooks and additional information concerning the drill team activity, can be found on the [State 4-H Horse Project website](https://z.umn.edu/4HHorseProject) (<https://z.umn.edu/4HHorseProject>) or contact your County Extension Office.

### Compulsory Pattern 2024 & 2025



Line 1: Red  
Line 2: Blue





## Minnesota 4-H Drill Freestyle Score Card

County \_\_\_\_\_

Required Maneuvers \_\_\_\_\_

Freestyle: Bubble/Oblique Suicide/Circle Right/Oblique Merge/Shazzam/Pierce the Circle

Category	Qualities	Judging Information	Points	Remarks
Execution	Freestyle	Complete 3 Maneuvers requirements	___ out of 20	
Execution	Spacing	Horse spacing is consistent	___ out of 20	
Execution	Alignment	Horses are aligned during routine & transitions	___ out of 20	
Execution	Coordination/Timing	Coordination of the team as they perform the maneuvers, they move with one another & their timing is good	___ out of 10	
Performance	Manners of Horses	Horses manners are good	___ out of 10	
Performance	Horsemanship	Riders have good western horsemanship	___ out of 10	
Performance	Variety/Choreography	The routine has variety & is choreographed to the music	___ out of 10	
Difficulty	Flags/Correct Protocol	Flags are present and enhance the route. Team gets a portion of full points depending on how they enhance the routine.	___ out of 5	
Difficulty	Precision	Precise movements & transitions. Not sloppy	___ out of 10	
Difficulty	Briskness	Clean, exciting performance	___ out of 10	
Difficulty	Crowd Appeal/Creativity	Does the crowd react to the team? Is the routine exciting to watch? Is the routine creative? (maneuvers created by the team)	___ out of 5	
Penalties	Collision	if horses & riders collide they can be penalized up to 15 points	___ /-15	
Penalties	Failure of Costume	Leg wrap falls off, tie down fails, etc.	___ /-5	
Disqualified	Fall of Horse/Rider	Rider falls off horse	___ /-15	
Penalties	Didn't meet time requirements. Large: 8-10, Small 6-8	Penalty can be more severe if time is off by a significant amount	___ /-10	Time: _____
Penalties	Music Timing Submitted Time:	Music is not the same length as the routine. (-1 Point for every 5 seconds drill performance is over or under the submitted music time).	___ /-10	
Penalties	Failure to Salute Judge	Failure to head tip the Judge Before and salute After Performance (must do both)	___ /-5	
<b>Total Points</b>			___ out of 130	

\*Difficulty points are given when the team enhances the routine with the difficulty categories listed. For Example: if flags are not used, points should not be given for this category.

Updated April 2022

[Minnesota 4-H Drill Freestyle Score card is available](#)





### Minnesota 4-H Drill Limited-Short Program Score Card

County \_\_\_\_\_

Required Maneuvers		Oblique Merge/Oblique Suicide/Bubble	
Category	Qualities	Judging Information	Points
Execution	Maneuvers	Complete all 3 Maneuvers requirements	___ out of 10
Execution	Spacing	Horse spacing is consistent	___ out of 10
Execution	Alignment	Horses are aligned during routine & transitions	___ out of 10
Execution	Coordination/Timing	Coordination of the team as they perform the maneuvers.	___ out of 5
Performance	Manners of Horses	Horses manners are good	___ out of 5
Performance	Horsemanship	Riders have good equitation/horsemanship	___ out of 5
Performance	Variety/Choreography	The routine has variety & is choreographed to the music	___ out of 5
Difficulty	Precision	Precise movements & transitions. Not sloppy	___ out of 5
Difficulty	Briskness	Clean, exciting performance	___ out of 5
Difficulty	Crowd Appeal/Creativity	Does the crowd react to the team? Is the routine exciting	___ out of 5
Penalties	Collision	If horses & riders collide they can be penalized up to 15	___ /-10
Penalties	Failure of Costume	Leg wrap falls off, tie down falls, etc.	___ /-5
Disqualified	Fall of Horse/Rider	Rider falls off horse	___ /-15
Penalties	Didn't meet time	Penalty can be more severe if time is off by a significant	___ /-5
Penalties	Music Timing	Music is not the same length as the routine.	___ /-5
Penalties	Submitted Time:	(-1 Point for every 5 seconds drill performance is over or under the submitted music time).	Time: _____
Penalties	Failure to Salute Judge	Failure to Salute the Judge Before and After Performance (must do both)	___ /-5
<b>Total Points</b>			___ out of 65

\*Difficulty points are given when the team enhances the routine with the difficulty categories listed.

Updated June 2023

[Minnesota 4-H Limited-Short Program Score card is available](#)



## Minnesota 4-H Drill Compulsory Score Card

County \_\_\_\_\_

Drill 7 - Lines & Reels

Category	Diagram	Judging Information	Points	Remarks
Maneuver Execution	Diagram 1 - Closed & Open Formation	Each maneuver will be scored based on precision of spacing, tracking, distance between riders, alignment of riders, execution of transitions & maneuvers as well the exit from maneuvers. If maneuvers are failed or missed, a 0 will be given	10	
Maneuver Execution	Diagram 2 - Split Oblique		10	
Maneuver Execution	Diagram 3 - Simple Suicide		10	
Maneuver Execution	Diagram 4 - Circle/Turn through the Circle		10	
Maneuver Execution	Diagram 5 - The Wave		10	
Maneuver Execution	Diagram 6 - The Z		10	
Maneuver Execution	Diagram 7 - Abreast Oblique		10	
Maneuver Execution	Diagram 8 - Abreast Oblique		10	
Maneuver Execution	Diagram 9 - Goggles		10	
Maneuver Execution	Diagram 10 - Reel to Reel		10	
Maneuver Execution	Diagram 11 - Circle/Turn through the Circle		10	
Maneuver Execution	Diagram 12 - Abreast Columns		10	
Maneuver Execution	Smoothness of maneuvers & pace	Consistent throughout the drill	10	
Difficulty	Precision	Precise movements & transitions. Not sloppy	out of 10	
Difficulty	Briskness	Clean, exciting performance	out of 10	
Difficulty	Crowd Appeal/Creativity	Does the crowd react to the team? Is the routine exciting to watch? Is the routine creative? (maneuvers created by the team)	out of 5	
Penalties	Collision	If horses & riders collide they can be penalized up to 15 points	/-15	
Penalties	Failure of Costume	Leg wrap falls off, tie down fails, etc.	/-5	
Disqualified	Fall of Horse/Rider	Rider falls off horse	___/-15 and disqualified	Time:
Penalties	Didn't meet time requirements 6-8 min	Penalty can be more severe if time is off by a significant amount	/-10	
Penalties	Music Timing Submitted Time:	Music is not the same length as the routine. (-1 Point for every 5 seconds drill performance is over or under the submitted music time).	___/-10	
Penalties	Failure to Salute Judge	Failure to Salute the Judge Before and After Performance (must do both)	___/-5	
<b>Total Points</b>			out of 155	

Updated November 2022

[Minnesota 4-H Drill Compulsory Score card is available](#)



# Miniature Horse Program

This program is designed to help you explore the miniature horse opportunities within the Minnesota 4-H Horse Project.

## **Objectives:**

1. Explore miniature horse opportunities and develop an appreciation for miniature horses.
2. Learn to balance competition and education.
3. Learn safety skills to prevent injury to people and/or animals.
4. Develop tools of sportsmanship and realistic goal setting.
5. Develop leisure opportunities.

## **Eligibility**

### **Exhibitor**

1. Participants must be enrolled in 4-H and the horse project by the enrollment deadline.
2. A 4-H member (exhibitor) and their properly identified horse are considered as an entry together. A 4-H member who qualifies for a state show class must exhibit the same horse used in that class at the qualifying show. No exceptions.

### **Horse**

1. Miniature horses are defined as 38" and under at the last hair on the mane at mature age (3 or over). As clarification, ponies are defined as 56 inches and under, mature height.
2. No horse may be shown until it has been properly identified as a regularly enrolled 4-H project horse through the County Extension office in which the exhibitor is enrolled.
3. The exhibitor's household must own or lease the mare or gelding exhibited. The horse must be identified certifying ownership and/or management arrangements by the State required date on form HIDA available at the County Extension office. If substitution, for any reason, occurs after May 15th the horse is not eligible for the State show or the Regional Miniature Horse show.
4. All horses must be serviceably sound.
5. Only horses that are 3 years old or older may enter in any class that requires the horse to jump.
6. Only horses that are 3 years old or older may enter the Driving Class.
7. If a horse is of questionable height to meet the miniature horse requirement, the miniature will be measured once a year until it reaches the age of 4.

### **Qualifying Shows**

1. To be eligible for the 4-H Regional Miniature Horse Show, you must register in advance.
2. All shows must use the Danish system. All exhibitors in show classes will be placed using the Danish system.

Additional placing systems may also be used, at show management's discretion.

3. Trainers and adults may not work out, lunge or drive a miniature horse for a 4-H'er at 4-H shows.

### **Tack and Appointments**

The listed specifications are the minimum requirements for showing. More elaborate clothes and/or equipment are permitted but not necessary.

1. Fancy outfits or silver will not be considered in the judge's placing.
2. Suitability of tack and clothes, fit, and cleanliness will be considered.
3. Long sleeves with collars must be worn, rolled down, and fastened when participating in any event except those stated below. Sleeveless shirts and T-shirts are prohibited.
4. Dress pants or dark jeans are required. Jeans with holes or frayed edges are prohibited.
5. Belt for the jeans is required.
6. Boots are required except where stated below.
7. Western style hat is required for Showmanship class. Black gloves and bolo are optional for Showmanship class.
8. Short sleeve shirts with collars are optional for the hunter and jumper classes for safety reasons.
9. Tennis shoes are optional for Hunter, Jumper and Liberty classes.

### **Horse**

1. The horse should be clean and well groomed. Fitting for show is a year round job. No amount of delayed fitting or grooming oils will cover up a poor job of feeding or an unhealthy, unsound, thin or overweight horse. Daily grooming and a good nutrition are very important to the hair coat. Just before entering the show ring, the exhibitor should rub the horse down with a grooming cloth since oil will accumulate dust. Wipe about the ears, eyes, nostrils, lips, sheath, and dock with a damp cloth or sponge.
2. Horses should be clipped in ample time before showing to allow for some re-growth to cover up any minor mistakes. The long hair under the chin and jaw and on the fetlocks and pasterns should be trimmed.
3. The long hairs on the edges and inside the ears should be trimmed. Complete clipping of the ears is optional. Clipping accentuates fineness of ear. (Leaving the short hair inside the ear unclipped is permissible because it offers some protection against insects).
4. Miniature horses are usually shown with a full mane and foretop. A bridle path should be clipped to the length that compliments the neck, varying from 4 to 10 inches.
5. The tails should be left natural.
6. The horse's feet should be trimmed.
7. Products to enhance the shine of the mane, coat, and face are permissible.

## Showmanship at Halter Class Rules

1. Only the handler is judged. The horse is merely a prop to show the showmanship ability of the handler.
2. Management must choose and post one of the three showmanship patterns no less than one hour prior to the class.

### Ring Attire:

1. Clothes and person neat and clean. Clothing requirements include: long sleeve shirt with a collar, dress pants or dark jeans with a belt, boots, and western style hat. Black gloves are suggested but optional.

### General Comments

1. Conformation of horse is not to be a factor.
2. The horse will be judged on conditioning, grooming of horse, trimming and tack.

### Showing the Horse:

#### Showing horse in ring

1. Patterns are at the judges' discretion and may be different for different age levels. If a pattern is used the exhibitors must be provided the opportunity to ask questions prior to the start of the class.
2. The selected pattern must be posted one hour before the start of the class.

#### Leading:

1. Contestants will enter the arena either as a group or individually, at the discretion of the judge.
2. When entering as a group, enter ring leading animal at an alert walk in a counter-clockwise direction.
3. Walk on animal's left side, holding lead shank in right hand near halter. The remaining portion of the lead is held neatly and safely in left hand.
4. The horse should lead readily at a walk.
5. After Judge has lined up the class in front of spectators, he or she will call on each exhibitor individually to move his or her horse individually.

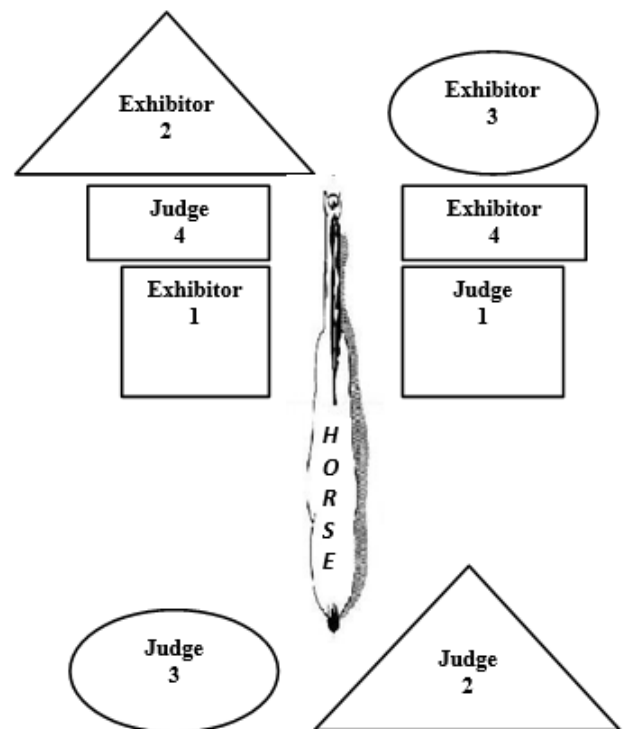
#### Posing:

1. 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.
2. Pose your horse with his feet squarely under him.
3. Do most of your showing with the lead strap.
4. Never touch or kick the horse's leg into position.
5. Do not crowd the exhibitor next to you when in a side-by-side position, or in front of or behind you when lined up head to tail.
6. When Judge is observing other animals, let yours stand if posed reasonably well. Be natural. Over showing, undue fussing, and maneuvering are objectionable.

### Poise, alertness, and merits

1. Keep alert and be aware of the position of the Judge at all times. Do not be distracted by persons or things outside the ring.
2. Show the animal at all times.
3. Be courteous and sportsmanlike at all times.
4. Recognize quickly and correct faults of your horse.
5. Respond quickly to requests from judges and officials.
6. Keep showing until the entire class has been placed and excused from the ring.
7. A Judge may ask an exhibitor questions (Example: exhibitor number, horse's age, body parts of horse, etc.)
8. At his/her discretion a Judge may ask an exhibitor for an additional test after completion of one of the three set patterns.

The half system will be used in exhibiting your horse.



Exhibitor must be on the opposite half of the horse from the Judge.

When Judge is in position 1 then exhibitor should be in position 1, when Judge is in position 2 then exhibitor should be in position 2, etc.



## Miniature Horse Trail in Hand (Obstacle) Class Rules

1. The obstacle course must be posted at the Show Office not less than one hour prior to the class.
2. The horses must be at least one (1) year old for Trail in Hand.
3. An exhibitor may not show before a Judge in classes where he/she (the exhibitor) has designed the course in that class.
4. Obstacles are either to be numbered or a diagram posted and the walk through with the judge.
5. Classes will be judged 100% on the manner of horse's performance through the course.
6. There is a sixty second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle.
7. Refusals of three (3) obstacles shall be cause for disqualification.

