



NYS 4-H Horse Equine Show Rule Book

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CONTENTS

G100 : GENERAL RULES	5
G110 Mission	5
G120 Equal Opportunity	5
G130 Sportsmanship	5
G140 Horsemanship	5
G150 Conduct	5
G160 Protocols	6
G200 : SHOWMANSHIP AT HALTER	12
G210 Class Description	12
G220 Tack and Equipment	12
G230 General Specifications	12
G240 The “Quarter” System	14
G300 : TRAIL CLASS	15
G310 Class Description	15
G320 Personal Attire and Appointments	15
G330 Tack and Equipment	15
G340 General Specifications	15
G400 : COSTUME CLASS	18
G410 Class Description	18
G420 Personal Attire and Appointments	18
G430 Tack and Equipment	18
G440 General Specifications	18
G500 : GYMKHANA	20
G510 Description	20
G520 Personal Attire and Appointments	20
G530 Tack and Equipment	20
G540 General Specifications	21
G550 Pattern Description	24
G600 : MOUNTED GAMES	32
G610 Description	32
G620 Personal Attire and Appointments	32
G630 Tack and Equipment	32
G640 General Specifications	33
G650 Game Descriptions and Props	41



G660 Equipment Needed for One Lane to do All Games	46
G670 Official Game Inspection Sheet	48
G700 : DRILL, PARADE, AND QUADRILLE TEAM	49
G710 Description	49
G720 Personal Attire and Appointments	49
G730 Tack and Equipment	49
G740 General Specifications	49
G750 Drill Team	52
G760 Parade Team	57
G770 Quadrille Team	59
G800 : RANCH HORSE	64
G810 Description	64
G820 Personal Attire and Appointments	64
G830 Tack and Equipment	64
G840 General Specifications	65
G850 Ranch Horse Trail	65
G860 Ranch Equitation	71
G870 Ranch Pleasure	72
G880 Ranch Riding	73
G890 Ranch Discipline Rail	76
G900 : WESTERN DIVISION	78
G910 Description	78
G920 Personal Attire and Appointments	78
G930 Tack and Equipment	78
G940 General Specifications	80
G950 Stock Seat Equitation	81
G960 Western Pleasure	82
G970 Discipline Rail Class	83
G980 Horsemanship Class	85
G990 Western Road Hack Class	85
G1000 : DRIVING DIVISION	87
G1010 Description	87
G1020 Personal Attire and Appointments	87
G1030 Tack and Equipment	87
G1040 General Specifications	88
G1050 Classes and Age Divisions	89
G1100 : MINIATURE EQUINE	103
G1110 Description	103
G1120 Personal Attire and Appointments	103
G1130 Tack and Equipment	103
G1140 General Specifications	104



G1150 Obstacle Halter – Miniature Equine	104
G1160 Jumper and Hunter – Miniature Equine	105
G1170 Jumper – Miniature Equine	106
G1180 Hunters – Miniature Equine	108
G1200 : WESTERN DRESSAGE	110
G1210 Description	110
G1220 Personal Attire and Appointments	110
G1230 Tack and Equipment	110
G1240 Class Descriptions	114
G1250 General Specifications	117
G1300 :DRESSAGE	123
G1310 Description	123
G1320 Personal Attire and Appointments	123
G1330 Tack and Equipment	123
G1340 Class Descriptions	126
G1350 General Rules and Scoring for Dressage Tests	129
G1400 : HUNT SEAT	144
G1410 Description	144
G1420 Personal Attire and Appointments	144
G1430 Tack and Equipment	144
G1440 Hunt Seat Equitation	145
G1450 Hunt Seat Pleasure	147
G1460 Hunter Under Saddle	148
G1470 Hunter Seat Disciplined Rail Class	149
G1480 Bridle Path Hack	150
G1490 Hunter Hack	151
G1500 Hunter Seat Equitation Over Fences	151
G1510 Working Hunter	153
G1520 Handy Hunter	156
G1600 : SADDLE SEAT	157
G1610 Description	157
G1620 Personal Attire and Appointments	157
G1630 Tack and Equipment	157
G1640 Saddle Seat Equitation	158
G1650 English Pleasure Saddle Seat	160
G1660 Park Saddle	161
G1670 Road Hack	162
G1690 Classic Country Pleasure	163
G1700 Saddle Seat Disciplined Rail	163



G100 : GENERAL RULES

G110Mission

The mission of the NYS 4-H Horse Program is to provide youth with positive, educational experiences that develop leadership, character, and life skills through hands-on learning with horses. The program promotes responsibility, teamwork, and sportsmanship while encouraging a deeper understanding of equine science and the equine industry. We are committed to helping youth become confident, capable, and compassionate individuals, both in and out of the show ring.

G120Equal Opportunity

The NYS 4-H Horse Program is open to all eligible youth regardless of race, color, national origin, gender, religion, age, sexual orientation, disability, or veteran status. We are committed to providing an inclusive and welcoming environment that values diversity and ensures equitable access to all youth, volunteers, and educators. Discrimination of any kind will not be tolerated at any NYS 4-H Horse Program event or activity.



G130 Sportsmanship

Participants, volunteers, and spectators in the NYS 4-H Horse Program are expected to demonstrate good sportsmanship at all times. This includes showing respect to fellow competitors, judges, staff, volunteers, animals, and the rules of competition. Sportsmanship means accepting wins and losses with grace, supporting others, and upholding the values of integrity and fairness. All behavior should align with the NYS 4-H Code of Conduct, which outlines expectations for respectful and responsible participation. Poor sportsmanship or disrespectful behavior may result in disciplinary action.

G140 Horsemanship

Horsemanship in the NYS 4-H Horse Program extends beyond riding skills. It includes responsible horse care, ethical training practices. Youth are expected to demonstrate safe and knowledgeable handling of their horses, both in and out of the ring. Our program emphasizes the development of well-rounded horse people who prioritize the health, safety, and humane treatment of all horses.

G150 Conduct

Conduct unbecoming of a parent, coach, trainer, supervisor, or exhibitor may result in disciplinary action up to and including removal from the activity/event and/or removal from all future 4-H activities. All individuals are expected to follow the NYS 4-H Code of Conduct.



G151 Event Officials

For the purposes of this rulebook, Event Officials are individuals appointed to oversee, manage, or judge an NYS 4-H Horse event. Event Officials are responsible for interpreting rules, ensuring safety, and making final decisions. This category includes, but is not limited to: judges, technical delegates/stewards, show managers/coordinators, ring stewards, clerks/scorers, announcers acting in an official capacity, designated 4-H educators or staff, safety officers, and contest/event superintendents.

G152 Protests

Only exhibitors or group captains may file protests about their own performance/placing. Protests must be given to the Event Officials before the next event/class.

G152.1 Inquiries

A judge's decision is their professional opinion and considered final. Questions of a final placing for educational purposes are at the discretion of the judge, and must be directed through the event officials.

G153 Behavior

G153.2 Coaching

No coaching is allowed from the ring side



G160 Protocols

G161 Exhibitors

G161.1 Helmets

A helmet meeting ASTM/SEI certification is required for all riders while mounted, sitting in a cart, or handling a horse in the riding arena

G161.2 Footwear

Proper equestrian footwear, closed toe with a distinguishable heel must be worn when riding, carting, or handling equines. The only exception to this is in the mini division where cleats are permitted for on-foot speed activities.

G161.3 Identification

Exhibitors must display their show number on their back, on both sides of the equine's saddle pad, or vehicle seat for driving.

G162 Equines

G162.1 Humane Treatment

Exhibitors are responsible for the humane care and well-being of their equines. Competitive showing is secondary to proper treatment.

G162.2 Age Requirements



G162.21 All equines must be at least 2 years old.

G162.22 Equines in ridden or driven classes must be 3 years or older.

G162.21 No stallion or jack permitted in competitions

G162.3 Project Animals

Equines must be designated as project animals by June 15, with the appropriate certificate on file with the County Office.

G162.4 Pony Measurements

Ponies (14.2 hands or less) are measured on a level surface using approved guidelines. Measurements must be taken without interference and recorded accurately on the form.

G162.5 Alternative Equines

Miniature equines, donkeys, and mules are permitted in any class.

G163 Disqualifications

G163.1 Fall

A fall—defined as an equine’s shoulder or the rider contacting the ground (except for a traditional dismount) results in immediate disqualification.

G163.2 Equine Health

G163.21 Without an official veterinarian, the Official may dismiss any equine deemed unsound, diseased, or unsafe for performance.

G163.22 Exhibitors who are cruel, non-compliant, or unable to control their equine may be dismissed by the Officials



G163.23 In classes without permitted whips or crops, striking an equine with any object (including a hand) results in immediate disqualification.

G164 Official's Decisions

G164.1 Finality

The decisions of the judges are final and represent a non-protestable expression of individual preference unless a decision is alleged to be in violation of rules.

G164.2 Ties

In the event of a tie, the judge may require additional work, in line with the specific discipline.

G165 Classes

G165.1 Class Splitting

Classes which are larger than the ring can safely accommodate may be split.

G165.2 Class Combining

Classes in which there are fewer than four exhibitors may be combined with other classes as deemed appropriate by the Official.

G165.3 Class Delay

G165.31 In classes in which equines compete collectively, a warning is issued and the in gate is closed at the end of the one-minute call.

G165.32 In classes in which equines compete individually, an order of go will be established and one minute will be allowed for an entry to enter the ring.

G165.34 In emergency stoppages (e.g., storms), group classes should be held over in full.

G166 Gaits



G166.1 Walk

A natural four-beat gait with even, energetic, flat-footed steps. The horse should move straight, willingly, and with a stride appropriate to its size.

G166.2 Trot / Jog

A two-beat diagonal gait that is balanced, cadenced, and straight, with the horse working from one diagonal pair to the other.

G166.3 Canter / Lope

A natural three-beat gait that is straight, rhythmic, and balanced on both leads. The horse should maintain a steady cadence and forward impulsion.

G166.4 Intermediate Gait

A four-beat lateral gait exhibited by gaited breeds. Includes the running walk, fox trot, single-foot, Paso Fino gaits, and similar variations.

G166.5 Extended Gaits

Extended versions of the walk, jog/trot, and lope/canter require an obvious lengthening of stride while maintaining balance, straightness, and cadence. Excessive speed or loss of form should not be considered extended.

G166.6 Speciality Gaits

Additional gaits (such as the hand gallop, working trot, natural gait, slow collected trot, or rein back) are defined in discipline-specific sections and must be performed as described therein.

G167 Safety

Safety is the highest priority of the NYS 4-H Horse Program. All exhibitors, equines, volunteers, and spectators must conduct themselves in a manner that promotes a safe environment at all times.

G167.1 Exhibitor

All mounted or driving exhibitors must wear an ASTM/SEI-certified helmet. Proper equestrian footwear with a



closed toe and distinguishable heel is required while mounted, seated in a cart, or handling an equine in any riding arena. Clothing and equipment must not interfere with the exhibitor's ability to maintain control of the equine.

G167.2 Tack and Equipment

All tack and equipment must be safe, properly fitted, and in good working condition. Officials may inspect, adjust, or require removal of any equipment they deem unsafe or inappropriate. Equipment or training devices prohibited within a division may not be used anywhere on the showgrounds, including warm-up areas.

G167.3 Arena and Class

Exhibitors must maintain control of their equine at all times. Any equine that is unruly, dangerous, distressed, or unable to be safely managed may be excused from the class or grounds at the discretion of the officials. Exhibitors must await the signal of the judge or gate steward before entering the arena or beginning a class. No individual may enter the arena during a class unless authorized by show officials.

G167.4 Course and Obstacle

All courses, patterns, and obstacles must be designed and set with safety as the primary consideration. Obstacles must not include elements that present unnecessary risk or could provoke fear or danger to exhibitor or equine. Officials may modify, remove, or adjust obstacles or course elements if conditions are unsafe.

G167.5 Equine Welfare

Humane treatment of all equines is required at all times. The health, safety, and comfort of the equine take precedence over competition. Officials may dismiss any equine showing signs of lameness, illness, stress, bleeding, or equipment-related injury. Exhibitors must ensure that their equines are handled and presented in a manner consistent with accepted welfare standards.



G200 : SHOWMANSHIP AT HALTER

G210 Class Description

Showmanship at Halter is a class designed to evaluate the handler's ability to present their horse safely, effectively, and with precision. The focus is on the exhibitor's poise, proper use of equipment, pattern execution, and overall presentation—not on the horse's conformation. Exhibitors must demonstrate effective control, awareness of ring etiquette, and correct positioning while executing the prescribed pattern.

G220 Tack and Equipment

Equipment used in Showmanship must correspond to the exhibitor's riding division (e.g., Western, English, Saddle Seat), and each division section of this rulebook includes its own specific Showmanship requirements and equipment guidelines.

G230 General Specifications

G231 Judging Standards and Fairness

This class is to be judged on the cleanliness and condition of the equine, the training and manners of the equine and the way in which the exhibitor presents the equine to the judge.

G232 Class Procedure

G232.1 Class Pattern and Callbacks

If a pattern is to be used, the Officials must post the pattern at least 30 minutes before the class. The judge has the option to bring back exhibitors for consideration for final placing; the final pattern need not be posted.

G232.2 Posing



The exhibitor will move back and forth across the front of the equine in accordance with the "Quarter" system (see G240).

G233 Judging the Class

Score cards may not be kept or available to the exhibitor; the Official has the option to use a scorecard for their use as a judging tool.

Refer to Equine Showmanship Judging Criteria - G233.1

G233.1 Equine Showmanship Judging Criteria

Section	Subsection	Points	Description
Appearance of the Equine	Condition and Thriftiness	15	Evaluation of the equine's physical condition and overall health.
	Grooming	15	The coat is clean and well brushed. Mane, tail, forelock, and wither tufts free of tangles. No ornaments unless division allows. Hooves properly trimmed/shod.
	Trimming	5	Manes/forelocks pulled/trimmed per breed/division. Wither tuft must be left. Remove long hair from jaw, legs, and pasterns.
	Tack	5	Tack must be clean, neat, in good repair, and appropriate for the division.
Appearance of Exhibitor	Presentation and Attire	10	Exhibitors and attire should be clean and appropriate for the division.
Showing the Equine	Leading	15	Enter at the cone, lead from the left side, use proper hand position. The judge must see the animal move clearly. Follow the judge's pattern.



	Posing	15	Stand off to the front, facing the horse. Pose front feet square, rear per breed specifications. Use lead only to position equine. Maintain a safe distance from equine.
	Poise, Alertness, and Merits	20	Be alert, track the judge. Show the equine, not yourself. Be polite. Correct faults. Show until excused.

G234 Suggestions for Exhibitors

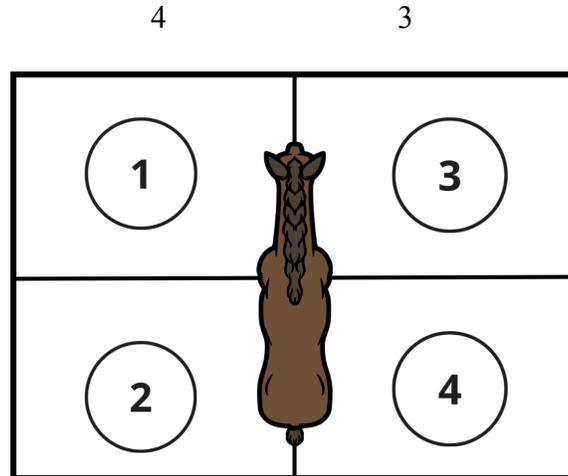
- Always Respond to the Official’s Comments and Questions Quickly and Politely.
- Avoid Excessive Makeup and Choose Conservative Clothing and Appointments.
- Look Alert, Interested, Keep Head Up, and Smile
- Follow Instructions, be Ready.
- Be Courteous to Judges and other Exhibitors.
- Know Where the Judge is at All Times.
- Keep the Equine Alert and Properly Posed.
- Be Sure Exhibitor Number is Clearly Visible

G240The “Quarter” System

G241 Positioning and Movement Protocol

Exhibitors must not move early, only cross into a new quadrant once the judge has fully committed to the next section.

<u>Judge</u>	<u>Exhibitor</u>
1	3
2	1
3	1



G300 : TRAIL CLASS

G310 Class Description

Trail is a class designed to showcase the horse and exhibitor's ability to navigate obstacles commonly encountered in everyday riding situations. The focus is on the horse's manners, responsiveness, willingness, and precision while completing a prescribed pattern at the exhibitor's direction. Exhibitors should demonstrate control, accuracy, and an understanding of proper spacing and pace throughout the course.

G320 Personal Attire and Appointments

Must be correct for the discipline being ridden. Refer to the personal attire and appointments list for the appropriate division.

G330 Tack and Equipment

Must be correct for the discipline being ridden. Refer to the tack and equipment list for the appropriate division.

G340 General Specifications



G341 Class Routine

The trail equine will be tested for manners and obedience over and through a series of obstacles encountered in normal riding. The equine should handle each obstacle quietly, willingly, and with curiosity. A good trail equine should be relied upon to investigate obstacles to determine the safety of proceeding over or through them.

G342 Obstacles

Obstacles used may include but will not be limited to:

- Gate
- Logs or Ground Poles
- Bridge
- Back-up With at Least a 30 Degree Turn
- Obstacle to be Walked over or Jumped, at Least 14" High but not More than 24" High
- Slicker to be Picked Up and Put Back, While Mounted
- Carrying a Bucket or Pail
- Side Passing over L- or T-shaped Rails Demonstrating Ability in Both Directions. Rails May be Elevated Up to 12" to 18".
- Mailbox to be Opened and Closed

Please note- Youth will not be asked to mount or dismount

G342.1 It is strongly recommended that obstacles used other than those mentioned should be similar to those that would actually be found while trail riding. Bizarre obstacles such as fresh animal skins, flares, fires, car horns, etc. should be avoided.

G343 Obstacles Performance Rules

G343.1 If an entry fails to completely negotiate an obstacle in one minute, only partial points will be awarded. Failure to begin to negotiate an obstacle within 30 seconds of arrival at that obstacle, or three refusals, regardless of the length of time, will result in a zero at that obstacle.

G343.2 Failure to follow the prescribed order of obstacles will result in



disqualification. Failure to score at any three obstacles will result in elimination. No obstacle may be passed without permission of the judge.

G344 Scoring

G344.1 Emphasis

Emphasis will be placed on the equine's suitability as a safe, dependable trail equine. Scoring will be based entirely on scores given at each obstacle.

G344.2 Number of Obstacles

A trail class will be composed of up to 8 obstacles.

G344.3 Obstacle Scoring Scale

Each obstacle will be scored on a scale from 0 to 10.

- A Score of 5 indicates an Average job.
- A Score Less than 5 Indicates Varying Degrees of a Poor job.
- A Score Greater than 5 Indicates Varying Degrees of a Good job.
- Half-point Scores (e.g., 6.5) are Acceptable.

G335.52 Scores in the following weighted categories:

- Appointments – 30%
- Conformation – 40%
- Suitability of mount to rider – 30%



G400 : COSTUME CLASS

G410 Class Description

The Costume Class is a fun, creative, and family-friendly class designed to showcase the exhibitor's imagination, showmanship, and ability to safely present their horse in costume. Judging is based on originality, theme execution, coordination between horse and exhibitor, and overall presentation. Safety is the highest priority; costumes must allow the horse to move freely, see clearly, and remain under control at all times.

G420 Personal Attire and Appointments

Must be correct for the discipline being ridden. Refer to the personal attire and appointments list for the appropriate division.

G430 Tack and Equipment

Must be correct for the discipline being ridden. Refer to the tack and equipment list for the appropriate division.

G440 General Specifications

G441 Entry Format

Each contestant, or a group of not more than three contestants, are to prepare themselves and their mounts to carry out a specific theme of their choice or one specified for the show.

G442 Costume Evaluation

Any costume that demonstrates creativity and ingenuity should be given equal evaluation.



G443 Entry Card Requirement

All entries must be accompanied by a 3" x 5" card containing the following:

- Name(s) of the Exhibitor(s)
- County and Region
- Theme of the Costume or an Explanation of the Purpose or Intent

G444 Skits and Acts

No skits or acts will be accepted.

G445 Costume Design Requirements

All exhibitors must design the costumes to:

- Permit movement at the walk
- Be safe for both the exhibitor and the equine

G446 Disqualification Criteria

No costume will be permitted to enter or remain in the ring if officials find that any of the following apply:

- The costume is deemed to create a hazardous situation for the exhibitor or any other exhibitor
- The equine involved is unruly to the point of being unable to manage
- As a result of activity during the class, the costume is seriously damaged or deteriorated

G447 Scoring and Judging

Evaluation and scoring shall be at the discretion of the official and/or the judge.



G500 : GYMKHANA

G510 Description

Gymkhana is a timed event division designed to demonstrate the horse and exhibitor's agility, control, precision, and teamwork while completing speed-based patterns such as barrels, poles, and other designated courses. The focus is on accuracy, pattern correctness, and safe execution at speed—not just the fastest time. Exhibitors must demonstrate good horsemanship, awareness of arena safety, and the ability to maintain control of their horse throughout the class.

G520 Personal Attire and Appointments

G521 Required

- Shirt with Collar
- Western, Roper or Paddock Type Boots with Distinguishable Heel
- Long Pants

G522 Optional

- Full or Half Chaps
- Knee and/or Shin Protection
- Blunt Rowel, Ball, or Bumper with straps

G523 Prohibited

- Non-collared Shirts, T-shirt, Sweatshirt, Tank Top, Crop tops, or Crew Neck Shirt
- Shorts
- Work Boots, Sneakers or Other Non-traditional Footwear
- Clip-on or Slip-on Spurs.



G530Tack and Equipment

G531 Required

- Western/stock Type Saddle and Saddle Pad
- If a Backstrap Cinch is Used, a Connector Strap to the Front Cinch is Required
- Appropriate Bitted, Hackamore Style, or Western/stock Type Headstall. Throat Latches are required
- Curb Strap on All Bits

G532 Optional

- Tack for Protection (Bell Boots, Skid Boots, Splint Boots, Leg Wraps or any other Tack Normally Acceptable for Protection)
- Tack for Control (Tie Downs, Breast Collars, Standing Martingales or any other Tack Normally Acceptable for control)
- If Tie Downs are Used, they Must be Attached to the Girth and Pass through the Breast Collar or Attach to the Breast Collar
- Hackamores
- Safety Reins

G533 Prohibited

- Gag Bits
- Crops, Bats, Whips, Quirts, etc.
- Rubber Banding Feet in Stirrups
- Training Devices (Draw Reins, Side reins, Chambon, Nose Reins, Gouge and other similar training devices)

G540General Specifications



G541 Classes

Possible Classes:

- Cloverleaf Barrel Race
- Quadrangle Barrel Race
- Straight Line Barrel Race
- Texas T Barrel Race
- Pole Bending Race
- Barrel Keyhole Race
- Figure 8
- Bleeding Heart Barrel Race
- Hourglass
- Butterfly

G542 Procedures

All contestants must enter the gate in a safe, controlled manner. Contestants will be called to the arena and must be standing by for inspection at least one minute prior to entry in the arena (at the discretion of judge and/or show officials). Contestants cannot begin to run until the gate is firmly closed behind them upon entering.

Please note: Gymkhana riders will be expected to enter gate, mounted, in controlled manner and dismount and lead the equine from the arena. If a child has special needs, please talk with the Officials.

G543 Scoring

All scores will be based on time incurred in running the proper course from the start line to the crossing of the finish line. Appropriate penalties will be added for a final score. Only one timing device shall be the official time. All timing devices should read to the nearest 1/100th of a second minimum.

G543.1 Penalties

Five (5) second penalties will be incurred when:

- There is a knock-down of pole, barrel, pylon or other piece of equipment other than the markers for the start-finish line.
- A contestant uses a hand, arm or leg to steady or right a fallen stake, pole or barrel.



G543.2 Disqualification

- Failure to cross the start line within one (1) minute of entering the arena.
- Off course, refusals, upsetting the starting line markers.
- Fall of the equine or rider in the arena at any time from entry to exit.
- Equine being out of control or unmanageable.
- Cruelty to the equine.
- Use of prohibited items of tack or appointments.
- Violations of the dress code.
- Unsportsmanlike conduct.
- Loss of equine (separated from the rider) at any time from entry to exit.
- Recrossing start/finish line before completing the course.
- Failure of rider to enter the gate within one (1) minute of the time called.
- Failure of the rider to halt, dismount and lead from the arena.
- Signs of blood or chaffing caused by contestant or equipment to the equine
- Failure to wait for closure of gate before beginning to run.
- Failure to stop prior to contacting gate or rails.
- Failure to remove or change any piece of tack or equipment deemed too harsh or inappropriate by the judge or technical delegates.

G543.3 Tie Breaking

In the case of a tie, the tie breaking is at the discretion of the Officials and should be announced prior to the show beginning.

G543.4 Rerides

Will be granted for timer malfunctions.



G550 Pattern Description

G551 Cloverleaf Barrels

G551.1 Course

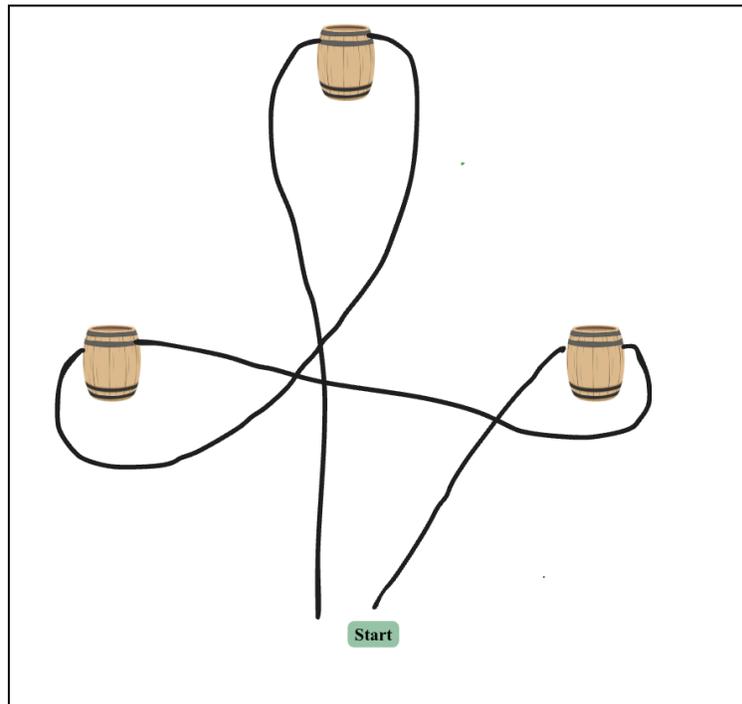
Three barrels shall be placed in a triangle formation spaced as closely as possible to the suggested course shown below.

G551.2 Event

Ride to barrel #1, circle it to the right, ride to barrel #2, circle it to the left, ride to barrel #3, circle it to the left and ride across the finish line. Or, cross start line and ride to barrel #2, circle it to the left, ride to barrel #1, circle it to the right, ride to barrel #3, circle it to the right, and ride across the finish line.

G551.3 Penalties

- Five-second Penalty for Each Barrel Knocked Over.
- Five-second Penalty for Using Hand, Arm, or Leg to Steady or Right a Fallen Barrel



G552 Quadrangle Barrel Race

G552.1 Course

Four barrels and a pylon shall be placed in a formation according to the diagram below.