### Ring Attire:

1. Clothes and person are to be neat and clean.
2. Clothing requirements include: long sleeve shirt with a collar, jeans with belt and boots.

### Obstacle requirements:

1. There must be a minimum of 5 and a maximum of 8 obstacles. The course will designate only a walk or trot between obstacles.
2. Tires and stair steps are prohibited.
3. Jumps are prohibited.
4. In shows where more than one obstacle class is offered, at least three of the obstacles must be different or the manner of performance through obstacles must be varied for the class.
5. All obstacles should be safe for exhibitors as well as for horses.
6. Off course will result in elimination from the class. Off course is defined as:
  - Taking an obstacle in the wrong direction.
  - Negotiating an obstacle from the wrong side.
  - Skipping an obstacle unless directed by Judge.
  - Negotiating obstacles in the wrong sequence.
  - Leaving the obstacle course.
  - Physically moving, or coercing the horse by touching.

### Obstacle Descriptions

#### **Suggested Obstacles**

1. Open, pass through and close a gate.
2. Walk horse over at least four logs.
3. Open and close an umbrella.
4. Back through an L-shaped obstacle.
5. Walk across a tarp or bridge.
6. Ground tie.
7. Side-pass.

8. Remove and replace materials from a mailbox.
9. Back through and around three markers set either in a triangle or a straight line.
10. 360 degree turn in a 4'-5' square or circle.
11. Back through a set of obstacles in a pattern.

### Unapproved Obstacles

No dangerous objects will be used as an obstacle or part of an obstacle. Safety is of utmost importance and must be considered first. Examples of unapproved obstacles are:

1. Tires.
2. Animals.
3. Hides.
4. Water obstacle.
5. Kiddie pool (empty or with water or objects).
6. Flames/Dry Ice/Fire Extinguishers.

## General Rules for Hunter and Jumper Classes

1. Course diagrams must show, with arrows, the direction each obstacle must be taken, and markers or a line must indicate the start and finish of the course. All jumps in Hunter and Jumper courses must be numbered on the course diagram in order of sequence.
2. The minimum age for a horse to enter a Jumper or Hunter class is three years old.
3. The person showing cannot jump the course with the horse.
4. All jumps must be collapsible.

### Ring Attire:

1. Clothes and person are to be neat and clean. Clothing requirements include: long sleeve shirt with a collar, jeans with belt and boots.
2. Optional short sleeved shirt with collar for safety reasons.
3. Optional tennis shoes or track shoes for safety reasons. These shoes must be closed toe and closed heel.

## Hunter Class

1. Hunters are to be judged on style, manners and way of going, with preference given to those horses that cover the course at an even pace, with free flowing strides, as in a brisk trot or canter. They must maintain the same gait throughout the entire course, or face penalties. Upon completion of the entire class, all Hunter participants will trot past the Judge(s) for a soundness check. Any unsound horse will be eliminated. Horses jump the course once.
  - a. The height and width of the fences are similar to Jumper, but will not exceed 24 inches in height.



- b. Penalties are the same as in Jumper, with the addition of touches of the jump by the horse all counting as a penalty.

## Jumper Class

1. Jumpers are judged on accumulated faults only, unless there is a tie, in which case there will be a jump off.
  - a. Knockdowns: An obstacle is considered knocked down when, in jumping an obstacle, a horse or handler, by contact, lowers the established height of the fence in any way. The penalty is four faults.
  - b. Refusals: Stopping at an obstacle without knocking it down and without backing, followed by jumping from a standstill is not penalized. However, if the halt continues or if the horse backs even a single step, side steps or circles to retake the fence, a refusal is incurred, with the first refusal penalized four points, the second refusal another four points and a third refusal, a disqualification.
2. Elimination
  - a. Three refusals.
  - b. Off course.
  - c. Fall of horse and/or exhibitor.
3. Jump Off: All ties in a Jumper class must be jumped off. The jump off is held over the original course, with the height of the jumps increased between one and six inches on two of the jumps. This could be optional as a time-saving measure. The jump-off will be timed by a stopwatch and the horse with the fastest time and fewest faults in the jump off round will be declared the winner.
4. Jumps: There will be a minimum of four fences and a maximum of six fences. The fences can range in height from 12 to 24 inches (this changes to 12 and 30 inches in the jump off). All jumps must be at least five feet in width and no wider than six feet, with a minimum of 20 feet between jumps. All jumps must have a ground pole. Jump standards may not be higher than 40 inches.

## Liberty Class

1. Set to music, Liberty is demonstrating the natural beauty of the miniature horse. Horses are to be judged on style, grace, animation, presence and ease of catching. The Liberty horse is expected to perform at both a canter and a trot.
2. It is the steward's or designated person's responsibility to time Liberty classes with a stopwatch. Timing begins when the halter is dropped, not when the music starts, and the show announcer will announce TIME when 90 seconds of performance time has elapsed. The exhibitor has two minutes to catch their horse. The exhibitor and horse are disqualified if the two minute catch time expires; the announcer will announce TIME.
3. Only the exhibitor and one assistant are allowed in the arena with the horse. Whips and shaker bottles are allowed, but touching the horse with aids or hands will result in disqualification.

4. Only the exhibitor can touch the horse during the catch. No baiting with grain or other items is allowed.
5. Music is required. The music choice is at the discretion of the exhibitor.
6. No deliberate interference or attempts to help catch the horse are allowed from outside the ring.
7. Horses must be at least one year old.
8. If the horse falls during its performance, it is disqualified.

### Ring Attire:

1. Clothes and person are to be neat and clean. Clothing requirements include: long sleeve shirt with a collar, jeans with belt and boots.
2. Optional tennis shoes for safety reasons.

## Costume Class

1. Costume classes are to be judged 75 percent on originality of costume and 25 percent on presentation.
2. Exhibitor must match the miniature horse or coordinate together.
3. To be shown at a walk both ways of the arena.
4. Presentation will include how the horse reacts to the costume and handler.

## Miniature Horse Driving Safety Certification:

**All youth must pass a 4-H driving safety course and make sure the harness fits the horse and cart prior to taking part of this class.**

Requirements of the safety certification are as follows:

1. You are certified as a horse and driver combination. If the horse and driver combination changes you must recertify that combination.
2. You will be checked to ensure your harness is safe: proper fitting and no excessive wear.
3. You will be checked to ensure that your horse is broke to drive, so you will need to be prepared to drive your horse for the person who is certifying.
4. You will be checked to be sure your horse is harnessed correctly and that a light harness is used.
5. You will be checked to be sure you have properly hitched your horse.
6. You will be checked to be sure your cart is in proper working condition.





## General Miniature Horse Driving Safety Rules:

All youth must pass a 4-H driving safety course and make sure their harnesses fit the horse and cart prior to taking part of this class.

1. The minimum age for a horse to enter the Horse Driving class is three years old.
2. All persons involved in driving competitions should place safety first.
3. Horses should never be left unattended while hitched to a vehicle.
4. A driver should never allow passengers to enter a vehicle until the driver is seated with reins in hand and driver must never get out of the vehicle while passengers are still in the vehicle.
5. Headers (must be 16 years old or older) are required in all driving classes.
6. The headers are to enter the ring when the line-up is called. The header may assist in setting up the animal and then step back one arm length where they are to remain, except in an emergency, until the Judge's card is turned in.
7. Animals must display good manners, stand quietly in the line-up and back readily when asked.
8. A Judge or Ring Steward may excuse from competition an unsafe vehicle, unsafe equipment, unsafe hitching of horses or an unruly horse.
9. All rules of the road should be observed unless officials direct otherwise.
10. Excessively large classes may be divided by management or Judge, as conditions warrant.
11. All driving horses shall show on the rail at all times except while passing. The Judge is to take this into consideration while judging and horses shown off the rail shall be penalized.
12. Exhibitor numbers may be worn on the back of the exhibitor or attached to the back of cart in an easily visible position.
13. It is permissible for a driver to talk to a horse in a subdued tone of voice, although a driver should strive to control the horse's movement with a minimum of vocal aids. Talking loud, whistling, or shouting at a horse is not acceptable.
14. No entry may leave the ring after judging has begun without the permission of the Judge or Ring Steward.
15. During the class, minor adjustments to harness may be made upon permission from the Judge. A groom may assist with the adjustment without penalty. The time out shall be clocked and the adjustment or repair is not to exceed 5 minutes. Only one time out per class per entry is allowed.
16. After the class has begun no groom may enter the ring without permission of the Judge.
17. If the class or ring size justifies, the Judge may ask the horses to reverse on the diagonal for safety reasons. The Judge may ask for a reverse on the diagonal at a walk or collected trot.

18. All exhibitors must wear protective headgear (certified ASTM/SEI) in driving classes. Headgear harness must be secured and properly fitted.

## Miniature Horse Driving Class

### General

1. Miniature Horse Driving is to be shown with a two or four wheel cart. Bike tires or wooden wheels are permissible.
2. Harness must be of the light type. Only breast collars are allowed. Breaching is optional.
3. Side or over-checks are required.
4. The harness must have blinders (round or square) and the check must be hooked.
5. No other appliances may be used on a driving horse other than the harness. (Example: no fly nets on the ears, face, or body).
6. Bits shall be of the snaffle type. No Liverpool bits, curb chains or curb straps are allowed.
7. Martingales may or may not be used.
8. Check bits may be used but are not required.
9. Driving whips are recommended but not required.

### Ring Attire:

1. Clothes and person neat and clean. Clothing requirements include: long sleeve shirt with a collar, jeans with belt and boots.
2. Optional for ladies: jackets, blouses or western top or a combination with slacks or skirts. Dresses with no bare shoulders may also be worn.
3. Optional for gentleman: tie.
4. All exhibitors must wear protective headgear (certified ASTM/SEI).

### Ring Procedure:

1. Driving horses are to enter the ring counterclockwise (to the right) at a trot.
2. To be shown both ways of the arena at a walk, trot, and an extended trot.
3. Stand quietly in the line-up when the Judge calls them in to center ring, and to rein back when asked.
4. The class is to be judged 60% on performance, manners and way of going, 30% on the condition, fit and appropriateness of harness and vehicle, and 10% on neatness, appropriateness of attire and overall impression.
5. Over checks and side checks should be slightly loose, not snug.
6. The head set should appear natural for the horse.
7. The walk is to be a free, regular and forward moving four beat gait.
8. The horse should walk energetically, but calmly, with an even and determined gait.
9. The trot is to be a balanced, easy moving, relaxed two beat gait demonstrating forward movement.
10. The extended trot is to be a clear increase in gait and length of stride. The horse should move freely on a taut, but light rein, while maintaining a balanced gait and forward movement.



11. All gaits are to be performed in a smooth, relaxed, balanced manner.
12. Consistently showing too far off the rail and excessive noise making by exhibitors during the class shall be penalized according to severity.
13. Each horse shall be required to back readily and straight and stand quietly.

4. Hula Hoop (360 degree pivot with one wheel in the hoop)
5. Hula Hoop (270 degree turn with one wheel in the hoop)
6. Parking space (U shape) – back into the hoop
7. Back through poles
8. Figure Eight
9. Drive through L

## Miniature Horse Obstacle Driving Class

### General

1. Miniature Horse Driving is to be shown with a two or 4 wheel cart. Bike tires or wooden wheels are permissible.
2. Harness must be of the light type. Only breast collars are allowed. Breeching is optional.
3. Side or over-checks are required.
4. The harness must have blinders (round or square) and the check must be hooked.
5. No other appliances may be used on a driving horse other than the harness. (Example: no fly nets on the ears, face, or body).
6. Bits shall be of the snaffle type. No Liverpool bits, curb chains or curb straps are allowed.
7. Martingales may or may not be used.
8. Check bits may be used but are not required.
9. Driving whips are recommended but not required.

### Ring Attire:

1. Clothes and person neat and clean. Clothing requirements include: long sleeve shirt with a collar, jeans with belt and boots.
2. Optional for ladies: jackets, blouses or western top or a combination with slacks or skirts. Dresses with no bare shoulders may also be worn.
3. Optional for gentleman: tie.
4. All exhibitors must wear protective headgear (certified ASTM/SEI).

### Obstacle Requirements

1. There must be a minimum of 4 obstacles and maximum of 7 obstacles. The course will designate a walk or trot between obstacles.
2. Tires and stairs are prohibited.
3. Jumps are prohibited.
4. All obstacles should be safe for exhibitors as well as horses.
5. Off course is defined as:
  - a. Taking an obstacle in the wrong direction.
  - b. Negotiating an obstacle from the wrong side.
  - c. Skipping an obstacle unless directed by the judge.
  - d. Negotiating obstacle in the wrong sequence.

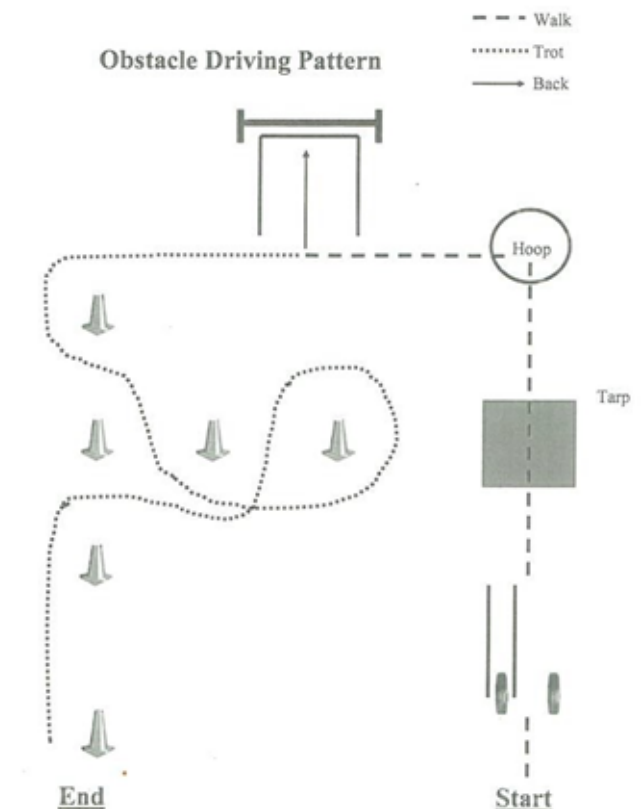
### Suggested Obstacles

1. Walk or trot over tarp
2. Walk or trot with one wheel between poles
3. Walk or trot with cart and all wheels between poles
4. Weave poles

### Ring Procedure:

1. Start at a walk and walk through poles with your left wheel between the poles.
2. Walk to and over the tarp.
3. Walk to the hoop, place your right wheel into the hoop, and stop.
4. Execute a 270° turn to the right while keeping your right wheel in the loop.
5. Walk out of the hoop and to the parking space.
6. Turn 90° to the left and back into the space without knocking down the pole.
7. Trot out of the space and to the cones.
8. Weave the cones at a trot as indicated and avoid knocking off the tennis balls.
9. Trot to the last cone and stop.
10. When excused, exit the ring at a walk.

### Example Below



## General Miniature Horse Ground Driving Safety Rules:

All youth must pass a 4-H driving safety course and make sure the harness fits the horse prior to taking part of this class.