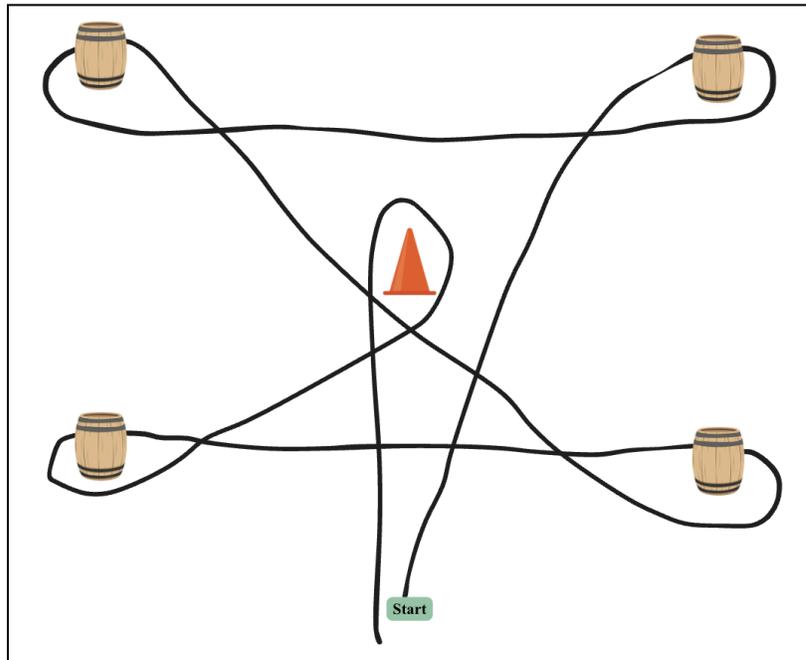
G552.2 Event

Rider may start with either two left turns followed by two right turns or two right turns followed by two left turns, starting with the two barrels farthest from the start/finish line. Then the rider must proceed around the pylon in a direction resulting in a full revolution around the pylon before heading for and crossing the the finish line.

G552.3 Penalties

- Five-second Penalty for Each Barrel Knocked Over.

- Five-second Penalty for Using Hand, Arm, or Leg to Steady or Right a Fallen Barrel



G553 Straight-line Barrels

G553.1 Course

Five barrels are placed in a straight line, spaced 21' apart, with the first barrel 21' from the start/finish line.

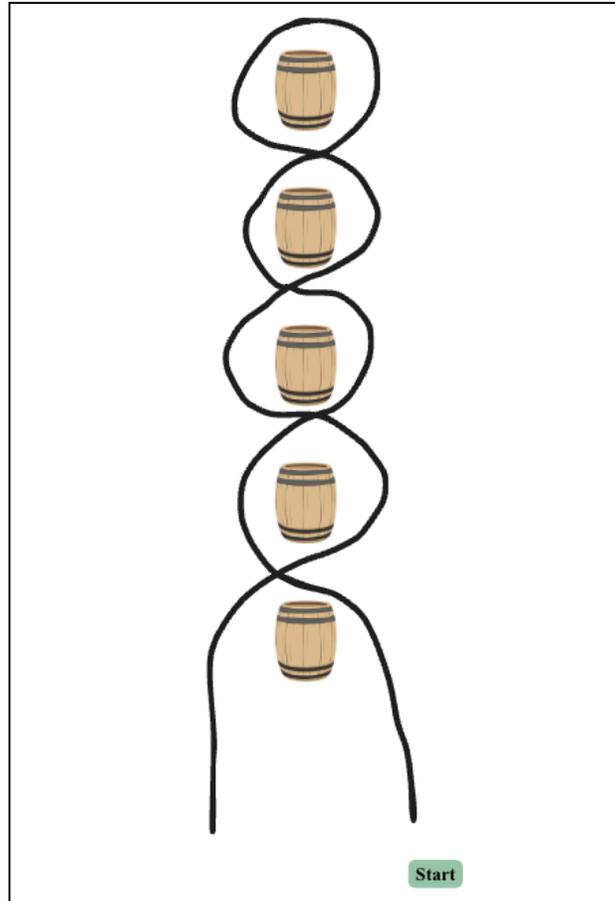
G553.2 Event

Ride to barrel #1 (side optional), weaves in and out to barrel #5, turns barrel #5 and weaves back toward finish line, ending on opposite side of barrel #1 and crosses the finish line.

G553.3 Penalties

- Five-second Penalty for Each Barrel Knocked Over.

- Five-second Penalty for Using Hand, Arm, or Leg to Steady or Right a Fallen Barrel



G554 Texas T Barrel Race

G554.1 Course

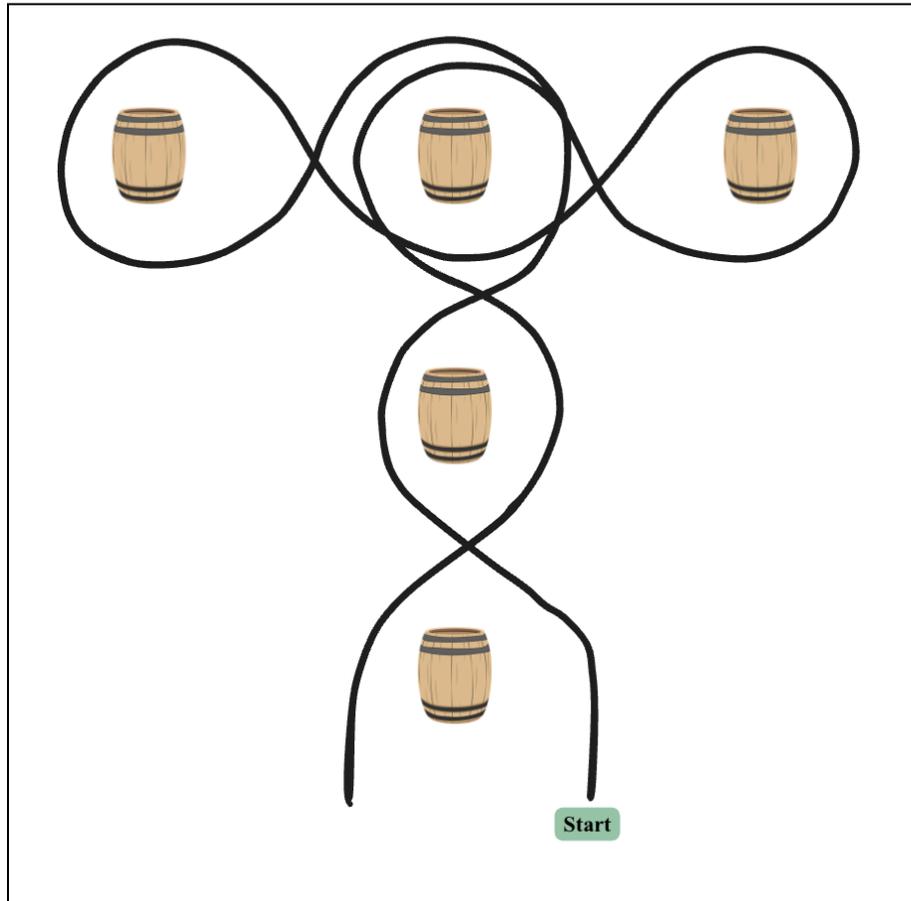
Five barrels are to be placed in a formation according to the diagram below.

G554.2 Event

Rider may approach the first barrel from either side and take all remaining barrels on alternate sides

G554.3 Penalties

- Five-second Penalty for Each Barrel Knocked Over.
- Five-second Penalty for Using Hand, Arm, or Leg to Steady or Right a Fallen Barrel



G555 Pole Bending

G555.1 Course

Six poles shall be placed in a straight line, spaced 21' apart with the first pole being 21' from the start/finish line.

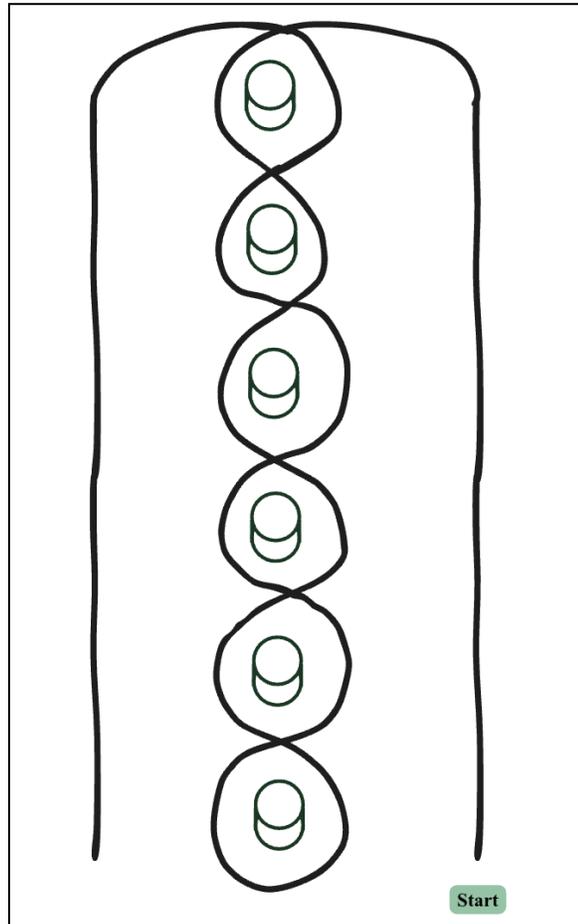
G555.2 Event

Ride to pole #6, (side optional) turns pole #6 left or right, then weaves (bends) around the opposite side of each pole to pole #1, turns pole #1 and weaves around the opposite side of each pole

to pole #6, turns and rides to the finish line on the opposite side of the poles as the initial run-in.

G555.3 Penalties

- Five-second Penalty for Each Barrel Knocked Over.
- Five-second Penalty for Using Hand, Arm, or Leg to Steady or Right a Fallen Barrel



G556 Barrel Keyhole Race

G556.1 Course

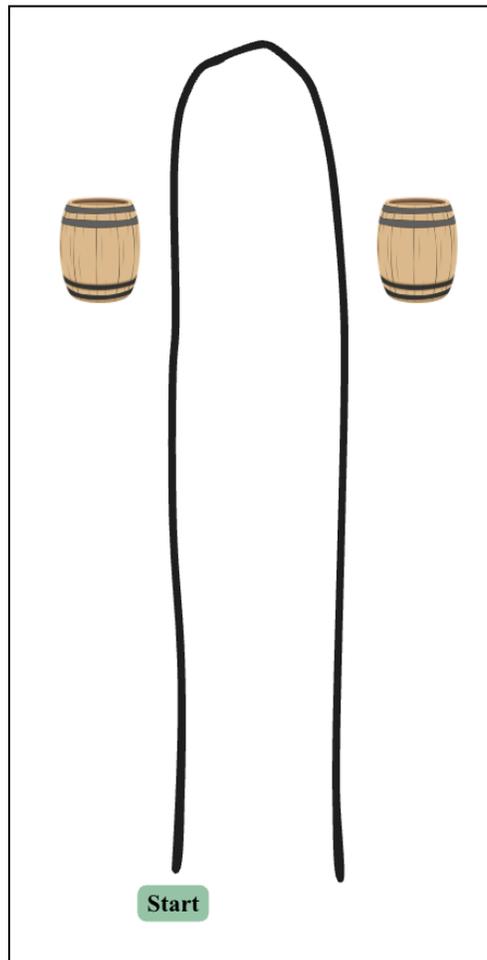
The keyhole pattern shall be setup with 2 – 55 gal barrels as shown below.

G556.2 Event

Ride between barrels, complete horse must pass between barrels, turn around either left or right, ride back between barrels and across the finish line.

G556.3 Penalties

- Five-second Penalty for Each Barrel Knocked Over.
- Five-second Penalty for Using Hand, Arm, or Leg to Steady or Right a Fallen Barre



G557 Hourglass

G557.1 Course

Four barrels and two poles are placed in a formation according to the diagram. The barrels should be placed 21' apart and 21'

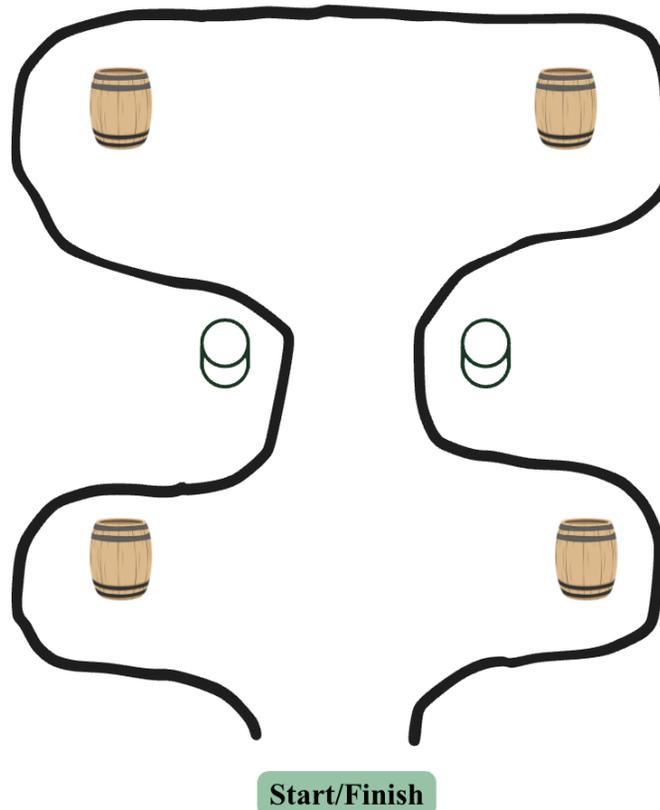
from the start/finish line. The two poles should be placed 10' apart 10.5' between the four barrels.

G557.2 Event

The rider begins at the outermost barrel, moves between two poles to the aligned barrel, turns, heads to the opposite pole, turns again, navigates around the last barrel, and finishes the course. All turns are made on the barrel's outer side.

G557.3 Penalties

- Five-second Penalty for Each Barrel Knocked Over.
- Five-second Penalty for Using Hand, Arm, or Leg to Steady or Right a Fallen Barrel



G558 Butterfly

G558.1 Course

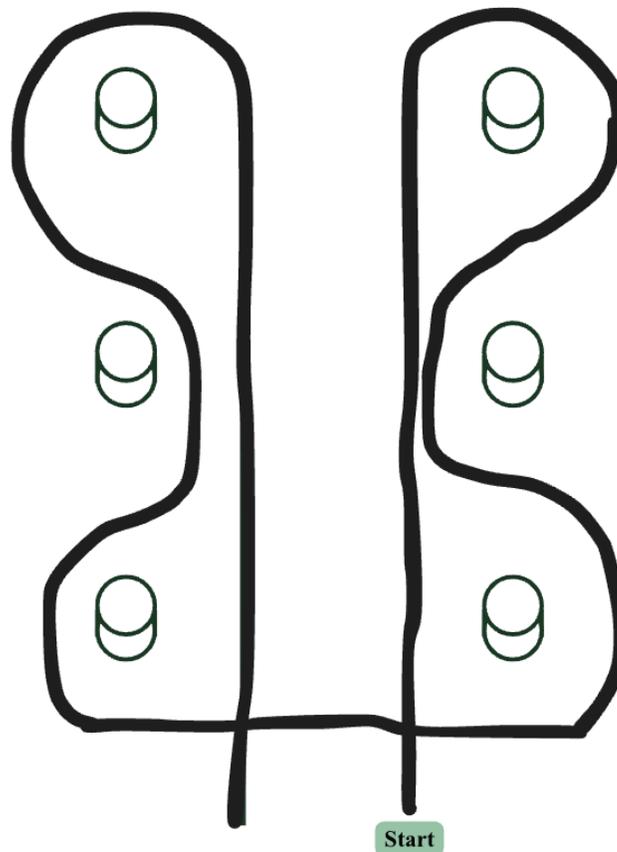
Six poles with 3 poles set up 21' apart in a straight line and at least 21' apart in width. Poles should be placed 21' from the start/finish line.

G558.2 Event

The rider may start on either side, weave through three poles inside one line, turn at the end, then move to the outside line and repeat the weaving pattern, finally turning the last pole and heading to the finish.

G558.3 Penalties

- Five-second Penalty for Each Barrel Knocked Over.
- Five-second Penalty for Using Hand, Arm, or Leg to Steady or Right a Fallen Barrel





G600 : MOUNTED GAMES

G610 Description

To promote the education and safety of exhibitors and equines while developing teamwork and sportsmanship, to improve and reinforce riding skills using an activity which can be enjoyed by any well-practiced horse and rider partnership, as accuracy is the key.

G620 Personal Attire and Appointments

Because Team Mounted Games includes all seats, riders must follow the attire and personal appointments for the seat they compete in. If any rule conflicts arise, Team Mounted Games rules take priority.

G621 Required

- Approved Matching Team Shirt which Should be a Long or Short Sleeved Shirt with a Collar (No T-shirts).
- Proper Equestrian Footwear with a Distinguishable Heel, Appropriate for Seat Ridden
- Long Pants Appropriate to Seat Ridden
- Last Rider in Each Game Needs to be Wearing a White Helmet Cover (or Remove Dark Cover from White Helmet)

G622 Optional

- Knee and/or Shin Protection
- Gloves

G623 Prohibited

- Spurs of Any Kind
- Misuse of Any Equipment



G630Tack and Equipment

Team Mounted Games riders must use the tack and equipment appropriate for their seat. If any rule conflicts arise, Team Mounted Games rules take priority.

G631 Required

- Saddle, Saddle Pad, and Girth/cinch Appropriate to Seat Ridden.
- Bridle and Bit Appropriate to Seat Ridden

G632 Optional

- Bell Boots, Skid Boots, Splint Boots
- Standing Martingales and Tie Downs
- Hackamores with Shanks Less than 6 Inches

G633 Prohibited

- Crops, Bats, Whips, Quirts, etc.
- Gymkhana Reins
- Draw Reins, Side Reins, Chambon, Nose Reins, Gogue and other similar training devices (this includes use in the warm up ring or practice).
- Leg Wraps, such as Polo Wraps or Similar Products

G640General Specifications

G641 Team Composition

G641.1 Each county may have two (2) teams (junior, senior or mixed teams). If a county does not have enough youth to make a team, two or more counties may combine to make a mixed county team.

G641.2 Members of a team may ride in different seats (western, huntseat, dressage or saddleseat).

G641.3 Each mounted games team shall consist of:



- A minimum of 3 mounted riders
- A maximum of 4 mounted riders. This is recommended even though only 3 riders will compete per game, some horse and rider combinations are better suited for certain games and allows flexibility of your team. Additionally, in the case of injury/sickness to a horse/rider there will still be the minimum of 3 needed to compete.
- One (1) unmounted member who acts as a captain to the team providing support, leadership and guidance (i.e. determining order of riders, assuring proper equipment is used, assisting members in and out of the ring etc.) to their fellow team members.
- On the entry form, you may designate one alternate, this alternate will not participate unless one of the 5 designated team members (which includes the captain) is unable to compete. You may register an alternate only if you have a four person team.

G641.4 Any particular horse or rider can only compete on one team in this division.

G642 Individual and Team Eligibility

All teams must have gone through an appropriate qualifying event at the county or regional level to be entered.

G642.1 All team members must be enrolled in a 4-H horse project in the county they represent and must meet all age and participation requirements of that county and of the State 4-H Horse Show.

G642.2 All teams must be entered in accordance with all rules and regulations of the State 4-H Horse Show.

G642.3 An official 4-H Horse Show Entry Form is to be submitted for



each team member and alternate through your county
Cooperative Extension office on an official NYS Fair entry form

G642.4 Each team is required to supply two volunteers to help with the running of the games. These names must be submitted on the teams entry form.

G643 Games

G643.1 Each competition will have no more than eight games chosen from the list below.

- Special Delivery
- Mug Race
- 4 Flag
- Tennis Tournament
- Junk Mail
- Straight Line
- Pyramid Race
- Veggie Stew
- Ball and Cone

G644 Pre-Game Inspection

See score sheet and forms at end of division rules

G644.1 Each team will have an inspection which will evaluate the following:

- Proper use and safe application of tack, equipment and attire (fit, condition, appropriateness, safe)
- Cleanliness of tack, equipment, and personal appointments
- Cleanliness of horse and rider. Horse and rider neatly groomed and prepared

G645 Event Layout



G645.1 Arena

Recommended minimum size 200' x 100' feet, allowing for no more than 4 lanes, 25 feet wide. See diagram below. Depending on the environment and situation, there may be less than 4 lanes.

G645.2 Demarcation

Demarcation of the start/finish line and turn around line

G645.3 Overall Judge

There will be an assigned overall judge who is the final decision maker to the event, orients and oversees the line judges and technical delegate/s.

G645.4 Line Judges

Two line judges are required, positioned on either side of the ring adjacent to the start/finish line. These judges are responsible for identifying false starts, determining the order of finish, and recording times as necessary.

G645.5 Lane Judges

One judge is required adjacent to each lane. A total of four lane judges are needed when operating with four lanes. These judges should be positioned outside the arena near the turnaround line. Their responsibilities include determining whether a mistake is made and whether it is corrected.

G645.6 Technical Delegate (TD)

There will be an assigned TD for the event. The TD will conduct Pre-Game Inspections evaluating the appropriateness, cleanliness and safety of appointments and equipment prior to



starts allowed. The other two riders should be behind the holding line. A line judge will start the race by the drop of a flag. If a false start occurs a whistle will blow and the game will be started again.

G646.3 Once started, the game follows game/class descriptions noted in the rule book. Games may be played at any gait, accuracy is more important than speed.

G646.4 If during play a whistle is blown, all riders must halt immediately and play is stopped until notification.

G646.5 All hand-offs between riders must occur between the holding line and the starting line. No one else should be in this area.

G646.6 During game play, if a mistake occurs such as an obstacle is knocked over, drop a mug, or a ball does not go in a bucket, etc. this mistake needs to be corrected. The rider can fix the problem while mounted or may dismount and fix the problem.

G646.7 The third and last rider in each game needs to wear a white helmet or put a white helmet cover over their dark helmet. This is necessary so the judge can easily tell when the last rider on each team has completed the game. The game is finished when the third rider of a team crosses the finish line. If it is a “mounted finish” according to game rules, the rider must be mounted with one leg on each side of the horse.

G646.8 Prior to the start of competition, the judge will select a “tie



breaker game” from the list of games being played. At the end of competition, if there is a tie the score keeper will use the results of the previously played “tie breaker game” to break the tie.

G646.9 In the event of too many teams, during the heat ride-offs, teams may be assigned a timer who would keep their time and record it. It is advisable to have a backup timer running for each heat, in case of malfunction. After all teams have run their heats within a game, winning teams may be determined by fastest times.

G646.10 All horses and riders should remain in the arena and mounted until all exhibitors have finished the game and the entire group is dismissed.

G646.11 Riders may switch order of go within their team at any point as long as they remember to have the last rider wear the white helmet. Riders should also rotate who plays if there is a 4-person team.

G647 Scoring

This division is a team competition and there are no individual scores.

G647.1 Game Inspections

There will be mandatory pre-game inspection, and a shortened version called the mid-game inspection given mid game if needed. The teams will be placed based on final scores which are cumulative points earned from the games and inspections. There will be an official score sheet and the points earned from the team members or a factor of points earned will be added to the final score. Please find official game inspection at G690.



G647.2 The Games

The first-place team in a given game would get the most points (equal to the number of teams playing that game), second place team would get one less point and so on down the line. If a team is disqualified from a game no points will be awarded for that particular game only. At the end of all the games, total points for each team will be calculated.

G647.3 Protests

There will be no protests. Only Team Captains may approach the judge for clarifications. The judge for the day has the final word in all matters related to the event.

G647.4 Rankings

The team with the highest score will be first. In the case of a tie, the tie is broken by referring to the results of the “tie breaker game” that is selected prior to the start of the competition, (i.e. if the judge selects the mug race as the tie breaker at the start of the event, then the teams involved in a tie will have their results of the mug race already run during the day determine breaking the tie).

G647.5 Disqualifications

- Cruelty to Horses.
- Use of Prohibited Tack or Appointments.
- Off Course and Not Corrected at Point of Error.
- Mistakes Made (knock over obstacles, miss bucket, drop baton, etc.) and not corrected. Communication from team members can help avoid this.
- The third rider not wearing a white helmet.



- Interfering with Another Exhibitor's Game Play in Their Own Lane.
- Handing Off Somewhere Other Than Between the Holding Line and the Start/finish Line.
- Any Particular Horse and/or Rider Competing More than Once in a Game.
- Third Rider Crosses the Finish Line without Correcting a Mistake or Being Properly Mounted.

G650 Game Descriptions and Props

G651 Mug Race

G651.1 Course

Three bending poles placed about 30 ft. apart between the starting line and the end of the lane. A barrel placed at the end of each lane with 3 plastic mugs with handles placed on top.

G651.2 Event

Rider #1 starts with a mug in hand, at the start of the game the rider heads for one of the posts and places the mug upside down on top of the post. Rider #1 then heads for the barrel and picks up another mug which they then take to rider #2 to hand it over. Rider #2 proceeds as above, followed by #3. The game is finished when rider #3 crosses the finish line carrying a mug.

G651.3 Rules

If a mug is dropped it must be picked up. If a post or barrel is knocked over it must be picked up.



G652 Straight Line

G652.1 Course

Five bending poles about 25 ft apart in each lane.

G652.2 Event

Rider #1 starts with a baton in hand and weaves between the bending poles headed towards the far end and back again. Upon return, the baton is handed over to rider #2. Rider #2 follows the same course and then rider #3. The game is finished when rider #3 crosses the finish line carrying the baton.

G652.3 Rules

If a bending pole is knocked over it must be picked up. If the baton is dropped it must be picked up.

G653 Special Delivery

G653.1 Course

Four bending poles about 30 ft. apart in each lane with a barrel at end of lane. Mail collection box on top of barrel (doesn't have to be a real mail box).

G653.2 Event

Rider #1 starts with a sack of mail and begins by weaving through the bending poles. Upon reaching the barrel, rider #1 takes a piece of mail out of the sack, puts it in the mail box and continues weaving through the poles back towards rider #2. The sack of mail is handed over to rider #2. Rider #2 follows the same procedure and then rider #3. The game is finished when rider #3 crosses the finish line with an empty sack.



G653.3 Rules

If a bending pole or barrel is knocked over it must be picked up.
If the sack or mail is dropped it must be picked up. If the mail box is knocked off the barrel it must be picked up.

G654 Pyramid Race

G654.1 Course

Two barrels placed in lane, one in the center and one at the end.
The barrel at the end has three cans on it.

G654.2 Event

Rider #1 starts with a coffee can and heads towards the first barrel, the can is set on the barrel. Rider #1 then goes to the second barrel, picks up another coffee can and returns to rider #2. The can is handed off, rider #2 proceeds in the same fashion followed by rider #3. After rider #3 picks up the third can from the second barrel they must stop at the center barrel on the way back to complete the pyramid. The cans should be stacked with three on the bottom and one top, rider #3 can rearrange the cans if needed to make them stack up. The game is finished when rider #3 crosses the finish line.

G654.3 Rules

If a can is dropped it must be picked up. If a barrel is knocked over it must be picked up.

G655 Tennis Tournament

G655.1 Course

Empty 5 gal. water bucket at end of each lane



G655.2 Event

Rider #1 starts with a tennis ball balanced on the racquet and heads for the bucket at the end of the lane, when the bucket is reached the rider drops the ball into the bucket (may use hands at this point). Rider #1 then heads back towards rider #2 to hand off the racquet. Rider #2 already has a ball in hand and must get the ball balanced on the racquet before crossing the starting line, rider #2 then proceeds in the same manner, followed by rider #3. The game ends when rider #3 crosses the finish line carrying the racquet.

G655.3 Rules

If the ball falls off the racquet it must be picked up and balanced on the racquet again before continuing. If the ball does not go into the bucket or bounces out it must be picked up. If the bucket is knocked over it must be picked up.

G656 Ball and Cone Race

G656.1 Course

Two cones placed in the lane, one in the center and one at the end of the lane. The last cone will have a tennis ball balanced on top of it.