1. The ground driving class will be shown like a driving class without a cart.
2. The minimum age for a horse to enter the Ground Driving class is two years old.
3. All persons involved in the ground driving competition should place safety first.
4. Horses should never be left unattended while harnessed.
5. Animals must display good manners, stand quietly in the line-up and back readily when asked.
6. A Judge or Ring Steward may excuse a contestant from competition because of unsafe equipment or an unruly horse.
7. All rules of the road should be observed unless officials direct otherwise.
8. Excessively large classes may be divided by management or Judge, as conditions warrant.
9. All driving horses shall show on the rail at all times except while passing. The Judge is to take this into consideration while judging and horses shown off the rail shall be penalized.
10. Exhibitor numbers may be worn on the back of the exhibitor in an easily visible position.
11. It is permissible for a driver to talk to a horse in a subdued tone of voice, although a driver should strive to control the horse's movement with a minimum of vocal aids. Talking loud, whistling, or shouting at a horse is not acceptable.
12. No entry may leave the ring after judging has begun without the permission of the Judge or Ring Steward.
13. During the class, minor adjustments to harness may be made upon permission from the Judge. A groom may assist with the adjustment without penalty. The time out shall be clocked and the adjustment or repair is not to exceed 5 minutes. Only one time out per class per entry is allowed.
14. After the class has begun no groom may enter the ring without permission of the Judge.
15. If the class or ring size justifies, the Judge may ask the horses to reverse on the diagonal for safety reasons. The Judge may ask for a reverse on the diagonal at a walk or collected trot.

### Cloverbuds

1. Cloverbud classes will be added at the discretion of the counties as fits their county policies.
2. Cloverbud classes MUST follow all State guidelines established in the Cloverbud Policy Guidebook available at your County Extension Office.

Additional information on 4-H Miniature Horse Program may be obtained from your Extension Office or the [State 4-H Horse Project website](https://z.umn.edu/4HHorseProject) (<https://z.umn.edu/4HHorseProject>)

## Equestrians with Disabilities

This program is designed to allow any 4-H member with special needs/disabilities the opportunity to explore opportunities within the Minnesota 4-H Horse Project.

### Eligibility

1. Open to any registered 4-H member with special needs/disabilities signed up for the Horse Project.

### General Rules

1. Participants must be enrolled in 4-H and the horse project by the enrollment deadline.
2. A 4-H member (exhibitor) and their properly identified horse are considered as an entry together. A 4-H member who qualifies for a state show class must exhibit the same horse used in that class at the qualifying show. No exceptions.
3. All participants are subject to the Minnesota 4-H Horse Project and project requirements.
4. Unauthorized and unnecessary assistance from volunteers will result in penalties to the rider. Lead volunteers must walk behind the horse's nose.
5. Riders may not cross enter into other classes.

### Horses

1. Safety and matching of horses to rider are of the utmost importance.
2. Riders and their Horse Project Leader(s) are responsible for securing the necessary horse volunteers/mentors (horse handler/assistants) and their own equine partner.

### Attire

1. All 4-H'ers participating in any 4-H sponsored mounted activity are required to wear ASTM/SEI approved protective headgear, properly worn and fastened. Failure to do so will result in disqualification. This includes ALL 4-H mounted exhibitors, at any time, while on the show grounds.
2. Riders must wear a boot with a heel, but can wear other footwear as a result of physical disability.

### Equipment

1. English or Western tack is acceptable. Riders may use adaptive equipment without penalty.
2. A mounting block/ramp should be available.

### Exhibitor



1. Each rider will be required to have 1 mentor to lead and walk along side and/or hold or watch if unassisted while on a horse.

### **Classes**

The classes the individual will ride will be determined depending on their ability and skill level.

The following classes should be offered at the county qualifying horse show:

1. Assisted Flat Class – Western or English walk, trot with volunteer/mentors as needed.
2. Assisted Obstacle Game Class – Key Hole, walk, trot with volunteer/mentors as needed.
3. Unassisted Flat Class – Western or English Equitation, walk, trot, unassisted (spotter required).
4. Unassisted Obstacle Game Class – Key Hole, walk, trot, unassisted (spotter required).

### **Flat Classes**

Equitation – Western or English to be judged on the position of the rider, balance, use of natural and /or artificial aids, and control of the mount. Particular attention will be paid to the rider's ability to safely and independently control the horse with unity between the horse and rider.

### **Obstacle Game Classes**

Classes will consist of 6 poles in a classic key hole pattern and will include a change of direction. Class will be judged on the execution of obstacles, use of natural and/or artificial aids, control of mount, quietness of mount and pace.

## Horse Show General Rules

1. A horse may be used only once in any event per show. Age, grade or type divisions are considered class divisions and not separate events. The horse may be used in an additional non-qualifying class in the same event. The exception being if a horse is shared between riders where one is showing in State Qualifying classes and one is showing in non-qualifying classes. The horse may then be shown by both youth in the same event.
2. If a horse is shared by more than one state show eligible rider and more than one youth earn a state 4-H horse show trip on that horse, only one youth may enter that horse in the state 4-H horse show.
3. A rider may compete only one time in any class, Pleasure or Games, with one horse. In Games, the pattern may be ridden only one time, in accordance with General Rule #1.
4. Any person entering the arena not meeting the attire approved guidelines will be disqualified.
5. Ponies are defined as 56 inches and under, mature height.
6. Suitable, neat attire as stated in the show rules must be worn in all classes and events.

7. It is the exhibitor's responsibility to bring any questionable attire or equipment they may be considering to the attention of show management prior to wearing or using it in competition.
8. The decision of the judge is final. The decision on whatever it may be should be accepted in the true spirit of sportsmanship and 4-H.
9. Good sportsmanship must be exhibited at all times. When an exhibitor or exhibitor's parent, leader, or other person acting for the exhibitor is guilty of unsportsmanlike conduct, the show management may suspend such exhibitor's rights to participate. The exhibitor's parent, leader, or other person will be barred from the show grounds for unsportsmanlike conduct or improper behavior.
10. Adults will conduct themselves in a manner that reflects a positive model for 4-H youth.
11. Excessive coaching of an exhibitor while at a 4-H event and/or class is strongly discouraged. If this is deemed inappropriate by judge and /or show committee the individual may be requested to leave the arena.
12. Exhibitors, parents, or other persons may not approach or communicate with the judge without prior consent of the show committee.
13. Cruel or rough handling of horses will not be allowed at any show or event. A horse and exhibitor may be excused from the ring, show, or event for lack of control, cruelty, rough handling, or unsportsmanlike conduct. The show management or judge has the right to disqualify anyone mistreating an animal or demonstrating unsportsmanlike conduct.
14. All exhibitors must have their horses under complete control at all times. The gate must be closed and the rider must be independently controlling the horse before starting the class. Riders will not be allowed to leave the ring until their horses are walking under control. Riders having difficulties in the ring and desiring to leave should request permission to be excused from the ring master or judge.
15. Show management reserves the right to refuse an exhibitor entry into any class or event if they deem that entry unsafe for the exhibitor or other exhibitors or animals. All show officials have the authority and must dismiss from the ring any entry that is unruly or not in sufficient control for the safety of the handler or other exhibitors.
16. Trainers and adults are not allowed to exercise, work out, or ride 4-H's horses at 4-H shows.
17. At county shows the posting of individual patterns may be done at the discretion of the judge, with the exception that Trail patterns must be posted at least one hour prior to the start of the class. All patterns at the State Horse Show must be posted.
18. A fall of either horse or rider shall be cause for elimination from that class. A horse is considered to have fallen when its shoulder touches the ground. A rider is considered to have fallen when separated from his or her horse in such a way that a remount is required. In judged events (i.e. pleasure, horsemanship, etc.) a fall shall be considered in the time when the judge begins judging and is complete when the judge



has marked his/her card. In game classes this shall be when the contestant has entered the course. The course is defined as from the time the timer starts running and continues until the timer stops.

19. Riding exhibitors must wear double exhibitor numbers, one on each side of the saddle pad, with the exception of Saddle Seat riders who must wear the number on their backs. If the exhibitor has the wrong number on, OR fails to properly display the numbers, the exhibitor is disqualified from that class.

### Eligibility

#### Exhibitor

1. A 4-H member (exhibitor) and their properly identified horse are considered as an entry together. A 4-H member who qualifies for a state show class must exhibit the same horse used in that class at the qualifying show. No exceptions.

#### Horse

1. No horse may be shown until it has been properly identified as a regularly enrolled 4-H project horse through the county extension office in which the exhibitor is enrolled.
2. The exhibitor's household must own or lease the mare or gelding exhibited. The horse must be identified certifying ownership and/or management arrangements by the state required date on form HIDA available at the County Extension Office. If substitution, for any reason, occurs after May 15th the horse is not eligible for the State Show.
3. All horses must be serviceably sound.

#### Qualifying Shows

1. To be eligible for the State 4-H Horse Show ALL county qualifying shows are required to use a Minnesota 4-H Certified Judge from the current year's Minnesota 4-H Horse Judges List.
2. Counties are required to offer the same events as the State Horse Show in order to qualify for the State Horse Show. Age groups may vary, and pleasure type and stock type classes may be combined. Counties may offer additional non-qualifying classes if they choose. For example: Western Pleasure and Western Pleasure-Pleasure Type horses may be combined. Pony classes may be combined with comparable horse classes. Saddle Seat classes may be combined with Hunt Seat.
3. All county qualifying shows must use the Danish system. All exhibitors in show classes will be placed using the Danish system. Additional placing systems may also be used, at show management's discretion. Points for state trips are to be counted on blue and purple ribbons only.

#### Drugs

1. The use of any stimulant, depressant, tranquilizer, local anesthetic, psychotropic (mood and/or behavior altering) substance, or drug which might affect the performance

of a horse and/or pony (stimulants and/or depressants are defined as substances which stimulate or depress the cardiovascular, respiratory or central nervous systems), or any metabolite and/or analogue of any such substance or drug is prohibited.

2. The use of phenylbutazone is allowed providing that the maximum permitted plasma concentration does not exceed 15.0 micrograms per milliliter, and the maximum permitted trace level is 2.0 micrograms per milliliter.
3. Show committees may reserve the right to collect and analyze blood and urine samples to assure compliance with this rule. Failure to cooperate will disqualify the entry.

#### Tack and Appointments

1. All 4-H'ers participating in any 4-H sponsored mounted activity are required to wear ASTM/SEI approved protective headgear, properly worn and fastened. Failure to do so results in disqualification. Helmet not properly fastened, resulting in helmet sliding back on neck, sliding off the head, or falling to the ground, will result in disqualification. This includes ALL 4-H mounted exhibitors, at any time, while on the show grounds.
2. The listed specifications under each event are the minimum requirements for showing. More elaborate clothes and/or equipment are permitted but not necessary.
3. Fancy outfits or silver will not be considered in the judge's placing.
4. Suitability of tack and clothes, fit, and cleanliness will be considered.
5. Long sleeves must be worn, rolled down, and fastened when participating in any event. Short sleeves, sleeveless shirts, and t-shirts are prohibited.
6. Protective leg wraps, boots and bandages are prohibited in all Pleasure classes except Ranch classes. They are allowed for all Game classes.
7. A legal flag holder attached to the rider's stirrup is required if carrying any type of flag. Holder must be just big enough to fit the flagpole with a slight bit of pole movement room. Flag holders can have one or two straps.



## Danish System

When the work of 4-H members is judged in 4-H programs or events the Danish system of awards is used. Unlike other systems that select the one best, or rank the top winners, this system rewards all youth who reach a standard level of quality.

- A Blue ribbon is awarded when the performance meets all class requirements. There were few flaws and the performance was well above minimum standards.
- A Red ribbon is awarded when the performance meets most of the class requirements. The performance was above minimum standards, but there is room for improvement.
- A White ribbon is awarded when the performance fails to meet the class requirements. The performance was below minimum standards. There were significant flaws and there is considerable room for improvement.

Using the Danish system it is possible for all participants to receive blue awards if their work reached the defined standard level of quality. On the other hand, all participants could receive white awards. The standard used is the class definitions in this rule book.

It is competing against this standard that provides the incentive for youth. It is a goal they all can reach. A member doesn't need to be concerned about doing better than their fellow member. They can also feel free to help others without fear of losing out themselves.

### Danish (group award) System

- All participants are recognized for their level of achievement
- All who reach the level of excellence set by the standard are awarded recognition (blue, red, or white)
- Youth compete against their own record
- No one is left out

## Showmanship at Halter

The same scorecard and class procedures will be used for all exhibitors in showmanship classes. The exhibitor uses the horse as a means to display his or her ability to properly fit and show. The real purpose of showmanship is to learn the best way to fit and train a horse so that the best attributes of a horse can easily be seen by the judge or potential buyer. Exhibitors are reminded that they are being judged on the fitting, grooming, training, and showing of their horses.

### General Regulations

1. Classes may be divided according to stock or pleasure type horses.
2. All exhibitors are encouraged to enter the showmanship class. Showmanship classes should be divided according to the age of exhibitors.

3. Either all contestants or those selected as finalists will gather at the arena at the proper time. Upon call, the contestants will enter the arena either as a group or individually, at the discretion of the judge.
4. The horse's conformation is not to be considered in the judging of the class.
5. The horse must be serviceably sound.
6. Exhibitors must wear the correct attire for the division in which they are participating (refer to specific division requirements in regard to attire and equipment).
7. No whips are permitted unless a separate English Showmanship class is offered.
8. Patterns are at the judges' discretion and may be different for different age levels. If a pattern is used the exhibitors must be provided the opportunity to ask questions prior to the start of the class.

### Scoring

1. Exhibitor attire and equipment: (20%)
2. Horse (fitting and grooming): (30%)
3. Method of showing: (50%)

### Attire

1. Personal appearance of exhibitor: neat, clean, well groomed, attentive, courteous, and in appropriate attire for the division.
2. Either Western or English clothes are permitted but they should be appropriate to the breed of horse shown and the tack used on that horse.
3. More elaborate clothes and/or equipment are permitted but not given preference. Fancy outfits will not be considered in the judge's placing.
4. Suitability of tack and clothes, fit, and cleanliness will be considered.
5. Properly worn and fastened ASTM/SEI approved headgear may be worn in any showmanship class without penalty.

### Western

1. Must wear western boots; western hat or protective headgear; dress or western shirt with long sleeves, with the sleeves rolled down and fastened, and collar (band, standup, tuxedo, etc.); dress or western pants or jeans; and belt.
2. Gloves, vest, jacket or sweater are optional.
3. Chaps and spurs are prohibited.

### English

Either hunt or saddle seat attire, but no mixing of the two.

### Hunters:

1. Clothing must be clean, neat, and appropriate for hunter classes.
2. Riders must wear coats, boots, breeches, and hunting caps.
3. Clean shirts with stock and pin or ratcatcher and choker are preferred.



4. The coat should be any tweed or melton acceptable for hunting.
5. Breeches should be of traditional conservative shades of buff, gray, rust, beige, or canary. White, black, navy or other very dark colors are not acceptable.
6. High English boots should be worn.
7. Black, dark blue, or brown hunt caps, or protective headgear are required.
8. Gloves are optional, but should be of a dark color.

#### Saddle Seat:

1. Clothing must be neat, clean, and appropriate saddle seat attire (informal or formal). Formal attire is permitted only after 6:00 p.m.
2. Riders shall wear a saddle suit or conservative solid coat with matching jodhpurs, tie.
3. Derby, soft hat, or helmet properly worn and fastened..
4. Jodhpur boots.
5. Gloves are recommended.
6. If the judge permits jackets to be removed in hot weather long sleeved shirts must be worn, sleeves down and fastened.