G656.2 Event

Rider #1 starts with a tennis ball and heads for the empty cone. Rider #1 places their ball on the cone, continues on to the next cone to pick up the other ball and then goes back towards rider #2. rider #1 hands off the ball to rider #2, rider #2 then proceeds in the same manner (please note the position of the empty cone will vary), followed by rider #3. The game is finished when rider #3 crosses the finish line carrying a tennis ball.



G656.3 Rules

If a ball is dropped it must be picked up. If a cone is knocked over it must be picked up.

G657 4 Flag Race

G657.1 Course

Two cones with tops cut off to make a 4 inch diameter opening, placed in the lane, one in the center with three flags in it and one at the end of the lane.

G657.2 Event

Rider #1 starts with a flag and heads for the empty cone, the flag is placed in the cone. Rider #1 then picks a flag out of the other cone and goes back to rider #2. The flag is handed off to rider #2 who then proceeds with the same course, followed by rider #3. The game is finished when rider #3 crosses the finish line carrying a flag.

G657.3 Rules

If a flag is dropped it must be picked up. If a cone is knocked over it must be picked up. If more than one flag is picked out of the cone, extras must be returned to cone.

G658 Veggie Straw

G658.1 Course

5 gal. water bucket partially filled with water placed in the center of the lane. On top of the barrel located at the end of the lane should be three vegetables (carrot, potato, onion).



G658.2 Event

Rider #1 starts with a vegetable (celery) and heads for the bucket. The vegetable is dropped into the water, rider #1 then goes to the barrel to pick up another vegetable and heads towards rider #2. The vegetable is handed over and rider #2 proceeds in the same fashion, followed by rider #3. After rider #3 picks up the last vegetable, rider #3 needs to double dunk by also dropping that vegetable into the bucket. The game is finished when rider #3 crosses the finish line and all four veggies are in the pot.

G658.3 Rules

If a vegetable is dropped it must be picked up. If the bucket or barrel is knocked over it must be picked up.

G659 Junk Mail Race

G659.1 Course

Wastebasket in center of lane and barrel at end of the lane with 3 junk mail catalogs/magazines on it.

G659.2 Event

Rider #1 starts with a junk mail catalog/magazine and proceeds to put it in the wastebasket, they then go to the barrel and retrieves another junk mail catalog/magazine which they gladly hand over to rider #2. Rider #2 continues in the same manner, followed by rider #3. The game is finished when rider #3 crosses the finish line and is stuck with the last piece of junk mail (no double dunking).

G659.3 Rules



If junk mail is dropped it must be picked up. If wastebasket or barrel is knocked over, it must be picked up.

G660Equipment Needed for One Lane to do All Games

- One - 5 gallon plastic water bucket
- Five – bending poles, similar to those used in pole bending
- Two – 18 inch traffic cones
- Two – Traffic cones with tops cut off leaving a 4 inch diameter opening
- Two – 55 gal barrels
- One – trash can about 20 inches tall
- Four – plastic mugs with handles
- Four – tennis balls
- One – baton, made of 1 in. PVC, 12 in. long or a 12 inch long section of a swimming pool noodle
- Three pieces of junk mail with a sack to carry them in for example a burlap sack that is cloth and/or non-crinkle/plastic
- One small cardboard box
- Four – 1 lb. coffee cans, stackable
- Four – Junk mail catalogs/magazines (4-H appropriate)
- Four – flags made with ½ in. dowels and 48 in. long
- One – Tennis racquet
- Four – Vegetables – celery, carrot, potato and onion



New York State 4-H Mounted Games Mid-play Inspection

Team _____

Rider Number _____

Time of Inspection _____

Judge's Initials _____

All areas are worth between 1 and 3 points, 1=Needs Improvement, 2 = Worthy, 3 = Good. An exhibitor must minimally receive a worthy in all categories to be permitted to participate in the games. If a 1 is earned in a category, a correction must be made before participation in games is permitted. It is 1/10 of the total points earned that is added to the team total per member.

Rider	Points	Comments
Exhibitor Number displayed and not obstructed		
Safe, clean, neat and appropriate attire of rider		
Tack is fit well and used appropriately		
Tack is in safe condition and applied safely on the horse		

Total Points _____ = _____

10

G670 Official Game Inspection Sheet



G700 : DRILL, PARADE, AND QUADRILLE TEAM

G710 Description

Drill, Parade, and Quadrille are team-based performance classes in which a synchronized group of riders executes a choreographed routine of coordinated patterns to music. While similar in their emphasis on teamwork, precision, and presentation, each division is distinct, and teams do **not** cross-compete between categories.

G720 Personal Attire and Appointments

Since the Drill/Parade/Quadrille Division allows riders from Hunt Seat, Dressage and Western Divisions, you need to know the personal appointments and attire for the seat you are riding.

G721 **Optional**

- Riding jackets
- Gloves
- Chaps
- Spurs with a strap appropriate to seat being ridden

G722 **Prohibited**

- Clip-on spurs



G730 Tack and Equipment

Since the Drill/Parade/Quadrille Division allows riders from Hunt Seat, Dressage and Western Divisions, you need to know the personal appointments and attire for the seat you are riding. If there is a conflict in the listings, the Drill/Parade/Quadrille Division takes priority.

G731 Required

- Tack appropriate to the seat you are riding.
- Hunt and Dressage riders must use appropriate bits

G732 Optional

- Leg wraps

G740 General Specifications

G741 Team Composition

Teams should refer to the specific race or group rules for detailed requirements on team composition. After a team submits its registration, it may request approval from the Officials to compete with fewer members than the standard composition. Approval must be granted in advance and is at the discretion of the Officials.

G742 Style

All members of the team must ride in the same style (western, hunt, dressage or saddle seat).

G743 Involvement

All members of the team must be actively involved in the entire drill.

G744 Alternates

Each Drill Team, Parade Group and Quadrille Team is encouraged to enter alternate equine and rider pairs to be used only to replace regular team members and their mounts who cannot perform



because of injury or illness to the riders or to the mounts (maximum of two (2) for Drill and one (1) or Parade and one (1) for Quadrille)

G745 Routine Copies

Each Drill Team, Parade Group and Quadrille Team must submit 3 copies of their routine. These submissions will include a diagram or drawing of each maneuver in the sequence in which they will be performing and is to be given to the judges at the coaches/judges meeting prior to the start of competition

G746 Penalties

G746.1 Equine Behavior

When a horse(s) engages in unsafe actions, i.e. repeated bucking, kicking, rearing, or is out of the rider's control, during the drill performance, a stiff penalty will be implemented by the judges.

G746.2 Time Limit

If any performance exceeds the time limit (10 minutes for Drill Teams, 5 minutes for Parade Groups and 6 minutes for Quadrille) no scoring will be done on that part of the performance which exceeds the time limit.

G746.3 Required Motion

Not riding at some time during the performance:

- Drill Team – a walk, jog/trot and lope/canter
- Parade Group – a walk and jog/trot
- Quadrille – a walk, jog/trot and lope/canter

G747 Disqualifications

Disqualification shall result from any of the following:

- Use of music and voice or whistle commands together in drill/parade/quadrille.



- Fall of equine and/or rider
- Any action deemed unsafe by the official judges to riders, equines, or spectators during the team performances, including lack of control, kicking, inappropriate use of appointments, etc.
- Nonconformance to the Team Composition as described.

G748 Sequence

G748.1 Entry

G748.11 All teams are to enter the ring and form a line (abreast) facing the announcer's stand (judges) at a halt. Each team/group may complete a maximum of one (1) pass of the inside perimeter of the ring prior to lineup. Appropriate entry music may be used.

G748.12 The team will salute the judges; the judges will return the salute.

G748.13 Scoring and timing will begin after the salute.

G748.2 Routine

G748.21 Once the drill has begun, forward movement must continue until the final lineup and halt.

G748.22 The greater the number of different maneuvers attempted, may result in a potentially higher score.

G748.23 The more difficult the maneuvers attempted, may result in a potentially higher score.

G748.3 Halt and Salute

G748.31 Each team performance must be concluded with all members of the team forming a line (abreast) facing the announcer's stand (judge) at the halt.



G748.32 The team members will salute the judges, at which time all scoring and timing stops.

G748.33 When the judge returns the team salute, the team will exit at the walk.

G748.4 Timer

One official timer should be appointed for the entire competition.

G750 Drill Team

G751 Description

A Drill Team performs a fast-paced, synchronized pattern emphasizing uniformity, precision, geometric formations, and team coordination. Routines may incorporate changes of gait, complex maneuvers, and musical interpretation.

G752 Team Composition

Each drill team shall consist of:

- A minimum of six (6) equines and riders:
- A maximum of twelve (12) equines and riders

G753 Team Performance

G753.1 Arena Dimensions

The space in which all drill team maneuvers are to be executed no smaller than 200' by 100'. The perimeter may be marked by cones or other suitable markers prior to the performance and removed afterwards.

G753.2 Routine Guidelines

Each team is to develop their own drill. No obstacle shall be permitted within the drill team pattern area.



Time frame:

- Minimum time of 5 minutes
- Maximum time of 10 minutes

G753.3 Signaling Options

G753.31 Music

When music is used, optional signals may be used which must consist of subtle head or arm movement by the line leaders - whistle or voice commands are not allowed.

- All music reproduction equipment (stand-alone or through the existing P.A. system) must be supplied by the team.

G753.32 No Music

Signals are to be given by the team captain if no music is used. These signals may be:

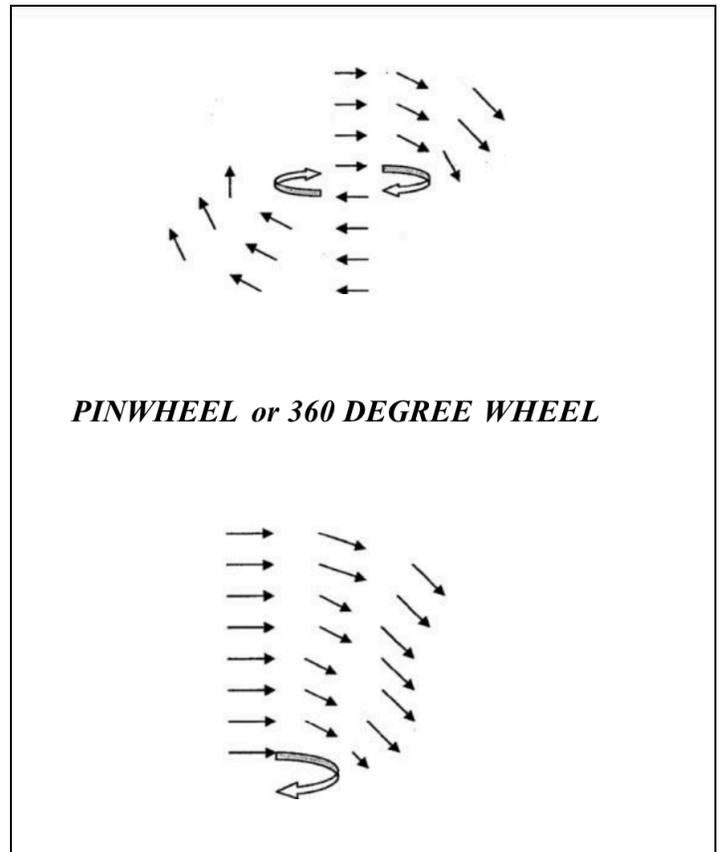
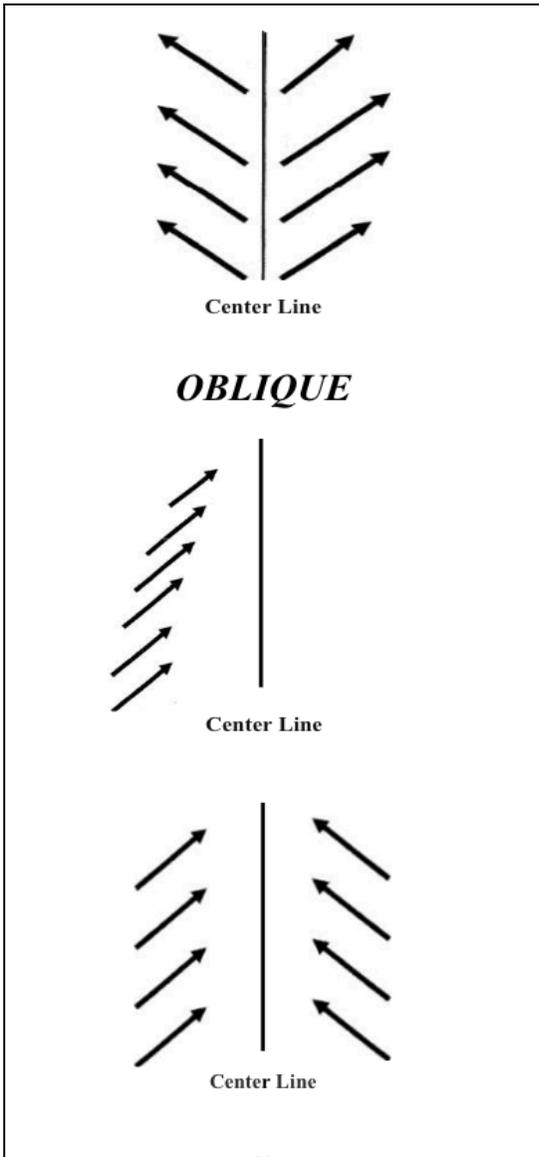
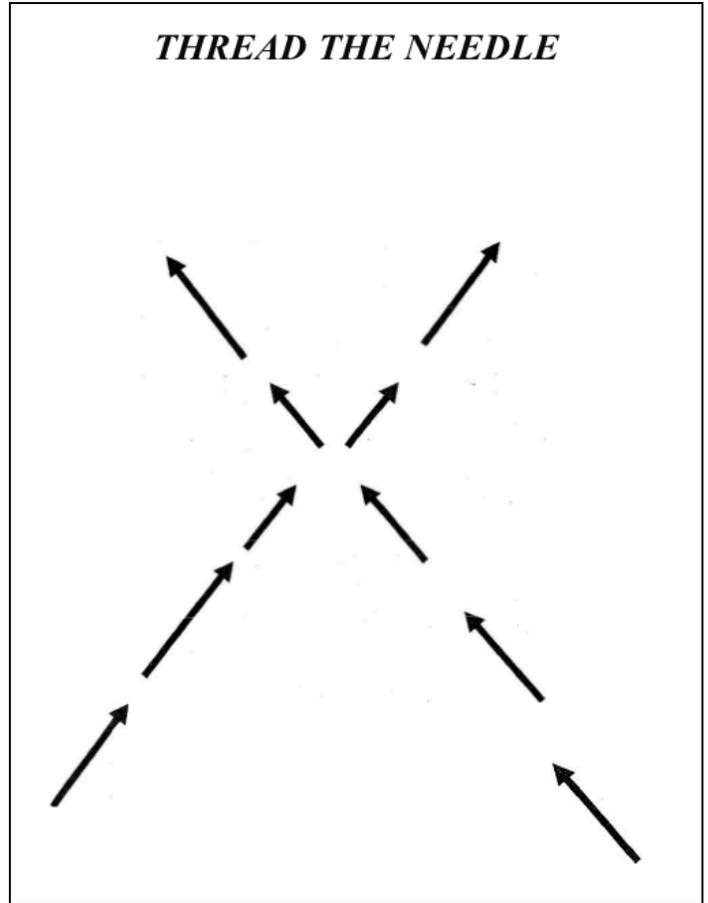
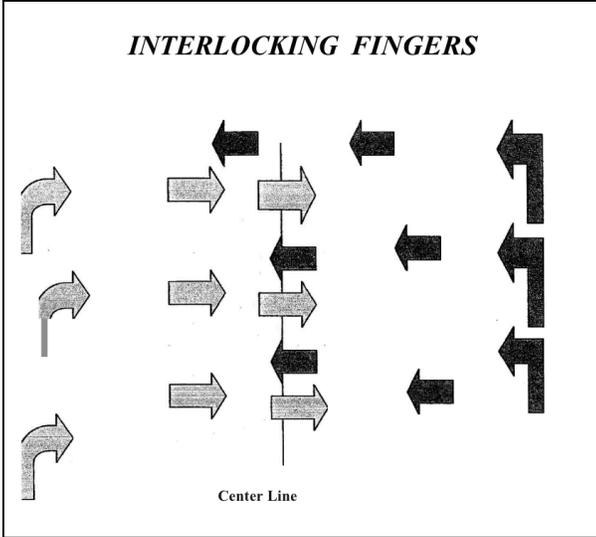
- Voice Commands
- Whistle Commands