#### Equipment

1. Clean and properly adjusted equipment should be used.
2. Appropriate to the breed and style of showing.
3. Lead shanks (or ropes) should be 6-7 feet long. If a chain is used it should be adjusted so that the exhibitors hands do not touch the chain. The shank needs to be short enough to assure maximum control and responsiveness from the horse.
4. An Arabian style show halter must be equipped with a throatlatch.

#### Western

1. Halter of leather or nylon webbing; chain on lead strap permitted (may be used over or under horse's nose).
2. When showing western, halters (leather or nylon) must be used.
3. Halters made of rope are not permitted.
4. An Arabian style show halter must be equipped with a throatlatch.
5. No whips or crops.

#### English

1. When showing English, appropriate halters or bridles must be used. (equipment should conform to the breed standards).
2. Appropriate headstall for the breed being shown must be used. An Arabian style show halter must be equipped with a throatlatch.

#### Hunters

1. May be shown in an acceptable hunt bridle (preferred) or plain leather halter.

#### Saddle Seat

1. Morgan and Saddlebreds are shown with a full bridle. They may work off either rein, the non-leading rein is draped over the withers. When showing an Arabian in

Saddleseat, an Arabian style show halter equipped with a throatlatch must be used.

#### Horse

1. The horse should be clean and well groomed. Fitting for show is a year round job. No amount of delayed fitting or grooming oils will cover up a poor job of feeding or an unhealthy, unsound, thin or overweight horse. Daily grooming and good nutrition are very important to the hair coat. Just before entering the show ring, the exhibitor should rub the horse down with a grooming cloth since oil will accumulate dust. Wipe about the ears, eyes, nostrils, lips, sheath, and dock with a damp cloth or sponge.
2. Horses should be clipped in ample time before showing to allow for some regrowth to cover up any minor mistakes. The long hair under the chin and jaw and on the fetlocks and pasterns should be trimmed to breed standard.
3. The long hairs on the edges and inside of the ears should be trimmed. Complete clipping of the ears is optional on all breeds. Clipping accentuates fineness of ear. (Leaving the short hair inside the ear unclipped is permissible because it offers some protection against insects.)
  - a. The manes of stock type horses and ponies (Quarter Horses, Appaloosas, Paints, and P.O.A.'s) may be thinned and shortened to emphasize a clean-cut neck. Manes are usually thinned to about 4-6 inches long. A bridle path should be clipped approximately 4 inches behind the poll. Other light horse breeds (Arabians, Morgans, Saddlebreds, etc.) are usually shown with a full mane and foretop, with the mane under the headstall clipped behind the poll.
  - b. Manes and foretops of hunters are generally braided short and tight to the neck.
  - c. The foretop and mane are roached on the three-gaited mature American Saddle Horse.
  - d. Pleasure and five-gaited American Saddlebreds, Tennessee Walkers, Welsh, and Shetland ponies are shown with a full mane. The foretop and first lock of the mane behind the bridle path should be braided.
4. The tails of stock type horses and ponies should be left natural. The upper tail of hunters may be braided. Other breeds of light horses and ponies should be shown with natural tails.
5. The horse's feet should be trimmed and properly shod (if necessary). If shod, shoes should fit properly. Other light breeds may be shown with pads and weighted shoes (Arabians, Morgans, Saddlebreds, Tennessee Walkers, etc.). Trimming and shoeing should be done approximately 2 weeks before a show. The hooves should be clean. Hoof dressing is permitted if not restricted by breed regulations.



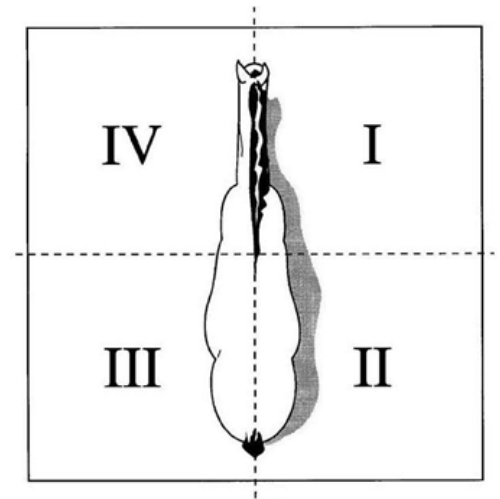
## Method of showing

### Leading:

1. Be able to walk, trot, turn, stop, and back as directed by ring officials or the posted pattern.
2. Always lead from the left side at an alert walk, following the judge's directions. When showing at a walk, always walk by the horse's left side, never in front of the horse. The horse's head should be slightly in front of your shoulder. The horse should be trained to move willingly with its body (head, neck, back, and hindquarters) in a straight line in the direction being traveled.
3. The length of the lead should not be so short as to interfere with free, natural movement of the animal or so long as to surrender control or permit a sloppy lead. Exhibitors must have the right hand on the lead when leading their horse. The left hand will contain the remainder of the lead in one loose loop or figure eight fold. For safety reasons, an exhibitor should never hold the chain portion of the lead.
4. Horses should walk in a brisk, alert manner and give the appearance that the exhibitor and horse are a team.
5. Always keep a safe distance (1-2 horse lengths) when leading your horse in a group.
6. Remain by the left side of the horse when showing at a trot. When leading, your horse should travel alertly and willingly with his head up, but not too high. You should run with good posture and vitality.
7. When particular show ring procedures used by a judge requires a horse to be reversed, the horse should always be turned to the right. A pull turn to the left is an unacceptable maneuver. All pivots are made to the right. It is the job of the 4-H'er to execute the showmanship pattern as closely to how it is written as possible.
8. Always move your horse directly toward or away from the judge unless specific instructions are made indicating the judge would like a side view of your horse.

### Posing:

1. Keep your horse posed at all times, and know where the judge is and what they want. A good showman always gives the judge the best view of their horse. Make it easy for the judge to see your horse at its best advantage. When the judge is down the line, let your horse stand, if posed reasonably well, without undue fussing.
2. When setting the horse, Stock Type horses should be set up quickly with the feet squarely underneath the body. The exhibitor does not have to reset a horse that stops square. Western horses will stand according to breed standards. Hunters will stand squarely or in a traditional hunter stance. Pleasure-type horses must be posed according to their breed standards. Position your horse by the pressure on the lead. Never kick or position the leg with your hand while in the class. When the judge is observing other animals, let your horse stand if posed reasonably well.
3. When posing your horse, stand toward the front, facing the horse at a 45 degree angle, but never directly in front of the horse. Always be in a position where you



- can observe your horse and keep an eye on the judge. The Quarter Method is the required method of showmanship. Miniature horses that show in a regular showmanship class are required to use the Quarter Method of showmanship. The following guidelines are meant to serve as an illustration of movement around the horse while showing in showmanship at halter and are for the exhibitor's information. Imaginary lines bisect the horse into four equal parts as seen in the illustration below. (Note: The quadrants will be numbered I, II, III, and IV for the ease of identification.) One line runs across the horse just behind the withers. The other imaginary line runs from head to tail. When the judge is in I, the handler should be in IV. As the judge moves to II, the handler should move to I. When the judge moves to III, the handler moves to IV. As the judge moves up the horse to IV, the handler returns once more to I.
4. This method is based on safety, as the handler can keep the hindquarters from swinging toward the judge should the horse become unruly.
  5. Keep your position in line and allow reasonable space (at least 6 feet) between your horse and the others. Never allow your horse to interfere with the other horses.
  6. If requested to change position in line, back your horse out of the line and approach the new position from the rear. Be careful when walking up behind other horses and allow yourself plenty of room to enter.
  7. 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.
  8. Show the animal at all times, not yourself.
  9. Respond quickly to requests from the judge and officials.
  10. Quickly recognize and correct any faults in your horse.
  11. Move easily, quietly, and with confidence when showing your horse. Be courteous: respond promptly to directions and display good sportsmanship at all times.
  12. Keep showing until the entire class has been placed and excused from the ring (unless otherwise instructed).





- Be natural. Over-showing, undue fussing, and maneuvering are objectionable.

### **Faults**

The judge will determine the appropriate classification of a fault based upon the degree and /or frequency of the infraction. These are the faults that the judge may penalize an exhibitor for. These are listed from least severe to most severe.

- Loud/excessive voice commands to the horse
- Break of gait at walk or trot for up to two strides
- Rotating over/under  $\frac{1}{8}$  of a turn on pivot
- Ticking or hitting a cone
- Sliding a pivot foot
- Lifting a pivot foot during a pivot or set-up and replacing it in the same place
- Break of gait at walk or trot for more than 2 strides
- Stopping more than 10 feet of designated area Splitting the cone (Cone between horse and handler)
- Horse stepping out of or moving the hind end significantly during a pivot or turn
- Over/under turning  $\frac{1}{8}$  to  $\frac{1}{4}$  turn
- Step out of set-up after acknowledging judge/ring steward
- Resting a foot during inspection/Hip Shot
- Two hands on lead shank
- Standing directly in front of your horse
- Using your feet or kicking to move the horse's feet
- Moving to the offside of the horse and remaining out of position
- Lead shank tightly coiled around the exhibitor's hand
- Holding the chain of the lead shank
- Allowing the horse to remain out of position; Failure to set up
- Rotating over/under by more than  $\frac{1}{4}$  turn; Loss of lead shank with one hand
- Loss of control; horse that endangers exhibitor, other horses or judge
- Severe disobedience: rearing, pawing, horse continually circling exhibitor
- Horse becomes separated from exhibitor
- Failure to display correct number
- Willful abuse
- Pushing the horse with your hands or using your hands to place the horse's feet and legs
- Never performing specific gait
- Excessive schooling or training; use of artificial aids
- Knocking over the cone or going off pattern
- Illegal equipment

### **According to severity:**

- Excessive body motion when running
- Improperly fitted outfit
- Dirty attire
- Un-groomed horse
- Poorly conditioned horse
- Unclean equipment

## Western Performance

### (Western Horsemanship, Western Pleasure, Trail, and Ranch Pleasure)

#### **General**

- Showmanship at Halter grooming standards will apply.

#### **Attire**

- Must wear western boots; ASTM/SEI approved headgear properly worn and fastened; western pants or jeans, belt, dress or western shirt with long sleeves, with the sleeves rolled down and fastened, and collar (band, standup, tuxedo, etc.). Failure to do so results in disqualification.
- Long sleeves must be worn, rolled down, and fastened when participating in any event. Short sleeves, sleeveless shirts, and T-shirts are prohibited.
- Vest, jacket or sweater is optional.
- Chaps are optional and may be worn in any western class.
- Spurs are optional.
- More elaborate clothes and/or equipment are permitted but not given preference. Fancy outfits will not be considered in the judge's placing.
- Suitability of tack and clothes, fit, and cleanliness will be considered.
- Properly worn and fastened ASTM/SEI approved headgear is required at any time the rider is mounted and is permissible without penalty in non-mounted events.

#### **Equipment**

- The judge or show officials may disqualify any entry using equipment that they deem too severe, or request the alteration of such equipment.
- Silver equipment will not count over a good working outfit.
- Tie downs, draw reins, and martingales, bats, whips, and crops are prohibited.

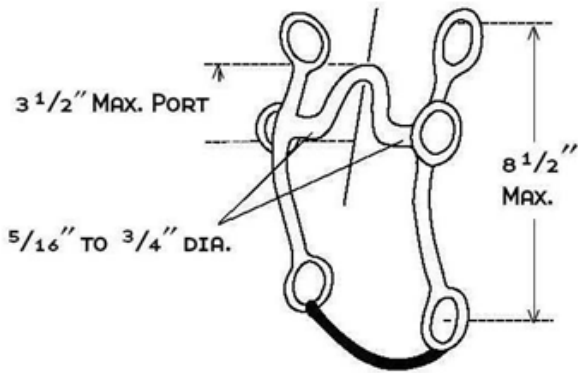
#### **Headstalls**

- Suitable western headstalls must be used. One, two eared or brow band headstalls or other. A brow band headstall must be used with a throat latch.

#### **Curb Bits**

- A curb bit must be used on horses six years old and older. It is optional on younger horses. The length of the shank is a maximum of 8.5 inches. If the bit has a port, the maximum height of the port is 3.5 inches.
- No gag bits allowed. No sliding action where the mouthpiece is attached to the shanks is allowed

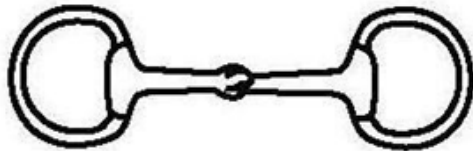




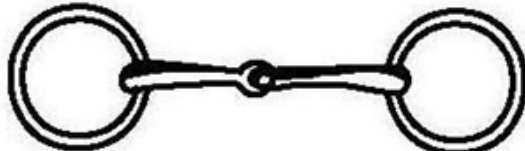
Measuring a Curb Bit

**Snaffle Bits**

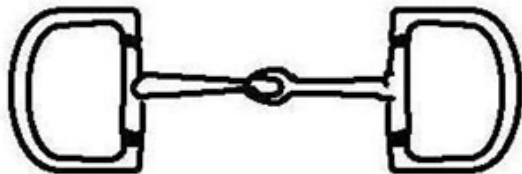
1. A snaffle bit (D-ring, O-ring, or egg butt) is permissible, provided the horse is five years old or younger. Mouthpieces may be round, oval, egg-shaped, or smooth wire with a diameter of 5/16" to 3/4" measured 1" from the cheek.



EGGBUTT SNAFFLE BIT



O-RING SNAFFLE BIT



D-RING SNAFFLE BIT

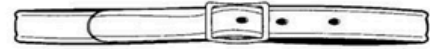
**Bosal and Hackamores**

1. A bosal with mecate reins is permissible, provided the horse is five years old or younger.
2. Mechanical hackamores and tie downs are prohibited. A mechanical hackamore is considered to be any hackamore with metal under the jaw or metal used in a leverage action.

**Curb Chains**

1. Curb straps or chains must be flat and not less than 1/2 inch wide.

**Acceptable Curb Chains/Straps**



Legal-Flat leather-over 1/2" wide



Legal-Flat nylon-over 1/2" wide



Legal-Double link flat chain-over 1/2" wide nylon end straps.



Legal-Double link flat chain-over 1/2" wide leather end straps



Legal-Double welded chain links-over 1/2" wide



Legal-Very wide flattened chain links-Hunt & Polo

**Unacceptable Curb Chains/Straps**



Not Legal-Braided leather (rawhide)-Too narrow and too rough



Not Legal-round braided leather-wide enough, but rough and not flat



Not Legal-round leather-Too narrow all across, not flat

**Reins**

1. Reins may be split or romal.

**Saddle**

1. The saddle must be a western type and fit the rider.
2. Australian Saddles are not acceptable.

**Optional**

1. Carrying of rope, hobble, slicker, or similar equipment is optional.
2. Breast collar is optional.

**Prohibited**

1. Protective leg wraps and bell boots are not permitted except in Ranch classes.

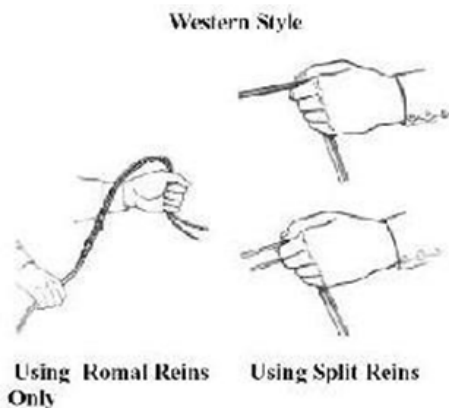
## Western Horsemanship

**General**

1. Horses are to be shown according to breed standard.
2. Riders will be judged on seat, hands, and performance of horse, appointments of horse and rider, and suitability of horse to rider.
3. All horses must be serviceably sound.
4. The rider's methods of achieving good horse performance are to be considered more important than the performance of the horse.

**Hands**

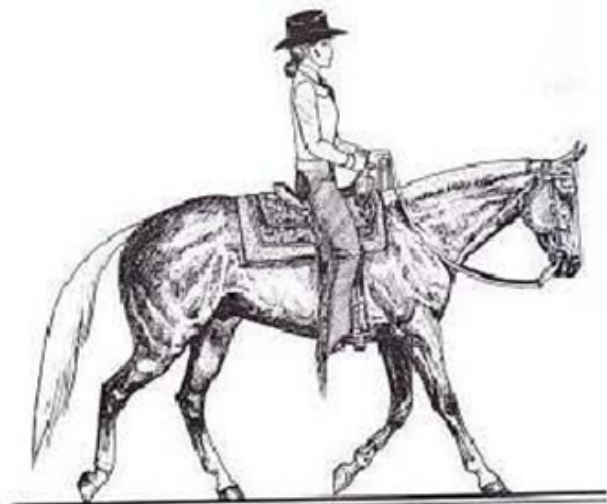
1. The upper arm used in reining is held in a straight line with the body, the elbow bent so the forearm and hand are in a straight line to the bit.
2. When a curb bit is used only one hand is to be used for reining, and the hand shall not be changed.
3. Two hands must be used on the reins when using a bosal or a snaffle bit. Both hands must be visible to the judge. (D-ring, O-ring, or egg butt snaffle bits only when riding a five year old or younger horse.)
4. The hand is to be around the reins. The end of the split reins hang down on the same side as the reining hand. The index finger is permitted between the reins.
5. When using a romal, a finger between the reins is NOT allowed. Rider may hold romal in the opposite hand provided it is held at least 16 inches from the reining hand. The romal should fall out of the top and over the thumb of the reining hand.



6. The position of the hand not being used for reining is optional, but it should be kept free of the horse and equipment and held in a relaxed manner.
7. The hand holding the reins should be near the saddle horn, be flexible, and maintain light contact with the mouth.

**Basic Position**

1. 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, on the rail or during a pattern..



2. The rider should sit in the center of the saddle and the horse's back with their legs forming a straight line from the ear, through the shoulder, hip, and the back of the heel or ankle. The rider's back should be straight and relaxed. The shoulders should be back, level and square.
3. The rider should maintain 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. Sitting heavy or excessive rider movement is not desirable.
4. The heels should be lower than the toes. The rider's toes should be pointing straight ahead or slightly turned out, with the ball of the foot securely in contact with the stirrup.
5. 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.
6. The rein hand should be carried immediately above or slightly in front of the saddle horn.



- The rider's head should be held with the chin level and the eyes forward, looking in the direction of travel.

### **Position in Motion**

- The rider should sit at the jog/extended jog and not post. At the lope, rider should be close to the saddle. All movements of the horse should be governed by the use of imperceptible aids. The obvious shifting of a rider's weight is not desirable.
- The reins should be adjusted so that the rider has light contact with the horse's mouth. Rein length should be appropriate for rider and horse skill, with only slight hand movements being needed to perform the requested maneuvers. Excessively tight or loose reins is undesirable.

### **Mounting and Dismounting**

- Riders may be asked to mount and dismount.
- Before beginning to mount, rider should check the cinch.
- To mount, a rider should take up the reins in the left hand and place the hand on the horse's neck in front of the withers, and with romal or end of split reins on the near side.
- The rider should grasp the stirrup with the right hand, place the left foot in the stirrup, then grasp the saddle horn with the his/her right hand and spring up off the right leg and foot, settling easily into the saddle.
- After mounting, if romal is used, it should be moved to the hand not used for reining. The end of split reins should remain on the same side as the hand holding the reins.
- If rider uses right hand for reining, the rope (if carried), should be on the near side of the horse; the romal should remain on the near side; and the end of the split reins should be moved to the offside.
- To dismount, reverse above procedure and step down looking toward the horse's head.
- When dismounted, with split reins the right rein is taken down to be held with the left rein.
- When using a romal, bring the romal to the near side, dismount, rider then to run right hand down the left rein.

### **Class Routine**

- Riders may be asked to do rail work and/or individual patterns at judge's or management's discretion.
- Riders enter the ring at a walk or jog and are judged at a flat-footed four-beat walk, a two-beat jog, and a three-beat lope, both ways of the ring. Gaited horses should move with the comparable gait according to their breed standard.
- The order to reverse is executed by turning away from the rail. Horses may not be asked to reverse at the lope.
- Individual performances may be called for.
- The horse should be in perfect balance at all times, working entirely off its haunches. Neck and head should

be in a direct line with body, mouth closed, and head at normal height.

- Horses shall be asked to back in a straight line, at judge's discretion.
- Riders should line up upon command and any or all riders may be required to execute any appropriate tests included in class requirements. (Judges are encouraged to call for at least two tests of the top exhibitors.)

### **Tests the Judge May Choose**

Tests may be performed either collectively or individually, and are not all inclusive of what may be asked for in a pattern. Instructions must be publicly announced.

- Back.
- Individual performance on the rail.
- Figure eight at the jog.
- Lope and stop.
- Figure eight on the correct lead, demonstrating simple change of lead. (This is a change whereby the horse is brought back into a walk or jog and restarted into a lope on the opposite lead.) Figures commenced in center of two circles so one lead change is shown.
- Ride without stirrups.
- Dismount and mount.
- Execute quarter turns, half turns and full turns, on the haunches.
- Riders may be asked pertinent questions about equitation, horses, and equipment. All riders are to be asked the same questions.
- Figure eight at the lope on the correct lead demonstrating flying change of lead.
- Change leads down center of ring, demonstrating simple change of lead.
- Ride serpentine course demonstrating flying change of lead at each change of direction.

### **Faults**

The judge will determine the appropriate classification of a fault based upon the degree and /or frequency of the infraction. These are the faults that the judge may penalize an exhibitor for. These are listed from least severe to most severe.

- Break of gait at walk or jog/trot up to 2 strides
- Over/under turn from  $\frac{1}{8}$  or  $\frac{1}{4}$  turn
- Tick or hit of cone
- Obviously looking down to check leads
- Loss of contact between legs and saddle or between foot and stirrup
- Break of gait at a lope
- Out of lead or missing lead for 1-2 strides
- Not performing the specific gait or not stopping when called for in the pattern within 10 feet (3 meters) of designated area
- Break of gait at walk, or jog/ trot for more than two strides (except when correcting an incorrect lead)
- Loss of stirrup
- Touching saddle with hands



- Head carried too low and/ or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or during rail work
- Holding saddle with either hand
- Touching horse with hands
- Cueing with the end of the romal
- Schooling horse
- Spurring in front of cinch
- Being out of lead for more than two strides.
- Knocking over cone
- Overturning more than ¼ turn
- Failure to display correct number/ display number properly
- Abuse of horse or excessive schooling
- Fall by horse or rider
- Use of prohibited equipment
- Illegal use of hands on reins
- Going off pattern
- Working on wrong side of cone
- Failure to follow pattern correctly, including failure to execute correct lead or gait
- Blatant disobedience, including kicking, pawing, bucking and rearing

#### According to severity:

- Excessive body motion
- Incorrect body position
- Improperly fitted outfit
- Dirty attire
- Un-groomed horse
- Unclean equipment
- Over-flexing at the poll
- Inappropriate speed (too fast or slow)

## Western Pleasure

Western Pleasure is an event judged on a horses' ability to be a pleasure to ride. To be a pleasure to ride a horse must be broke and quiet, soft and smooth, and go with little restraint. In addition the horse must meet the requirements of the class.

Western Pleasure–Pleasure Type (such as Arabian, Half-Arabian, Morgan, or Saddlebred, etc) and Pony Western Pleasure are class divisions and not separate events.

#### Class Routine

1. Exhibitors show their horses at a walk, jog and lope; they are worked both ways of the ring at all gaits. Gaited horses should move with the comparable gait according to their breed standard.
2. Horses may be asked for extended gaits.
3. The order to reverse may be executed by turning either towards or away from the rail. Riders may be asked to reverse only at the walk or jog.
4. Light contact with the horse's mouth is required.

5. Entries shall then line up upon command and any or all riders may be required to execute any appropriate tests included in class requirements.

#### Scoring Procedure

1. Horses will be judged on manners, performance, and suitability to give a pleasurable ride. The following terminology shall apply in all western classes whenever a specific gait is called for:
2. The walk is a natural flat footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.
3. The jog/jog-trot is a smooth, ground-covering two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog/jog-trot should be square, balanced, and with a straight forward movement of the feet. Horses walking with their back feet and trotting on the front are not considered performing the required gait. When asked to extend, the horse moves out with the same smooth way of going.
4. The lope is an easy, rhythmical three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses traveling at a four-beat gait are not considered to be performing at a proper lope. The horse should lope with a natural stride and appear relaxed and smooth. The horse should be ridden at a speed that is a natural way of going.
5. The head should be carried at an angle that is natural and suitable to the horse's conformation at all gaits.
6. A good pleasure horse has a stride of reasonable length in keeping with its conformation. The horse has enough cushion to its pastern to give the rider a pleasant, smooth ride. The horse carries its head in a natural position, not high and over-flexed at the poll, or low with the nose out or over-flexed. The horse should be relaxed but alert and ready to respond to the rider's commands without excessive cueing. When asked to extend the jog/jog-trot, the horse moves out with the same smooth way of going.

#### Faults

- Nervous at walk
- Jogging during walk
- Not performing a two-beat jog
- Failing to jog both front and back
- Wrong leads
- Breaking gaits
- Not performing a three-beat lope
- Pulling on the bit
- Hard or rough riding
- Throwing head
- Gaping at the bit
- Constant bumping the bit by rider
- Obvious schooling
- Not backing
- Rearing
- Inconsistent gait



## Ranch Pleasure

A good ranch horse has a free-flowing stride of reasonable length in keeping with its conformation and covering a reasonable amount of ground with little effort. The motion should be balanced and flowing with the head carried in a natural position, keeping with the horse's conformation as dictated by breed standards. The horse should be shown on a reasonably relaxed rein, but with light contact and control. The horse should be responsive to the rider and make timely transitions in a smooth and correct manner. The horse should be soft in the bridle and yield to contact. The ideal ranch horse should have a natural head carriage at each gait.

In all gaits, movement of a ranch pleasure horse should simulate a horse needing to cover long distances, softly and quietly, like that of a working horse. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse should work at a forward speed while remaining under control at all times.

### Class Routine

1. Exhibitors show their horses on the rail at four gaits – walk, trot, extended trot, and lope – in each direction. An extended lope is encouraged but not required. Responsive, smooth transitions should be shown when changing gaits. Horses will be asked to back during the class. The horse may be stopped at any gait except the extended lope.
2. The order to reverse may be executed by turning either towards or away from the rail. Riders may be asked to reverse at the walk or trot.
3. The walk and trot should be free-moving and void of a short-strided motion. The rider is to sit at the trot. It is permissible to sit, 2-point or post at the extended trot. Touching or holding the saddle horn is also acceptable at the extended trot. The lope should be a definite three-beat gait, performed on the proper lead, and showing good use of the hindquarters.
4. The horse's expression should be alert and mannerly without the appearance of a dull, sullen, lethargic drawn or overly tired attitude. Maximum credit should be given to the flowing, balanced and willing horse that gives the appearance of being fit, alert, and a pleasure to ride.

### Scoring Procedure

1. The walk is a natural, flat-footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a level or slightly above level topline with a bright, attentive expression.
2. The trot is a natural two-beat gait demonstrating more forward motion than the western jog.
3. The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above-level topline.

4. The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward-moving stride.
5. The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display an above-level topline with a bright, attentive expression.

### Faults

- Nervous at walk
- Jogging during walk
- Not performing a two-beat trot
- Not performing an extended trot
- Failing to trot both front and back
- Wrong leads
- Breaking gaits
- Not performing a three-beat lope
- Pulling on the bit
- Hard and rough riding
- Throwing head/Out of frame
- Gaping at the bit
- Constant bumping the bit by rider
- Obvious schooling
- Not backing
- Rearing
- Inconsistent gait
- Full draped rein
- Inappropriate speed (too fast or slow)

### Tack and Attire

**General:** Refer to Western Performance

**Attire:** Chinks are optional.

### Equipment:

1. Equipment with silver should not count over good working equipment. Excessive silver on bridles and saddles is discouraged.
2. A breast collar and a rear cinch are suggested.
3. Tail extensions, mechanical hackamores, draw reins, tie-downs, martingales, cavesson nosebands, crops, bats, whips, and roping reins are prohibited.
4. Protective leg wraps, boots and bandages are allowed in Ranch classes.

### Horse Considerations

1. Trimming inside ears is discouraged. Trimming bridle path is allowed. Trimming fetlocks or excessive (long) facial hair is allowed.
2. Hoof black, bands and braids are discouraged, but will not be penalized.



# English Performance

## (Hunt Seat Equitation, Saddle Seat Equitation, English Pleasure, Trail)

### **General**

1. Showmanship at Halter grooming standards will apply.

### **Attire**

1. Either hunt or saddle seat attire, but no mixing of the two.
2. If the judge permits jackets to be removed in hot weather long sleeved shirts must be worn, sleeves down and fastened.
3. More elaborate clothes and/or equipment are permitted but not necessary. Fancy outfits will not be considered in the judge's placing.
4. Suitability of tack and clothes, fit, and cleanliness will be considered.
5. Properly worn and fastened ASTM/SEI approved headgear is required at any time the rider is mounted. Failure to do so results in disqualification.

### **Hunt Seat**

1. Clothing must be clean, neat, and appropriate for hunter classes.
2. Riders must wear coats, boots, breeches/jodhpurs and ASTM/SEI approved headgear.
3. Clean shirts with stock and pin or ratcatcher and choker are preferred.
4. The coat should be any tweed or melton acceptable for hunting.
5. Breeches or jodhpurs should be of traditional conservative shades of buff, gray, rust, beige, or canary. White, black, navy or other very dark colors are not acceptable.
6. Boots should be tall black or brown English style dress, field boots, or jodhpur/paddock boots with or without a matching half-chaps. If jodhpurs are worn with paddock boots, knee straps (garters) and /or pants clips must be worn.
7. Spurs of the unroweled type are optional.
8. Crops are optional.
9. Gloves are optional but preferred in the equitation class and should be leather.

### **Saddle Seat**

1. Clothing must be clean, neat, and appropriate saddle seat attire (informal or formal). Formal attire is permitted only after 6:00 p.m.
2. Riders shall wear a saddle suit or conservative solid coat with matching jodhpurs, and tie.
3. ASTM/SEI approved headgear.
4. Jodhpur boots.
5. Spurs of the unroweled type are optional.

6. Whips and crops are optional. Long whips are prohibited.

### **Equipment**

#### Hunt Seat

1. The judge, at his own discretion, may penalize a horse with non conventional bits, nosebands, or equipment.
2. Martingales, draw reins, hackamores, boots and bandages are all prohibited.

#### Saddle

1. Clean English forward, hunting, or dressage type saddles. Saddles may have suede seats or suede inserts on the skirts.