G753.4 Maneuvers

Each drill must include, but is not limited to the following four (4) maneuvers:

- A 360 Degree Wheel with the Pivot from the Center or End, with all Riders Involved.
- Thread the Needle (Pattern X).
- Oblique in Line (Kitty Corner).
- Mesh/interlocking Fingers (Pass through Opposing Lines all Riders Abreast).







G753.5 Flag and Banner Restrictions

No flags or pennants may be used by members of the team in the drill nor may stationary riders hold flags or pennants in the ring during the drill. County and club banners may be brought into the ring during award ceremonies only.

G753.6 Maneuver List Submissions

A very brief listing and description of the maneuvers in the sequence in which they are to be performed is to be given to the judge at the coaches/judges meeting prior to the start of competition.

G754 Scoring

Each Drill Team shall be scored up to 100 maximum points, the final score will be the average of the three scores based on the following criteria:

Uniformity	0 - 10 pts
Horsemanship	0 - 10 pts
General impression	0 - 10 pts
Creativity	0 - 20 pts
Mandatory maneuvers	0 - 25 pts
Elective maneuvers	0 - 25 pts

G755 Penalties

Drill Team penalties are as follows:

Drill less than 5 minutes	-10 Penalty Points
Drill between 5 - 10 minutes	No Penalty
Drill between 10 - 10.5 minutes	-5 Penalty Points
Drill between 10.5 - 11 minutes	-10 Penalty Points
Drill between 11 - 12 minutes	-20 Penalty Points
Drill exceeds 12 minutes:	Disqualification



G760Parade Team

G761 Description

A Parade Team performs coordinated patterns at controlled gaits while presenting a strong visual theme. Parade riders carry flags or banners and are judged on uniformity, safety, flag handling, and overall presentation.

G762 Team Composition

Parade Group shall consist of:

- Five (5) mounted riders carrying flags

G763 Team Performance

G763.1 Arena Dimensions

The space in which all Parade Group maneuvers are to be executed and shall be no wider than 40' and no longer than 200'. Parade Group should perform as if working in a city street in front of a reviewing stand. It is not to be executed as a mini drill, but should incorporate distinct parade maneuvers with emphasis on precision.

G763.2 Flag Requirements

Each of the five (5) riders must carry a flag or pennant including the American Flag, State flag and either a county or 4-H banner with the two remaining flags or pennants chosen at the discretion of the group. There is no size requirement for the flags/banners, but for safety reasons they need to be of a size that will not interfere with the riders' or equines' vision and action. It is mandatory that some form of flag holder must be attached to the stirrup for holding flags.



G763.3 Routine

Each group must develop their own routine and must include, but not be limited to:

- Movement in 5-abreast formation at the walk and jog/trot.
- 5-abreast to the right at a walk and at a jog/trot
- 5-abreast to the left at a walk and at a jog/trot.
- A 360-degree wheel to the right and to the left with the end equine being the pivot.
- A 180 degree turn to the right or to the left with the pivot being the center rider.

G763.4 Time Frame

Each group must be within the following time frame:

- Minimum of three (3) minutes
- Maximum of five (5) minutes

G764 Scoring

Each Parade Group shall be scored up to 100 maximum points, the final score will be the average of the three scores based on the following criteria:

Uniformity of team	0 - 10 pts
Horsemanship	0 - 10 pts
General impression	0 - 10 pts
Precision of execution	0 - 20 pts
Performance Requirements	0 - 50 pts

G765 Penalties

Parade Group penalties are as follows:

Drill less than 3 minutes	-10 Penalty Points
Drill between 3 - 5 minutes	No Penalty



Drill between 5 - 5.5 minutes	-5 Penalty Points
Drill between 5.5 - 6 minutes	-10 Penalty Points
Drill between 6 - 7 minutes	-20 Penalty Points
Drill exceeds 7 minutes:	Disqualification

G770 Quadrille Team

G771 Description

A Quadrille Team performs a classical, dressage-inspired pattern highlighting harmony, timing, and precision among riders. Quadrille emphasizes balanced, flowing movements performed in unison and is typically ridden at walk, trot, and canter.

G772 Team Composition

Quadrille Team shall consist of:

- Four (4) mounted riders

G773 Team Performance

G773.1 Arena Dimensions

The space in which all Quadrille team maneuvers are to be executed shall be performed in a 66 X 132 ft ring. The perimeter will be marked with appropriate and suitable markers for the duration of the Quadrille portion of the division.

G773.2 Routine

Each county is encouraged to develop their own routine, but may use a USDF Quadrille test already created as a guideline.

G773.3 Time Frame

Each group must be within the following time frame:

- Minimum of 4 (four) minutes
- Maximum of 6 (six) minutes



G773.4 Signals

Signals may be given if no music is used. These signals may be:

- Voice commands
- Whistle commands

G774 Scoring

Each Quadrille Team shall be scored up to 100 maximum points, the final score will be the average score of the three scores, based on the following criteria:

Spacing	0 - 10 pts
Uniformity	0 - 10 pts
Choreography	0 - 10 pts
Musicality	0 - 10 pts
Horsemanship	0 - 10 pts
Team appearance	0 - 10 pts
Creativity	0 - 20 pts
Performance of group	0 - 20 pts



NYS 4-H DRILL TEAM JUDGING SHEET

COUNTY: _____ LENGTH OF TIME: _____
(5 TO 10 MINUTES)

NUMBER OF RIDERS: _____ SPECIAL PERMISSION: _____

COMMANDS: Music/Voice/Whistle (circle one) STYLE OF RIDE: Western/Hunt/Saddleseat/Dressage

UNIFORMITY (0-10 POINTS) _____ ()
points

HORSEMANSHIP (0-10 POINTS) _____ ()
points

GENERAL IMPRESSION (0-10 POINTS) _____ ()
points

CREATIVITY (0-20 POINTS) _____ ()
points

MANDATORY MANEUVERS: (please check off as completed) (0-25 points) ()
360 degree wheel – all riders involved – pivot at center or end of line Thread the Needle (pattern x) _____
Mesh/Interlocking Fingers – Pass-through opposing lines all riders abreast Oblique (kitty-corner) _____
points

ELECTIVE MANEUVERS: (please indicate quantity and quality) (0-25 POINTS) _____ ()
points

COMMENTS: _____

PENALTY POINTS: Stationary Horse/Rider _____ Unsafe action _____
Not performing in the following gaits: Walk _____ Jog/Trot _____ Lope/Canter _____

DISQUALIFICATION: FALL OF RIDER _____ FALL OF HORSE _____ Performance Exceeding 12 minutes _____
(Due to unsafe action of rider)

JUDGE: _____ TOTAL SCORE: ()
100 points maximum



NYS 4-H PARADE GROUP JUDGING SHEET

COUNTY: _____ LENGTH OF TIME: _____
(3 TO 5 MINUTES)

STYLE OF RIDE: Western / Hunt / Saddle Seat / Dressage (Circle One)

SPECIAL PERMISSION: _____

UNIFORMITY (0-10 POINTS) _____ ()
points

HORSEMANSHIP (0-10 POINTS) _____ ()
points

GENERAL IMPRESSION (0-10 POINTS) _____ ()
points

PRECISION OF EXECUTION (0-20 POINTS) _____ ()
points

PERFORMANCE REQUIREMENTS: (please check off as completed) (0-50 points) ()
points

- | | |
|--|--|
| 5 abreast at a walk | 5 abreast at a jog/trot |
| Right angle movements at a walk | right angle movements at a jog/trot |
| 5 abreast to the right at a walk | 5 abreast to the right as a jog/trot |
| 5 abreast to the left at a walk | 5 abreast to the left at a jog/trot |
| 360 degree wheel to the right (end pivot) | 360 degree wheel to the left (end pivot) |
| 180 degree turn to the right or left with the pivot being the center rider | |

COMMENTS: _____

PENALTY POINTS:

Unsafe action _____ Not performing in the following gaits: Walk _____ Jog/Trot _____

DISQUALIFICATION: FALL OF RIDER _____ FALL OF HORSE _____ Performance Exceeding 7 minutes _____
(Due to unsafe action of rider)

JUDGE: _____ TOTAL SCORE: ()
100 points maximum



NYS 4-H QUADRILLE TEAM JUDGING SHEET

COUNTY: _____ LENGTH OF TIME: _____
(4 TO 6 MINUTES)

COMMANDS: Music/Voice/Whistle (circle one) STYLE OF RIDE: Western/Hunt/Dressage

SPACING (0-10 POINTS) _____ ()
points

UNIFORMITY (0-10 POINTS) _____ ()
points

CHOREOGRAPHY (0-10 POINTS) _____ ()
points

MUSICALITY (0-10 POINTS) _____ ()
points

HORSEMANSHIP (0-10 POINTS) _____ ()
points

TEAM APPEARANCE (0-10 POINTS) _____ ()
points

CREATIVITY (0-20 POINTS) _____ ()
points

PERFORMANCE AS A GROUP (0-20 POINTS) _____ ()
points

COMMENTS: _____

PENALTIES:

Unsafe action _____ Not performing in the following gaits: Walk _____ Jog/Trot _____ Lope/Canter

DISQUALIFICATION: FALL OF RIDER _____ FALL OF HORSE _____ Performance exceeding 8 minutes _____
(Due to unsafe action of rider)

JUDGE: _____ TOTAL SCORE: ()
100 points maximum



G800 : RANCH HORSE

G810 Description

Ranch Horse classes are designed to showcase the horse and exhibitor's ability to perform tasks typical of working ranch horses. The emphasis is on a forward, natural way of going; responsiveness; and the horse's ability to demonstrate practical skills with accuracy and control. Movements should be purposeful and reflect the horse's readiness to work, rather than stylized or overly collected.

G820 Personal Attire and Appointments

Hoof polish braided or banded manes, tail extensions, and trimming inside ears are strongly discouraged.

G821 Required

- Western Boots
- Western Pants or Jeans
- Collared, Long Sleeve Shirts or Appropriate Show Attire

G822 Optional

- Spurs
- Gloves
- Chaps

G823 Prohibited

- Tennis or other Sport Shoes

G830 Tack and Equipment

G831 Required

- Stock Saddle



G832 Optional

- Ranch Work Equipment
- Carrying a Rope on Saddle
- Romal Reins
- Roping Gloves

G833 Prohibited

- Roping, Draw Reins
- Martingales
- Tie Downs
- Nose Bands
- Horse Protective Boots

G840General Specifications

G841 Hand Use

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

G841.1 Romal

If a romal is used, the rider's hand should be around the reins and no fingers between the reins are allowed, the tail of the romel shall be held in the other hand.

G850Ranch Horse Trail

G851 Description

This class is designed to show the horse's ability to navigate and cope with the various situations and obstacles encountered in everyday ranch work. It is designed to show a horse's ability to perform these obstacles with a willing attitude. The horse is judged on cleanness and promptness



with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course.

G852 Obstacles

Whenever possible, realistic or natural obstacles should be used. The course can be laid outside of the arena using natural terrain. However, if a ground tie is specified in the course, the course must be set up in an enclosed arena.

G853 Judge

The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable prior to the start of the class. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class. The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable time or if the judge deems that the rider is, or will be, in an unsafe situation. The judge may also ask the rider to move on after a third refusal at an obstacle.