#### Bridles

1. Regulation snaffle, Pelham, or kimberwick, is required.
2. Plain leather headstalls with cavesson noseband bridles are required.

#### Optional

1. Breast plates are optional.

#### Saddle Seat

1. Draw reins, martingales, hackamores and similar equipment are prohibited.

#### Saddle

1. Flat, English type saddles are required. Hunter, forward seat, and dressage saddles are prohibited.

#### Bridles

1. Full bridles are preferred. Pelham bits are acceptable with double reins.

# Hunt Seat Equitation

### **Hands**

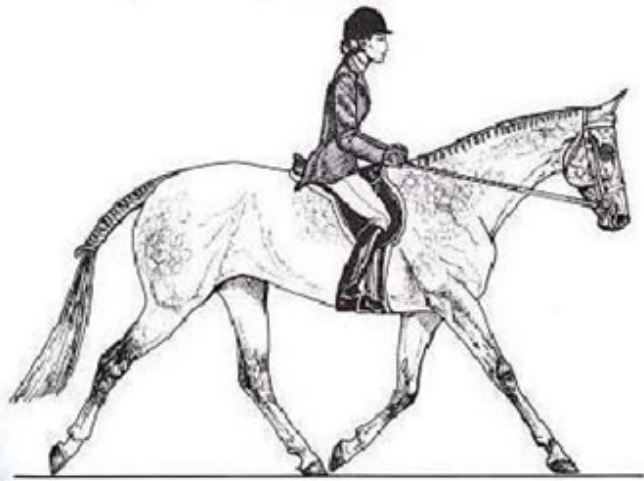
1. The upper arm used in reining is held in a straight line with the body, the elbow bent so the forearm and hand are in a straight line to the bit.

### **Basic Position**

1. The rider should sit erect and proud. (To find the center of gravity sit with a slight bend to the knees without the use of irons.)
2. Eyes should be up and the shoulders back.
3. Toes should be at an angle best suited to the rider's conformation, ankles flexed in, heels down, calf of the leg in light contact with horse and slightly behind the girth.
4. Irons should be placed under the balls of the feet, not on the toes or home, with even pressure on the entire width of the soles and the centers of the irons.



- Foot position should be natural, neither extremely in nor out; however, leg contact should be maintained.



### Position in Motion

- At the walk, sitting trot, and canter, the body should be a couple of degrees in front of the vertical.
- At the posting trot the body should be inclined forward, slight elevation in saddle.
- At the hand gallop the body should have the same forward inclination as at the posting trot.

### Class Routine

- Riders may be asked to do rail work and/ or individual patterns at the discretion of the judge or show management.
- Exhibitors show their horses at a walk, trot and canter; they are worked both ways of the ring at all gaits. Gaited horses should move with the comparable gait according to their breed standard.
- Horses may be asked for an extended trot or hand gallop. No more than seven horses may hand gallop at one time.
- The order to reverse may be executed by turning either towards or away from the rail. Riders may not be asked to reverse at the canter or hand gallop.
- Judges may not transition saddle seat horses without coming to a walk.
- Light contact with the horse's mouth is required.
- Entries shall then line up upon command and any or all riders may be required to execute any appropriate tests included in class requirements. (Judges are encouraged to call for at least two tests from the top exhibitors.)

### Tests the Judge May Choose

Tests may be performed either collectively or individually, and are not all inclusive of what may be asked for in a pattern. Instructions must be publicly announced.

- Halt and/or back.
- Hand gallop.

- Figure eight at trot, demonstrating change of diagonals. At left diagonal rider should be sitting the saddle when the left front leg is on the ground; at right diagonal, rider should be sitting when the right front leg is on the ground; when circling clockwise at a trot, rider should be on the left diagonal; when circling counterclockwise, rider should be on the right diagonal.
- Change of diagonal down center of arena.
- Figure eight at canter on correct lead demonstrating a simple change of lead. (This is a change whereby the horse is brought back to a walk or trot and restarted into a canter on the opposite lead.) Figures to be commenced in center of two circles so that one change of lead is shown.
- Riders may be asked pertinent questions about equitation, horses and equipment. All riders to be asked the same question.
- Turn on the forehand.
- Ride without irons or drop and pick up irons.
- Figure eight at the canter on correct lead, demonstrating flying change of lead.
- Change leads down center of ring demonstrating simple change of lead.
- Execute a serpentine at a trot and/or canter on correct lead. Demonstrate riding a series of left and right half circles off center of imaginary line where correct diagonal or lead change (designated simple or flying) must be shown.
- Canter on counter lead.

### Faults

The judge will determine the appropriate classification of a fault based upon the degree and /or frequency of the infraction. These are the faults that the judge may penalize an exhibitor for. These are listed from least severe to most severe.

- Break of gait at walk or trot up to two strides
- Over/under turn of  $\frac{1}{8}$  to  $\frac{1}{4}$  turn
- Tick or hit of cone
- Obviously looking down to check leads or diagonals
- Loss of contact between legs and saddle or between foot and iron
- Not performing the specific gait or not stopping when called for in the pattern within 10 feet (3 meters) of the designated location
- Missing a diagonal up to 2 strides in the pattern or on the rail
- Incorrect lead or break of gait (except when correcting an incorrect lead at the canter)
- Complete loss of contact between rider's hand and the horse's mouth
- Break of gait at walk or trot for more than two strides
- Loss of iron
- Touching withers or pommel of saddle
- Head carried too low and or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- Loss of rein
- Missing a diagonal for more than two strides
- Failure to stay on the correct diagonal





- 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 crop in front of girth
- Lack of control
- Knocking over the cone
- Failure to wear correct number/wear number properly
- Abuse of horse or excessive schooling
- Fall by horse or rider
- Illegal use of hands on reins
- Use of prohibited equipment
- Going off pattern
- Working on wrong side of cone
- Failure to follow pattern correctly, including failure to execute correct lead or gait
- Blatant disobedience, including kicking, pawing, bucking and rearing

#### According to severity:

- Excessive body motion
- Incorrect body position
- Improperly fitted outfit
- Dirty attire
- Un-groomed horse
- Unclean equipment
- Over-flexing at the poll
- Inappropriate speed (too fast or slow)

## Saddle Seat Equitation

#### Class Routine

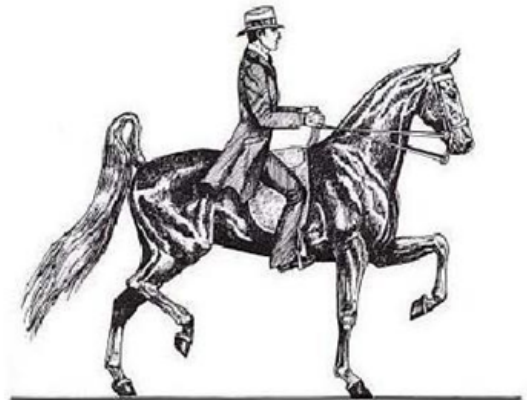
1. Riders may be asked to do rail work and/ or individual patterns at the discretion of the judge or show management.
2. Exhibitors show their horses at a walk, trot and canter; they are worked both ways of the ring at all gaits. Gaited horses should move with the comparable gait according to their breed standard.
3. Horses may be asked for an extended trot or hand gallop. No more than seven horses may hand gallop at one time.
4. The order to reverse may be executed by turning either towards or away from the rail. Riders may not be asked to reverse at the canter or hand gallop.
5. Judges may not transition saddle seat horses without coming to a walk. Horses shall change gaits from a walk.
6. Contact with the horse's mouth is required.
7. All horses must be serviceably sound.
8. Riders shall then line up upon command and any or all riders may be required to execute any appropriate tests included in class requirements. (Judges are encouraged to call for at least two tests from the top exhibitors.)

#### Hands

1. The upper arm used in reining is held in a straight line with the body, the elbow bent so the forearm and hand are in a straight line to the bit.

#### Basic Position

1. The rider should sit the saddle so that his/her weight and center of gravity is in harmony with the horse.
2. The stirrup length should be adjusted so that there is a slight bend in of the rider's knees to permit the legs and body to assume the correct position.
3. The stirrup iron should be placed under the ball of the foot (not toe or home) with even pressure on the sole of the foot and the center of the iron.
4. The foot position should be natural (neither extremely in nor out).



#### Position in Motion

1. Walk slight motion in saddle.
2. Trot: slight elevation in saddle posting, not mechanical up-and-down nor swinging forward and backward.
3. Canter: close seat, going with horse.
4. Running walk: slow, four-beat gait, intermediate in speed between the walk and rack. The hind foot oversteps the front foot from a few to as many as 18 inches, giving the motion a smooth gliding effect. Riders do not post.

#### Tests the Judge May Choose

Tests may be performed either collectively or individually, and are not all inclusive of what may be asked for in a pattern. Instructions must be publicly announced.

1. Pick up reins.
2. Back for no more than eight steps.
3. Performance on rail.
4. Performance around ring.
5. In the line up feet disengaged from the irons, feet engaged.
6. Change of diagonals down center of ring or on the rail.
7. Circle at a trot.



8. Figure eight at trot, demonstrating change of diagonals. At left diagonal, the rider should be sitting saddle when left front leg is on the ground; at right diagonal, rider should be sitting when right front leg is on the ground. When circling clockwise, rider should be on the left diagonal; when circling counter-clockwise, rider should be on the right diagonal.
9. Figure eight at the canter on the correct lead demonstrating simple change of lead. (This is a change whereby the horse is brought back to a walk and restarted into a canter on the opposite lead.) Figures commenced in center of two circles so that one lead change is shown.
10. Riders may be asked pertinent questions about equitation, horses, and equipment. All riders are to be asked the same question.
11. Execute serpentine at a trot. A series of left and right half circles off center of imaginary line where correct diagonal must be shown.
12. Execute a serpentine at the canter executing a simple change of lead.
13. Change leads down center of ring or on rail demonstrating simple change of lead.
14. Ride without irons for a brief period of time. Riders may be asked to engage or disengage irons at a walk or halt.

### **Faults**

The judge will determine the appropriate classification of a fault based upon the degree and /or frequency of the infraction. These are the faults that the judge may penalize an exhibitor for. These are listed from least severe to most severe.

- Break of gait at walk or trot up to two strides
- Over/under turn of  $\frac{1}{8}$  to  $\frac{1}{4}$  turn
- Tick or hit of cone
- Obviously looking down to check leads or diagonals
- Loss of contact between legs and saddle or between foot and iron
- Not performing the specific gait or not stopping when called for in the pattern within 10 feet (3 meters) of the designated location
- Missing a diagonal up to 2 strides in the pattern or on the rail
- Incorrect lead or break of gait (except when correcting an incorrect lead at the canter)
- Complete loss of contact between rider's hand and the horse's mouth
- Break of gait at walk or trot for more than two strides
- Loss of iron
- Touching withers or pommel of saddle
- Head carried too low and or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- Loss of rein
- Missing a diagonal for more than two strides
- Failure to stay on the correct diagonal
- 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 crop in front of girth
- Lack of control

- Knocking over the cone
- Failure to wear correct number/wear number properly
- Abuse of horse or excessive schooling
- Fall by horse or rider
- Illegal use of hands on reins
- Use of prohibited equipment
- Going off pattern
- Working on wrong side of cone
- Failure to follow pattern correctly, including failure to execute correct lead or gait
- Blatant disobedience, including kicking, pawing, bucking and rearing

### **According to severity:**

- Excessive body motion
- Incorrect body position
- Improperly fitted outfit
- Dirty attire
- Un-groomed horse
- Unclean equipment
- Over-flexing at the poll
- Inappropriate speed (too fast or slow)

## English Pleasure

Hunt Seat, Hunt Seat Pleasure-Pleasure Type (such as Arabian, Half-Arabian, Morgan, and Saddlebred, etc) and Saddle Seat are class divisions and not separate events.

### **Class Routine**

1. Exhibitors show their horses at a walk, trot and canter; they are worked both ways of the ring at all gaits. Gaited horses should move with the comparable gait according to their breed standard.
2. Horses may be asked for an extended trot or hand gallop. No more than seven horses may hand gallop at one time.
3. The order to reverse may be executed by turning either towards or away from the rail. Riders may not be asked to reverse at the canter or hand gallop.
4. Light contact with the horse's mouth is required.
5. Entries shall then line up upon command and any or all riders may be required to execute any appropriate tests included in class requirements. (Judges are encouraged to call for at least two tests from the top exhibitors.)

### **Scoring Procedure**

1. In hunt seat, the entry will be judged on suitability to purpose, head carriage, gait and control. Bit contact should be maintained.
2. In saddle seat, the horses are to be judged on performance and ability to give a good pleasure ride with emphasis on style, manners, and gait. Bit contact shall be maintained.



The following terminology shall apply to all English classes whenever a specific gait is called for.

### **Walk:**

**Hunt Seat** - forward, working walk, flat-footed. Extremely slow to be penalized.

**Saddle Seat** - flat-footed, rapid, and elastic. Jiggy walk is penalized.

### **Trot:**

**Hunt Seat** - Long, low, ground covering. Smoothness is more essential than speed. Cadenced and balanced. Excessive knee action is penalized.

**Saddle Seat** - square, collected and balanced with forward motion. Extreme speed is to be penalized.

When asked for an extended trot the horse moves out by extending its stride, but with the same smooth action.

### **Running walk:**

Slow, four-beat gait, intermediate in speed between the walk and rack. The hind foot oversteps the front foot from a few to as many as 18 inches, giving the motion a smooth gliding effect. Riders do not post. The head may bob up and down in rhythm with the stride.

### **Canter:**

Over-collected, four-beat canter and excessive speed to be penalized

**Hunt Seat** - smooth free moving and straight on both leads. The stride should be suitable to cover ground following the hounds.

**Saddle Seat** - Smooth, collected and straight on both leads.

### **Hand gallop:**

Should be a definite lengthening of stride with a noticeable difference in speed. The horse should be under control at all times.

### **Faults**

- Wrong lead at the canter
- Excessive speed or excessive slowness
- Charging
- Excessive throwing of the head
- Going sideways
- Swishing tail
- Bad manners
- Failure to back
- Horse bent to outside of the ring

## Trail Class

The purpose of this class is to give the member an opportunity to demonstrate the results of training given their mount. The suggested obstacles are designed to meet this purpose, yet have

a practical application to situations the rider may meet on the trail.

### **General**

1. Ponies and horses may be included in the same class or separate classes as entries warrant.
2. The class should include five to eight obstacles; as number of entries, time, and length of show will permit. If entries are too numerous for the time allotted, elimination trials may be scheduled to reduce the number of participants to a desired number for the final competition.
3. Time limits may be imposed on trail courses and/or obstacles.
4. Trail class pattern diagram must be posted at least one hour prior to the class. If there are time limits for the completion of the pattern they must be posted with the pattern.
5. All contestants will gather at the arena in designated waiting area. At the proper time, upon call, the contestants will enter the arena and perform on the obstacle course individually.
6. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, trot, lope or canter) somewhere between obstacles as part of the pattern. Gaited horses should move with the comparable gait according to their breed standard.
7. This class will be judged on the performance of the horse over the obstacles, with emphasis on manners, response to the rider, and attitude. Horse shall be penalized for any unnecessary delay while approaching the obstacles.
8. Judges are required to check the trail course and each obstacle for safety prior to beginning the class.
9. Management, when setting courses, should keep in mind that the idea is not to trap a horse, or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. If difficult courses are set, junior trail should be less difficult. When the distances and spaces are measured between all obstacles, the inside base to inside base measurement of each obstacle considering the normal path of the horse, should be the measuring point. Enough space must be provided for a horse to jog [at least 30 feet (9 meters)] and lope [at least 50 feet (15 meters)] for the judges to evaluate these gaits.
10. If disrupted, the course shall be reset after each horse has worked. In the case that a combination of obstacles is used, the course cannot be reset until the contestant finishes the entire course regardless of where any disruption occurs.

### **Attire**

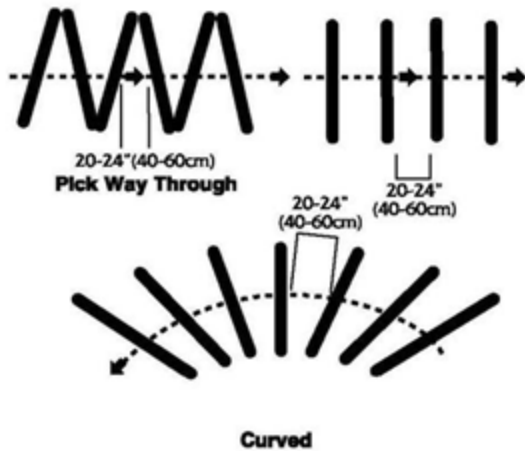
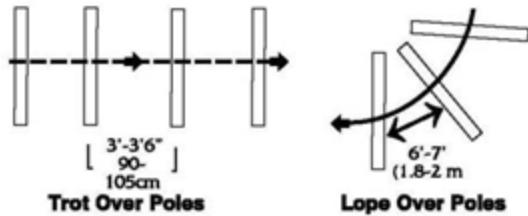
1. The exhibitor must elect Western or English, no mixing.
2. Properly worn and fastened ASTM/SEI approved headgear is required at any time the rider is mounted. Failure to do so results in disqualification.

**Equipment**

1. Must match attire selection.

**Mandatory Obstacles**

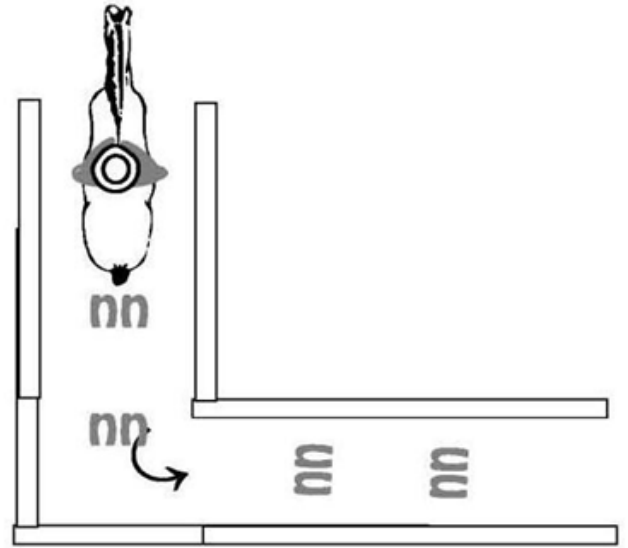
1. Open, pass through, and close gate. (Use a light swinging gate with a latch or rope gate, which the rider can reach from the saddle.) Only one hand may be used on the reins. It is permissible to use two hands when riding English or when riding a Junior Horse with a snaffle or bosal. It is permissible to change reining hand before opening gate, if the gate is in such a position as to justify a change. The free hand must remain in contact with the gate or latch. When gate is latched, resume normal rein hand, if necessary. Rider must remain in the saddle.
2. Ride over at least four logs.



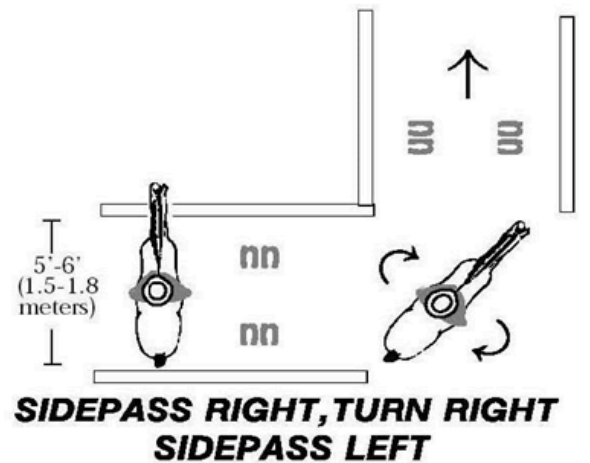
3. Ride over a wooden bridge.

**Optional Obstacles**

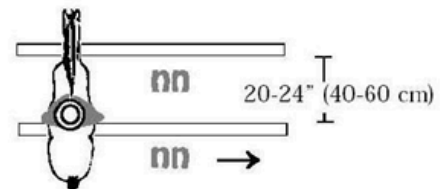
1. Drape raincoat over rider's shoulders, and over horse's neck and rear quarters.
2. Back through an L-shaped obstacle.



3. Ground tie.
4. Side-pass.



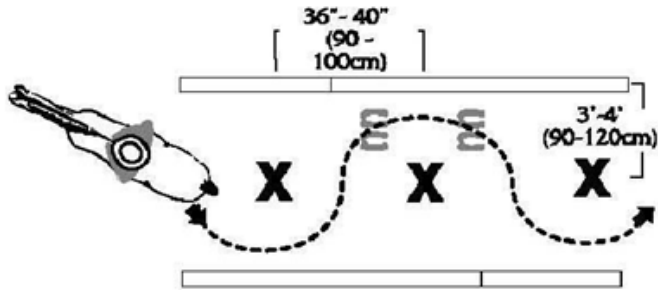
**SIDEPASS RIGHT, TURN RIGHT  
SIDEPASS LEFT**



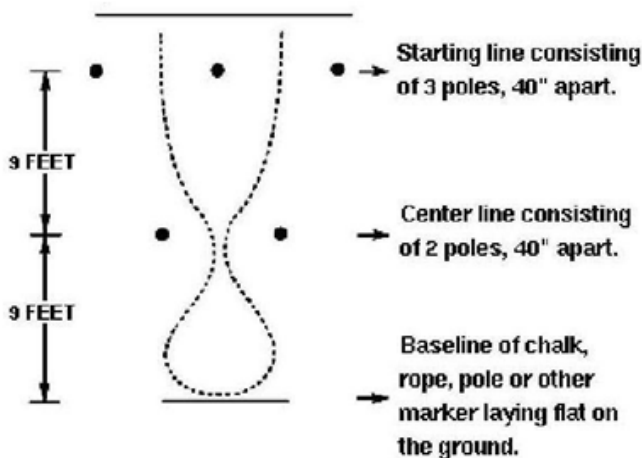
**FRONT FEET INSIDE OR  
BACK FEET INSIDE**

5. Remove and replace materials from a mailbox.
6. Back through and around three markers set in either a triangle or a straight line.





7. Jump hurdles. This can be one hurdle, no higher than 12 inches. (Show's option to require riders to be mounted or dismounted.)
8. 360 degree turn in a square. The obstacle will consist of four logs, each 5-to-6 feet in length, arranged in a square. Each contestant will enter the square by stepping over a log or rail at the designated side. When all four feet are inside the square, the rider should execute a 360-degree turn (right or left), pause, and depart by stepping over the log or rail opposite the side of entry.
9. Back through obstacles as shown below. Beginning on either the right or left of the center pole, each rider will back across the starting line, proceed through the center line cones, turn without touching the baseline, back through the center cones and across the finish line on the side opposite the side of entry



6. Rocking or moving bridge
7. Water obstacle
8. Flames, dry ice, fire extinguisher, etc.
9. Logs or poles elevated on logs or poles
10. Plastic tarps.

### **Faults**

The judge will determine the appropriate classification of a fault based upon the degree and/or frequency of the infraction. These are the faults that the judge may penalize an exhibitor for and are listed from least severe to most severe.

- Excessive speed or slowness
- Nervousness in the horse
- Tick of log, pole, cone, plant or any component of an obstacle
- Hit of log, pole, cone, plant or any component of an obstacle
- Incorrect or break of gait at walk or jog for two strides or less
- Both front or hind feet in single stride space
- Skip space
- Split pole in lope over
- Incorrect number of strides
- Incorrect or break of gait at walk or jog for two strides or less
- Knock down or severely disturb obstacle
- Fall or step out of obstacle with one foot
- Miss a pole in series of obstacle with one foot
- Drop object on course, let go of gate or drop rope gate but regain control
- 1st or 2nd refusal on course
- Use hand to instill fear or praise on course
- Fall or step out of obstacle with more than one foot
- Miss a pole within a series of an obstacle with more than one foot
- Blatant disobedience
- Holding saddle
- Inappropriate use of two hands
- Illegal use of romal
- Perform obstacle incorrectly, out of order or no attempt
- Equipment failure
- Excessive touching the horse on neck
- 3rd cumulative refusal
- Failure to show correct lead or gait
- Excessive schooling
- Failure to complete gate obstacle

### **Unacceptable Obstacles**

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

1. Tires
2. Animals
3. Hides
4. PVC pipe (It is too light and is easily moved. It also will become brittle with age and if it is stepped on, it can collapse and become stuck on the foot.)
5. Dismounting except to ground tie or lead over a hurdle



# Game Classes

## (Barrels, Poles, Key Race, and Jumping Figure 8)

### General

1. A rider may ride only one horse in a Game class. The pattern may be run only one time, in accordance with Rule 1 (General Horse Show Rules).
2. Contestant must enter the ring wearing a helmet properly worn and fastened. Failure to do so results in disqualification.
3. Spurs are permissible if used behind the cinch; not to be used in excess.
4. Wide flat leather bat or your hand is permitted if used behind the cinch.
5. Excessive use of bats or spurs or abuse of mount will be cause for disqualification.
6. A two-handed ride is optional. The rider may change hands. Touching the saddle or holding on to the saddle horn or pommel is permitted.
7. No re-rides due to breakage of equipment or fall of horse or rider will be permitted once the contestant has entered the course. See Horse Show General Rules #14 for description of falling.
8. A 21-foot or more running start inside the arena, prior to the timeline, must be provided.
9. The arena gate must be closed before a contestant crosses the starting line. This is a safety issue not a disqualification.
10. A running start from outside the arena is not permitted.
11. Horses must stop their forward motion by breaking stride or circling before they begin their run.
12. Contestants are not allowed to go past the imaginary starting line or to circle through the pattern before starting the run.
13. An electric timer or at least two stop watches shall be used. If the electric timer fails, the rider will have the option of a re-ride or the back-up time.
14. In the event of a tie, the horse declared the winner in the run-off must run the pattern within 2 seconds of its original time or the run-off must be held again.
15. Intentionally dropping of the reins during a timed event constitutes a disqualification, and is a disqualification enforced from the time a contestant enters the ring until he/she leaves the ring.

### Attire

1. Must wear western boots, ASTM/SEI approved headgear properly worn and fastened, western pants or jeans; belt is optional; dress or western shirt with long sleeves with the sleeves rolled down and fastened, and collar (band, standup, tuxedo, etc.).
2. Vest, jacket and sweater are optional.
3. Chaps are optional.
4. All 4-H'ers participating in any 4-H sponsored mounted activity are required to wear ASTM/SEI approved protective headgear, properly worn and fastened.

Failure to do so results in disqualification. Helmet not properly fastened, resulting in helmet sliding back on neck, sliding off the head, or falling to the ground, will result in disqualification. This includes ALL 4-H mounted exhibitors, at any time, while on the show grounds.

### Equipment

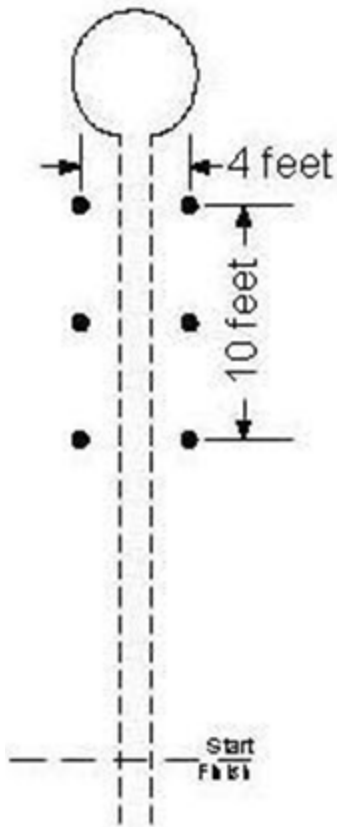
1. Western saddle and bridle.
2. A bosal or hackamore, tie down, martingale, skid, shin and bell boots permitted.
3. Wide, flat, leather bat and spurs optional.
4. Whips, quirts, and crops are prohibited.
5. Curb chains or straps must lie flat and be at least 1/2 inch wide.
6. Protective leg wraps, boots and bandages are allowed in game classes.

### Faults

- Slow time.
- Knocking down an obstacle is a disqualification at the State Horse Show. Knocking down an obstacle is a time penalty at the County Qualifying Show. The time penalty is 3 seconds for each obstacle knocked down. The same penalty must be used in all events. A penalty may be assessed only once per obstacle knocked down (i.e. once per pole, jump, barrel). Rider must still perform the pattern in the prescribed manner.
- Not going around an obstacle, even if knocked down is a disqualification for not completing the prescribed pattern.
- A tipped obstacle is not a determining factor in determining Danish System placings. The total time of the ride, including any penalty, is the determining factor in the Danish System.
- Touching or steadying an obstacle with a hand shall be a disqualification.
- Any break in pattern will mean disqualification. Backing, changing of direction or similar is NOT considered breaking of pattern.

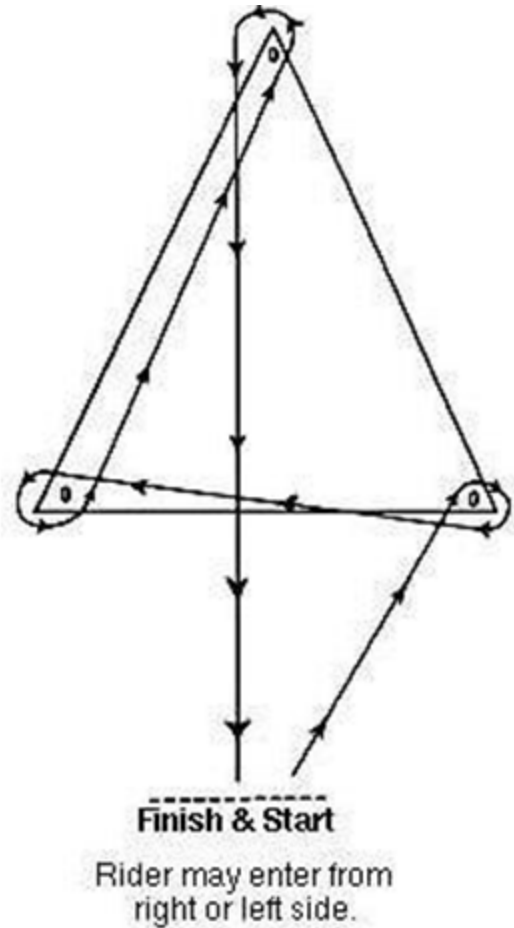


## Key Race



- In this event, the horse and rider who completes the key pattern in the fastest time is the winner.
- Contestant races at least 75 feet from starting line to entrance of key.
- Key hole consists of 3 poles on each side of the entrance. Opening is 4 feet wide by 10 feet long.
- The rider must race down, enter key hole through entrance way, ride through the 10 foot lane, turn around and race back through the entrance way to the finish line.