G854 Scoring

G854.1 Penalty List

Penalties should be assessed per occurrence as follows:

Penalty Point	Penalty Description
-1/2	<ul style="list-style-type: none">• Each tick of log, pole, cone, plant, or any component of the obstacle



<p>-1</p>	<ul style="list-style-type: none">● Each Bite of or hit of or stepping on a log, cone, plant or any component of the obstacle.● Incorrect or break of gait at walking or jogging for two strides or less● Both front or hind feet in a single-stride slot or space at a walk or jog.● Skipping over or failing to step into the required space.● Split pole in lope-over● Incorrect number of strides (if specified)● Each step (up to 3) moved during ground tie or picking up hooves
<p>-3</p>	<ul style="list-style-type: none">● Incorrect or break of gait at walking or jogging for more than 2 strides.● Out of lead or break of gait at lope (except when correcting an incorrect lead).● Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.● Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with one foot
<p>-5</p>	<ul style="list-style-type: none">● Dropping slicker, log rope, or object required to be carried on course.● Dropping lariat anywhere on course other than after completion of● roping obstacle.● Each refusal, balk, or evading an obstacle by shying or backing.● Letting go of gate.● Use of either hand to instill fear or praise.● Stepping outside the confines of, falling or jumping off or



	<p>out of obstacle, with designated boundaries, with more than one foot.</p> <ul style="list-style-type: none">● Blatant disobedience (including kicking out, bucking, rearing, striking).● Moving more than 3 steps during ground tie or picking up hooves.
-1 to -5	<ul style="list-style-type: none">● Head carried too high● Head carried too low (tip of ear below the withers)● Over-flexing or straining neck in head carriage so the nose is carried behind the vertical● Excessive nosing out● Opening mouth excessively
-15	<ul style="list-style-type: none">● Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins. But it is permissible to change hands to work an obstacle.● Excessively or repeatedly touching the horse on the neck to lower the head.● Failure to ever demonstrate correct gait between obstacles as designated.● Failure to complete an obstacle once attempted.● Maximum number of points that can be lost on any one attempted obstacle.
-20	<ul style="list-style-type: none">● No attempt to work an obstacle.



<p>Disqualification</p>	<ul style="list-style-type: none">● Performing the obstacle or an essential element of the pattern incorrectly or other than in specified order.● Equipment failure that delays completion of pattern.● Entering or exiting an obstacle from the incorrect side or direction.● Working obstacle, the incorrect direction.● Riding outside the designated boundary marker of the arena or course area.● Significant deviation from correct line of travel between obstacles.
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G855 Obstacles and Maneuvers

G855.1 Required

G855.11 Ride Overs

Ride over at least four logs or poles. Walk, trot or lope may be used but only one gait is required. Formation can be straight, curved, zigzagged or raised. Log, pole no more than 10 inches high.

- Walk-overs: Spaced 26-30 inches between
- Trot-overs: Spaced 36-42 Inches between
- Lope-overs: Spaced 6-7 feet between

G855.12 Backing Obstacles

To be spaced at a minimum of 28 inches. If elevated, at least 30 inches.

Possible backing patterns:



- Back through and around at least three markers
- Back through L, V, U or straight or similarly shaped course which may be elevated no more than 24 inches.

G855.2 Optional

- Open, passing through and closing a hinged gate. A rope gate may be used if a hinged gate is not available.
- Ride over a wooden bridge. Suggested dimensions- 36 inches wide and at least 6 feet long
- Side-pass obstacle. Any object that is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Object height should not exceed 12 inches
- Carry an object from one part of the arena to another
- Put on a slicker or coat
- Step in and out of obstacle
- Open / close gate on foot
- Ground tie
- Remove and replace materials from a mailbox
- Pick up a front foot
- Lead at a trot

G855.3 Obstacles

G855.31 Mailbox

Rider will open and close a mailbox when mounted.

G855.32 Bridge

Horse should walk willingly over a bridge. The bridge may be stationary or “teeter-totter” with a 4” maximum rocker pole.



G855.33 Slicker

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

G855.34 Walk-Over Log-L Obstacle

Walk over 90° log “L”. Log should be no less than 6” and no more than 12” in diameter. Riders should negotiate this obstacle in a straight line.

G855.35 Step-Overs at a Walk, Trot, or Lope

Natural branches, logs, fence posts, etc. which are laid out in seemingly random angles and distances. Distances should be measured only so the set-up is repeatable, but not for uniform spacing or stride length. Obstacles may not be raised and the maximum height of any step-over is 18”.

G855.36 Water Hazard

The horse should enter and exit the water hazard in a quiet manner.

G855.37 Back Through Obstacle

Straight, “L”, or into/out of a marked location.

G855.38 Side Pass

Straight, one direction, may or may not be elevated.

G855.39 Any other safe and negotiable obstacle which could reasonably be found in everyday ranch work and meets the approval of the judge.

G855.4 Disruption

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



G860 Ranch Equitation

G861 Description

Only the rider is being judged, therefore any equine that is suitable for this style of riding and can perform the required class routine is acceptable. The results as shown by the performance of the equine are not to be considered more important than the method used in obtaining them. The rider should present the appearance of being relaxed and comfortable, while at the same time being in complete control of the equine.

G862 Scoring

Emphasis in the class will be placed on the rider's ability to effectively control the equine and maintain the basic position while doing so. To be judged on the rider's position, use of aids and cues, and control of the equine.

G863 Basic Position

The rider should sit in the saddle with legs hanging straight forward to the stirrups, or with the knees slightly bent. Weight should be directly over the balls of the feet. In either position, the stirrups should be just short enough to allow the rider's heels to be lower than his toes. He should sit in the deepest part of the saddle and maintain this seat at all times.

G864 Hands and Arms

Only one hand is to be used for reining. The hand chosen (either right or left) shall not be changed during the class. If a rope is carried on the saddle, it must be attached to the side opposite the reining hand. One finger is allowed between the reins except when romal reins are used. The rider may hold the romal or ends of the split reins provided it is held at least 16" from the reining hand. The reining arm should be bent at the elbow with the hand being held slightly above and in front of the horn. The position of the hand not being used for reining is optional, but it should be kept free of the equine and equipment. It should be held in a relaxed manner, close to the rider's body or leg at all times.

G865 Position in Saddle



The rider should sit the trot and lope. It is acceptable to stand in the stirrups at the extended trot and extended lope. Posting at the extended trot is also acceptable.

G866 Class Routine

G866.1 Entrance

All contestants will enter the ring at the walk in a counterclockwise direction unless otherwise directed by the judge. They shall then go at least once around the ring at each of the three gaits: the walk, trot, extended trot and lope. An extended walk and/ or extended lope may be called for at the discretion of the judge. They shall then be reversed and repeat the same procedure in the other direction. The reverse may be done by turning away from or toward the rail. Entries will then be lined up for close inspection and each exhibitor asked to back his or her equine 3 to 5 steps in a straight line.

G866.2 Dismissal

After all equines have been worked as specified above, the judge may then dismiss any not to be further considered in the class.

G870Ranch Pleasure

G871 Description

Ranch Pleasure evaluates the horse's ability to be a comfortable, willing partner while traveling from one ranch task to another. Horses must demonstrate a natural, forward way of going with free-flowing, ground-covering movement at all gaits. Consideration is given to cadence, consistency, and overall quality of movement, with transitions expected to be smooth, prompt, and responsive. The horse should remain soft in the bridle and willingly yield to light contact.

G872 Faults

Faults to be scored according to severity:

- Excessive speed (any gait)
- Being on the wrong lead
- Breaking gait (including not walking when called for)



- Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope)
- Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized)
- Over flexing or straining neck in carriage so that the nose is behind the vertical.
- Excessive nosing out
- Opening/gapping mouth excessively
- Stumbling
- Use of spur in front of the cinch
- If a horse appears sullen, dull, lethargic, emaciated, drawn or overly tired.
- Quick, choppy or pony-strided.
- Overly canted at the lope (Horses which lope with haunches in towards the center of arena).
- Excessive head bobbing.
- Excessive ringing of tail.

G880Ranch Riding

G881 Description

Class consists of pattern work which is ridden individually. For each maneuver, the horse is judged on quality of gaits, response to the rider, manners, and disposition. Maneuvers may include:

- Walk, trot, and lope both directions.
- Extended trot and extended lope at least one direction.
- Stop and back from any gait.
- Side pass.
- Turns on the hindquarters of up to 2½ turns.
- Turns on the forehand of up to 180°.
- Change of lead (simple or flying).



- Walk, trot, or lope over a pole(s).

G882 Transitions

All transitions should be smooth without undue exaggeration or resistance from the horse.

G883 Selection of Pattern

The Official will provide the pattern to be used.

G884 Scoring

Performances are scored on an open scale beginning at 0, with 70 representing an average performance. Each maneuver receives a score, which is added to or subtracted from 70, and may also incur penalty points, which are subtracted separately.

Maneuver scores are assigned independently of penalties and may range from $-1 \frac{1}{2}$ to $+1 \frac{1}{2}$, using the following scale:

- $-1 \frac{1}{2}$ = Extremely poor
- -1 = Very poor
- $-1/2$ = Poor
- 0 = Correct
- $+1/2$ = Good
- $+1$ = Very good
- $+1 \frac{1}{2}$ = Excellent

G884.1 Penalty List

Penalties should be assessed per occurrence as follows:

Penalty Point	Penalty Description
-1	<ul style="list-style-type: none">• Too Slow/per gait• Over-Bridled• Out of Frame



	<ul style="list-style-type: none"> ● Break of gait at walk or jog for 2 strides or less ● Split log at lope
-3	<ul style="list-style-type: none"> ● Break of gait at walk or jog for more than 2 strides ● Break of gait at lope ● Draped reins ● Out of lead or cross-cantering more than two strides when changing leads. ● Trotting more than three strides when making a simple lead change. ● Severe disturbance of any obstacle
-5	<ul style="list-style-type: none"> ● Blatant disobedience (kick, bite, buck, rear, etc.) ● Eliminates Maneuver ● Incomplete maneuver
Disqualification	<ul style="list-style-type: none"> ● Illegal equipment ● Willful abuse ● Major disobedience or schooling

G890 Ranch Discipline Rail

G891 Description

This is a class that tests the skills of both the horse and rider, as they execute specific gaits, transitions, and/or movements as requested by the judge. The horse should do what the rider asks with the least possible effort on the part of the rider and the least amount of resistance from the horse. The member will be judged on correct posture, smooth gait transitions, and effective use of aids, with special emphasis on light hands. The performance of the horse is not to be considered more important than the methods used by the rider in obtaining that performance.



G891 Possible Maneuvers

The following are some, but not all, of the maneuvers the judge may ask you to perform:

- Enter ring on right track.
- Transitions to and from any gait, such as trot to lope, extended lope to halt, halt to lope, trot to counter lope, etc. You may also be asked to perform a gait for a specific number of steps or strides.
- Extension and collection of any gait.
- Lope on correct lead
- Starting and traveling on the incorrect lead/counter lope.
- Extended lope (depending on seat and/or number of exhibitors)
- Change leads-simple, interrupted, or flying (Example: "As you pass in front of the judge, perform a simple change of lead.")
- Ride without stirrups and drop and pick up stirrups
- Turn on forehand and turn on hind quarter (once each way).
- Side pass both away from the rail (at least five steps) and then back to the rail.
- Transition from any gait to a balanced halt/stop
- Starting into a lope from a halt.
- Reverse at a trot (but not at lope)
- Back
- Stand for inspection or stop and stand quietly on a loose rein.
- Answer questions from 4H project materials
- Judge may ask for additional safe work reflective of horsemanship.



G900 : WESTERN DIVISION

G910 Description

The Western Division reflects traditional stock horse riding, emphasizing a natural, relaxed, and willing way of going. Exhibitors should use quiet hands, clear aids, and maintain a balanced riding position. Each class will be judged according to its own standards for performance, control, and overall presentation.

G920 Personal Attire and Appointments

G921 Required

- Long Sleeved Western Blouse/Collared Shirt OR Short Sleeved Collared Shirt with Jacket
- Western Riding Pants or Denims

G922 Optional

- Western Style Tie
- Belt
- Vest (To Be Worn with Long Sleeved Shirt Only)
- Jacket
- Chaps
- Slicker or Raincoat
- Sweater
- Gloves
- Blunt Roweled or Unroweled Spurs (Must have Strap)

G923 Prohibited

- Western Hats
- T-shirts, Sweatshirts or Crew type necklines
- Chaps
- Spurs



- Protective Boots

G930Tack and Equipment

G931 Required

- Halter (Nylon or Leather) and Lead (Nylon, Cotton Rope or Leather)
- Approved Curb straps - 1/2" Flat, Single Leather or Chain
- Western/Stock Type Saddles
- Bridle, Western Shank (curb) Bit. Horses Five Years Old and Younger May be Shown in a Snaffle bit, Hackamore or Bosal . Snaffle Bit Mouthpiece Should be Smooth with No Twist. Bosal Must Use a Complete Mecate Rein with a Tie Rein.
- Western Style Pad and/or Blanket
- Acceptable Western Style Girth (If Backstrap is Used, a Connector Strap is Required.)

G932 Optional

- Breast Collars
- Solid or Jointed Mouthpiece Bits
- Chain on Lead Must be Under the Chin

G933 Allowed in Practice and Warm-up Rings

- Tie downs and martingales
- Draw reins, side reins, chambon, nose reins, gogue and similar training devices

G934 Prohibited

- Bit Shank Longer Than 8-1/2". Bit Port Height Greater Than 3 ½ “.
- English, Half Breed, Roping, Spade Bits
- Flat Polo Mouthpieces
- Cavessons and Dropped Nosebands



- Whips, Quirts, Bats, etc.
- Whips, Bats, Etc.
- Lead Chain Over the Nose
- Protective Boots

G940 General Specifications

G941 Position

G941.1 Basic Position

The rider should sit in the saddle with legs hanging straight forward to the stirrups, or with the knees slightly bent. Weight should be directly over the balls of the feet. In either position, the stirrups should be just short enough to allow the rider's heels to be lower than his toes. They should sit in the deepest part of the saddle and maintain this seat at all times.

G941.2 Use of Reins and Hand Position

Reins are to be carried immediately above or slightly in front of the saddle horn. Excessively tight or loose reins is undesirable. Wrists are to be kept straight and relaxed.