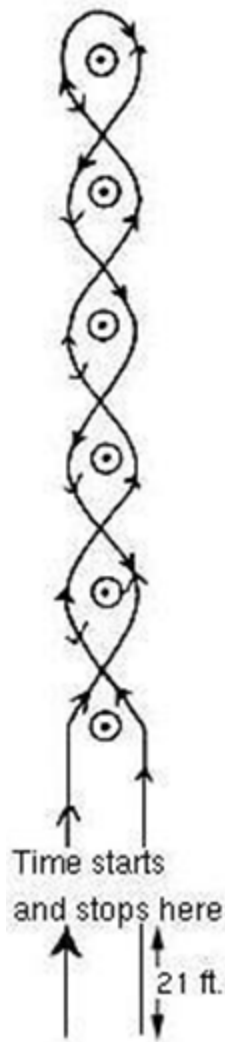
## Cloverleaf Barrel Race



- In this timed event, the horse and rider who complete the cloverleaf pattern in the fastest time are the winners.
- The arena size and condition will logically determine the size of the pattern.
- Rider may start the pattern from the right or left side.
- Barrels should be 55-gallon size and white or painted white. They are required to be plastic or rubber. No metal barrels.
- If barrel covers are used, only white vinyl covers with or without the 4-H logo are permitted.

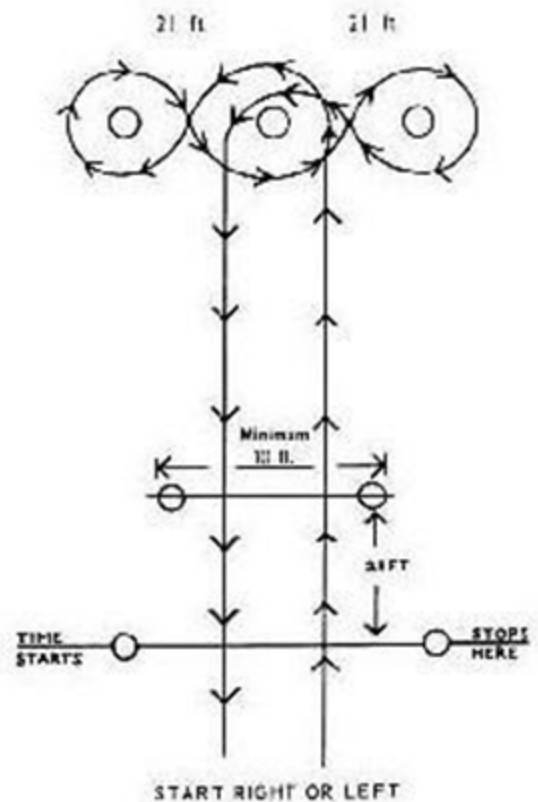


## Pole Weaving



- In this timed event, the rider who weaves through the six- pole pattern in the fastest time is the winner.
- Poles are spaced 21 feet apart. The first pole is set 21 feet from the timeline.
- Poles should be white or painted white, 80 to 96 inches in height; poles should all be of the same type and height; plastic pipe with rubber bases are preferred.
- Rider may enter the pattern on the right or left side of the first pole.

## Jumping Figure 8



- In this timed event, the horse and rider who completes the pattern successfully in the fastest time is the winner.
- A plastic pole (ten-foot long minimum to twelve foot maximum) is set on standards, a minimum of 12 inches and a maximum of 18 inches off the ground and 21 feet beyond the starting line. The pole will be white schedule 40 or better PVC, 1.5 inches in diameter, a single piece with no splices. An upright pole, 80 to 96 inches in height, must be placed on both ends of the jump and are considered part of the obstacle.
- Three barrels are placed parallel to the starting line. Barrels are to be 21 feet apart, between the barrels. Barrels should be 55-gallon size and white or painted white. They are required to be plastic or rubber. No metal barrels.
- If barrel covers are used, only white vinyl covers with or without the 4-H logo are permitted.
- Contestants are to pass the starting line, jump the pole and complete a double figure eight around the barrels (see diagram), return and jump pole, and cross the finish line.





## Appendix 1: Show Management Considerations

The contents of this appendix are guidelines only. They are not requirements.

Public show announcement should be made well in advance, giving the date, time, and location of the show (judge's name may also be given). It should tell when, where, and how participants are to make entries. Every show announcement should carry a full description of the show and the events, including list of classes, entry fees, age divisions and awards.

The management should provide the following facilities: Show ring of adequate size and conditions. Suggested arena size should be a minimum of 100 feet x 175 feet. (Regulation horse show ring is 125 feet x 225 feet.) Equipment necessary for officials and classes offered. Parking and seating for spectators. Exercise area for use by exhibitors. Restrooms, food, drinking water, and other considerations for the comfort of exhibitors and spectators.

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

All decisions of the judge will be considered final. Management should require the judge to make a reasonable effort to give reasons for the placing either individually or using the public address system, at the judge's discretion.

Separate classes based on the age of the exhibitor should be provided at the show management's discretion. When the number of entries is large, the management should reserve the right to have preliminary selections.

### Delegation of Responsibilities

A smooth-running show results from careful planning and delegation of responsibilities to capable and reliable individuals. After the date and location of the show have been determined, the show management should appoint committees or individuals to assume definite responsibilities. The following suggestions are offered for your information and consideration:

#### **Committees**

1. Finance
2. Entries
3. Publicity
4. Equipment
5. Trophies and ribbons
6. Grounds and facilities
7. Premium list & program
8. Veterinarian
9. Farrier

#### **Work Details**

1. Program Sale
2. Gate and ticket sale
3. Stall Assignment
4. Food Concession
5. Decoration

#### **Show Officials**

1. Chairman
2. Judge
3. Announcer
4. Ringmaster
5. Gateman
6. Secretary
7. Ring clerks

#### **Protection**

1. First Aid
2. Ambulance
3. Fire Protection
4. Police Protection
5. Liability Insurance

6. Ring maintenance-grounds
7. Clean-Up
8. Ring Crew - Equipment

## State 4-H Horse Show Trip Selection Process

The following State 4-H Horse Show Trip Selection must be used for all counties in deciding their State 4-H Horse Show trip winners.

### **Step 1 – Decide your point system.**

First place	6 points	10 points
Second place	5 points	9 points
Third place	4 points	8 points

Continue through 6 or 10 places for point assignments.

No red ribbons earn points

Points are earned for horse and rider combination.

A 6 point system should be used if there are 50 or under 4-H Horse Show participants at your qualifying horse show.

A 10 point system should be used if there are 50 or over 4-H Horse Show participants at your qualifying horse show.

### **Step 2 – Determine the classes that earn points.**

<b>Games</b>	<b>Performance</b>
Barrels	Western or Ranch Pleasure
Poles	Western Horsemanship
Keyhole	Showmanship
Jumping Figure 8	Trail
	Hunt Seat Pleasure
	Hunt Seat Equitation

If your county has a high participation in English classes, you may separate our English classes to its own trip.

Trail has its own quota. Trail quota participation must come from state horse show trip winners.

### **Step 3 – Points allocation for Games**

- **All Together:** All participants compete together and the fastest time in each event earns points.
  - All Together example: fastest time in games would get points.
- **Grade Divisions:** Participants would earn points based on fastest time in grade division
  - Grade Division examples – fastest time in a game class in Grades 6-8 would earn points, and then fastest time in a game class in Grades 9+ would earn points, etc.
  - Grades 3-5 can earn points if county offers county awards for them. They are not eligible for state horse show trips so if no county awards offered no points need to be kept.



**Step 4 – Points allocation for Performance**

- **All Together:** Judge would choose a lineup for all participants in the event and points would be assigned to top performance horse.
  - All Together example: Best overall performance horse in each event would get points.
- **Grade Divisions:** Judge would choose a lineup in each grade division in event and points would be assigned.
  - Grade Division examples – Best overall performance horse in a performance class in Grades 3-6 would earn points, and the best performance horse in a performance class in Grades 9+ would earn points, etc.
  - Grades 3-5 can earn points if county offers county awards for them. They are not eligible for state horse show trips so if no county awards offered no points need to be kept

**Step 5 – Horse Show Trips Allocated by Quota**

1. Even distribution between performance and games.
2. Distribution of trips according to percentage of horses in performance and games.
3. Distributions of trips includes an English trip breakout.

**Step 6 – Tie Breakers**

1. Participant with the most first places.
2. Participant with the most second places.
3. Participant with the most third places.
4. Draw out of a hat.

## Revision History

**November 2023**

- Horse Training - Added Win-A-Horse requirement
- Horse Training - Added helmet requirement
- Drill Team - General Rules - Modified rider substitution
- Drill Team - Changed Quad Class to Limited Short Program
- Drill Team - Changed Compulsory Routine

**November 2022**

- Drill Team - General Rules - added rule for tie breakers
- Drill Team - Changed Compulsory score card
- Drill Team - Added Compulsory length maximum is 10 minutes
- Horse Show - General Rules added a flag holder requirement
- Horse Show - General Rules clarified only one rider per horse at State Show
- Horse Show - General Rules clarified tack and appointments to include Ranch Pleasure
- Showmanship at Halter - added 2 additional faults
- Trail - added faults
- Games - Jumping Figure 8 clarified 21 feet between the barrels

**April 2022**

- Addition of Ranch Pleasure Class

**November 2021**

- Drill Team – Class Routine – changed routine for Compulsory Teams.
- Drill Team – Music – Remove CDs wording and changed to music media.
- Drill Team – Disqualification – added rider dismount clarification.
- Drill Team – Music – updated music selection rules.
- Drill Team – Flag Procedures – Removed banner and pennants wording from all Flag procedures.
- Drill Team – Flag Procedures – Added flag size description and minimum number of flags.
- Drill Team – Quad Score Card – changed required maneuvers.
- Drill Team – Freestyle Score Card – changed required maneuvers.
- Western Horsemanship – Updated Basic Position and Position in Motion guidelines.

**November 2020**

- No revisions.

**November 2019**

- Drill Team - General Rules - Updated and defined Large and Small Freestyle and Compulsory Drill Teams, time out rule, no rider substitutions, and clarified horse ID and Coggins procedure for events,
- Drill Team - Attire - Clarified number position for English Riders and deleted Freestyle 5 riders and Under.
- Drill Team - Music - Defined music procedure for drill team events and penalty for music over or under submitted time.
- Drill Team - Freestyle - updated wording, define salutes, time limits for events, and faults,
- Drill Team - Quad - .Class Routine - Clarify salutes during routine.
- Drill Team - Compulsory - Changed Compulsory Drill pattern, Clarified salute during routine, class routine and faults.
- Drill Team - Updated score cards for Freestyle, Quad and Compulsory Drills.
- Games - General Rules - added penalty for intentionally dropping reins,
- Games - Faults - Updated faults for State and County events.

**November 2018**

- Miniature Horse – Showmanship – updated patterns choices. Deleted old patterns.
- Miniature Horse – Showmanship – updated patterns choices. Deleted old patterns.
- Miniature Horse – Showmanship – updated arena entry wording.
- Horse Show General Rules – clarified having your horse under control.
- Western Horsemanship – updated tests wording.
- Hunt Seat Equitation – updated tests wording.
- Saddle Seat Equitation – updated tests wording.



**December 2017**

- Drill Team – added Excessive coaching wording.
- Drill Team Music – updated requirements, changed Compulsory Drill pattern and replaced score card.
- Miniature Horse – updated attire, added example label for obstacle course diagram.
- Horse Show General Rules – clarified one horse rule, added Excessive coaching wording.
- Showmanship – clarified Arabian tack requirement, updated quarter method requirement, deleted pull turn wording, updated showmanship faults.
- Western Performance Attire – updated chaps wording. Western Horsemanship – updated faults section.
- English Performance Attire – updated half chaps wording. Hunt Seat Equitation – updated faults section.
- Saddle Seat Equitation – updated faults section.
- Games – updated helmet requirement wording, updated attire in regards to belts being optional, updated tipped obstacle wording, added barrel covers rule.
- State 4-H Horse Show trip selection process replaced the point system.

**November 2016**

- Project Requirements – clarify records requirement and equine definition.
- Horse Training – added use of miniature horses in training program.
- Drill Team Activity – clarified horse substitution language, updated music requirements, updated flag disqualifications and updated score cards for Freestyle, Quad and Compulsory classes.
- Miniature Horse Program – clarified qualifying horse show rules, added Trail in Hand Unapproved Obstacle list.
- Horse Show General Rules – clarified use of the same horse language.
- Showmanship – updated method of showing guidelines.
- Western Performance – deleted twisted wire under Snaffle Bits list.
- Trail Class – clarified unacceptable obstacles
- Games Class – updated disqualifications and penalties.

**November 2015**

- Game Classes – clarified barrel requirements to remove metal barrels.
- Game Classes Attire – changed spurs rule to delete with movable rowels. Also updated attire rule to include definition of a collar on shirts.
- Western Performance Attire - updated attire rule to include definition of a collar on shirts.
- Horse Training Program – added rule regarding signed Training and Achievement books for the horse training program.

**November 2014**

- 4-H Horse Project – updated wording with MN 4-H Horse PDC.

- Member Achievement Program – updated eligibility and requirements, added Level 6 and General Information.
- Horse Training Program – updated objectives, Requirements, added eligibility for Steps 1-5 Training, Step 6 Training and General Information
- Western Heritage – updated eligibility.
- Miniature Horse – updated eligibility.
- Horse Show General Rules – clarified definition of a fall in judged events, updated exhibitor number rule for Saddle Seat riders, updated qualifying shows, tack and equipment wording.
- Western Performance – clarified headstall rules, added no gag bits rule, clarified unsoundness wording.
- English Performance – updated Hunt Seat attire.
- Saddle Seat Equitation – clarified unsoundness wording.
- Trail Class – deleted water obstacle as an optional obstacle.
- Change Request Form – updated form and clarified wording.

**November 2013**

- General Rules – clarify definition of a fall.
- General Rules – updated number rule.
- Games – updated helmet rule for games.
- Games – revised pattern disqualification for games.
- Games – updated wording for determining winner in game classes so it was consistent for all game classes.
- Games – updated cloverleaf barrels, pole weaving, jumping figure 8 in regards to equipment and position of equipment
- Western Performance – updated mouthpiece requirements.
- Trail – updated gate requirements.
- Miniature Horse – updated Trail in Hand procedure.

**November 2012**

- Updated Drill Team description, eligibility and rules.
- Horse Show General Rules – updated wrong number or no number disqualification.

**November 2011**

- Jumping Figure 8 - changing the schedule of PVC used. The pole will be white schedule 40 or better PVC, 1.5 inches in diameter, a single piece with no splices.

**November 2010**

- No revisions.

**November 2008**

- No revisions.

**November 2007**

- Show rules – wrong number disqualification
- Horse Related – trip award clarified
- Showmanship – western hat clarified
- Jumping figure 8 – pole clarified



Minnesota 4-H Horse Program Rulebook change requests are opened in September. [click here \(https://z.umn.edu/4-Hhorserulebookchangerequest\)](https://z.umn.edu/4-Hhorserulebookchangerequest)

The deadline for the proposed change forms is October 1st. All the proposed rulebook changes will be organized and then sent to the State 4-H Horse Project PDC members to discuss at the Regional Meetings in October. Rulebook changes will be voted on at the State 4-H Horse PDC meeting in November.