G941.21 Curb/Shank Bit

When riding in a curb/shank bit, split reins are to be used and the hand is to be around the reins and the bight of the reins should be carried on the same side of the horse as the reining hand. The index finger is permitted between the reins.



G941.22 Snaffle Bit

When riding with a snaffle bit, two hands will be used on reins that are bridged (crossed on opposite side of the neck) so both reins are in each hand.

G941.23 Bosal

When riding with a bosal, two hands will be used on a closed rein, one on each side of the horse's neck

G941.24 Romal

When riding with romal reins the rider's one hand shall be around the reins with the thumb on top and no fingers in between. The tail of the romal shall be held in the opposite hand approximately 16 inches from the rein hand.

G941.3 Position in the Saddle

The rider should sit to jog and not post. At the lope, he should be close to the saddle. All movements of the equine should be governed by the use of imperceptible aids and the shifting of the rider's weight or leaning in either direction to obtain the proper lead is not desirable.

G950 Stock Seat Equitation

Only the rider is being judged, therefore any equine that is suitable for this style of riding and is capable of performing the required class routine is acceptable. The results as shown by the performance of the equine are not to be considered more important than the method used in obtaining them. The rider should present



the appearance of being relaxed and comfortable, while at the same time being in complete control of the equine.

G951 Scoring

Emphasis in the class will be placed on the rider's ability to effectively control the equine and maintain the basic position while doing so. To be judged on the rider's position, use of aids and cues, and control of the equine.

G952 Class Routine

G952.1 Entrance

All contestants will enter the ring at the walk in a counterclockwise direction until otherwise directed by the judge. They shall then go at least once around the ring at each of the three gaits - walk, jog and lope. They shall then be reversed and repeat the same procedure in the other direction. The reverse may be done by turning away from or toward the rail. Entries will then be lined up for close inspection and each exhibitor asked to back his or her equine 3 to 5 steps in a straight line.

G952.2 Tests

The judge may continue to work the remaining entrants at the walk, jog and lope as before, or he may ask any of the riders to execute an appropriate test of their riding skills. Suggested tests from which the judge might choose include:

- Back in a straight line at least 15'.
- Figure 8 at the jog.
- Lope and stop.
- Figure 8 at the lope, demonstrating simple change of leads.
- Ride without stirrups.
- Change of leads down the center of the ring, demonstrating a simple change of leads.



- Extend the jog while sitting in saddle and maintaining basic position - extreme speed will be penalized.
- Execute 360 degree turns.

G960 Western Pleasure

A good pleasure equine has a stride of reasonable length in keeping with his conformation. The horse carries his head in a natural position, not high and over flexed at the poll or low with the nose out. The horse should be relaxed but alert and ready to respond to the rider's commands without excessive cueing.

G961 Scoring

Emphasis in this class will be placed on the equine's suitability as a pleasure mount as evidenced by both the performance in the class and its general type, conformation, and soundness. Scoring will be based on performance and on conformation.

G962 Class Routine

G962.1 Entrance

All equines will enter the ring in a counterclockwise direction at the walk until they are otherwise directed by the judge. They will then go at least once around the entire ring at each of the three gaits - walk, jog and lope. All equines will then be asked to reverse and work the same way in that direction. The reverse shall be done by turning away from the rail.

G962.2 Official's Decisions

After all equines have been worked, the judge may then excuse equines not to be considered further in the class. The judge may ask for additional work from any of the remaining equines.

G962.3 Consideration for Awards



All equines being considered for an award shall be asked to back in a straight line a minimum of 3 steps

G962.4 Hand Use

Only one hand is to be used for reining. The hand chosen (either right or left) shall not be changed during the class. One finger is allowed between the reins except when romal reins are used. The rider may hold the romal or ends of the split reins provided it is held at least 16" from the reining hand

G970 Discipline Rail Class

Disciplined rail is a class that tests the skills of both the horse and rider, as they execute specific gaits, transitions, and/or movements as requested by the judge. The horse should do what the rider asks with the least possible effort on the part of the rider and the least amount of resistance from the horse. The member will be judged on correct posture, smooth gait transitions, and effective use of aids, with special emphasis on light hands. The performance of the horse is not to be considered more important than the methods used by the rider in obtaining that performance.

G971 Possible Maneuvers

The following are some, but not all, of the maneuvers the judge may ask you to perform:

- Enter ring on right track.
- Transitions to and from any gait, such as jog to lope, extended lope to halt, halt to lope, jog to counter lope, etc. You may also be asked to perform a gait for a specific number of steps or strides.
- Extension and collection of any gait.
- Lope on correct lead
- Starting and traveling on the incorrect lead/counter lope.
- Extended lope (depending on seat and/or number of exhibitors)



- Change leads-simple, interrupted, or flying (Example: "As you pass in front of the judge, perform a simple change of lead.")
- Ride without stirrups and drop and pick up stirrups
- Turn on forehand and turn on hind quarter (once each way).
- Side pass both away from the rail (at least five steps) and then back to the rail.
- Transition from any gait to a balanced halt/stop
- Starting into a lope from a halt.
- Reverse at a jog (but not at lope)
- Back
- Stand for inspection or stop and stand quietly on a loose rein.
- Answer questions from 4H project materials
- Judge may ask for additional safe work reflective of horsemanship.

G980Horsemanship Class

This class evaluates the rider's ability to perform a set of prescribed maneuvers with precision while maintaining a balanced, functional and fundamental body position.

G981 Class Routine

All exhibitors will perform an individual pattern that includes a walk, jog and lope. Additional maneuvers may be included such as, but limited to, a back, turn on the forehand or haunches. Pattern is not to exceed 1 minute. The judge may ask riders to perform rail work once all have completed the pattern.

G990Western Road Hack Class

Equines are to be shown at a walk, jog, extended jog, lope and extended lope both ways of the ring and back. The equine should be similar to the Western



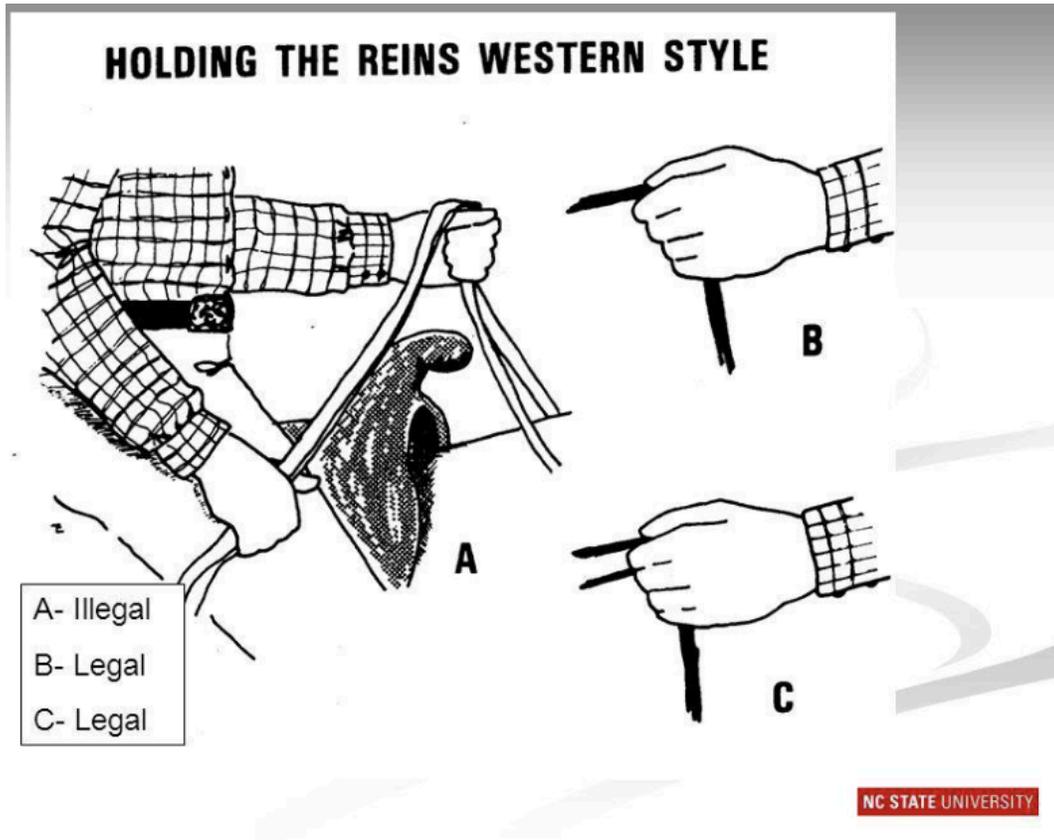
Pleasure mount in that it should move in a consistent, relaxed and willing manner.

G991 Scoring

Emphasis in this class will be placed on the equine's ability to show a moderate lengthening in strides when softly cued. Equines should remain smooth and consistent throughout all gaits and transitions.

G992 Class Routine

All equines will enter the ring in a counterclockwise direction at a walk until otherwise directed by the judge. They will then show in all gaits specified above, then asked to reverse and show in all gaits as specified above in that direction. The reverse should be done by turning away from the rail.



***PLEASE FIND TYPICAL EXAMPLES OF ACCEPTABLE BITS OR BOSAL BELOW**



Eggbut Snaffle



Rawhide bosals



O-Ring Snaffle



D-Ring Snaffle

The addition of silver engraving should not add or detract from the horse's performance or judges opinion.



G1000 : DRIVING DIVISION

G1010 Description

The driving division features classes where equines are tacked in harness and equipped to a vehicle. Different breeds/types of equine can participate. The driver should present the appearance of being relaxed and comfortable, while at the same time being in complete control of the equine.

G1020 Personal Attire and Appointments

G1021 Required

Please note – If you are wearing personal attire and appointments that are appropriate to the seat that you ride, this will be acceptable as long as you use a lap robe or apron.

- Lap Robe or Apron
- Gloves
- Girls – Skirt and Blouse, Dress, or Dress Slacks and Blouse
- Boys – Shirt, Tie and Dress Slacks

G1022 Prohibited

- Period costumes
- T-shirts, sweatshirts, tank tops or crew neck shirts
- Open-toed shoes, sandals, sneakers, clogs, shoes or boots with heels greater than 2"
- Clip-on spurs

G1030 Tack and Equipment

G1031 Required



- Appropriate 2- or 4-Wheeled Vehicle, Stable and in Good Repair
- Standard Bridle with Blinkers
- Snaffle or Driving Bit (i.e., Liverpool or Buxton) Bits May be Covered with Rubber or Leather
- Cavesson or Flash Noseband
- Breeching or Thimbles
- Whip
- Checkreins (Overcheck or Sidecheck)
- Driving Harness

G1032 Optional

- Martingales
- Check Bits

G1033 Prohibited

- Racing Sulkies and Chariots
- Quarter Boots
- Twisted Wire or wire bits
- Tail appliances other than a regular low crupper
- Draw reins, side reins, chambon, nose reins, gogue and other similar training devices.
- Fly Nets on Ears, Face, or Body

G1040 General Specifications

G1041 Vehicles

Any appropriate 2- or 4-wheeled vehicle is acceptable as long as it is of good repair and stability. It is the responsibility of each competitor to ensure that harness and vehicle are in good repair and structurally sound.



G1042 Harness

There shall be no restrictions on the type of harness used as long as it is appropriate for the type of equine and vehicle used. Lines may be placed under the shoulder strap going to the breast collar.

G1042 Adult Passengers and Pets

All drivers may have a knowledgeable adult passenger at their option. The accompanying adult may dismount and serve as a header, but shall render no other assistance except in an emergency. Any adult communication with, or attempt to influence, an exhibitor, except in an emergency, may result in dismissal and disqualification at the discretion of the show officials. No pets shall be allowed in the cart.

G1043 Disqualifications

Assistance in any class after the judging has begun entails disqualification. Under no condition is a bridle to be removed from an equine while it is still put to a vehicle. If this occurs, it is an automatic elimination. A driver who leaves his or her cart except at the judge's direction shall be eliminated; at the judge's discretion the contestant may be permitted to complete the class, but not place.

G1043 Eligible Equines

Light, draft or miniature equines may be shown. Equines should never be left unattended while put to a vehicle. Failure to observe this rule shall cause immediate elimination.

G1038 Exhibitor Presentation

Each exhibitor is responsible to present themselves and their turnout to the Official at least 5 minutes prior to the start of each class for safety check of all tack and equipment and appointments.

G1039 Breakage During Class



If during a class any breakage occurs to either the cart or harness, the exhibitor will be allowed five (5) minutes to repair/replace or be eliminated from that class.

G1050 Classes and Age Divisions

G1051 Pleasure Driving, All Equines

G1051.1 Description

Demonstrates the elegance of a driving horse, emphasizing consistent gaits and smooth transitions.

G1051.2 Entrance

All contestants to enter the ring in a counterclockwise direction at the walk until otherwise directed by the judge. They shall then be required to perform at each of the required gaits. They shall then be reversed at the walk or working trot and required to repeat the same procedure in that direction. It is suggested that the reverse be done by turning toward the center of the ring and then crossing diagonally to the other side of the ring, proceeding in the opposite direction.

G1051.3 Line Up

After completing the procedure above, the judge shall ask exhibitors to line up, to rein back individually at the judge's command, and to stand quietly.

G1051.4 On the Rail

Equines should be shown on the rail at all times except when passing, and should use the entire ring without side reining.

G1051.5 Scoring



In scoring, emphasis shall be placed on the suitability of the entry for pleasure driving rather than for use of the roadster or fine harness equine. Scoring to be based 80% on performance and manners, 10% on conformation and 10% on appointments.

G1052 Pleasure Driving Reinsmanship, All Equines

G1052.1 Description

A pleasure driving class in which entries are judged primarily on the ability and skill of the driver. To be shown both ways of the arena at a walk, working trot, and extended trot. Drivers shall be required to rein back. All drivers chosen for a workout must be worked both ways of the arena at any gait requested by the judge and may be asked to execute a figure 8 and perform any other appropriate tests.

G1052.2 Scoring

Scoring to be based 75% on handling of reins and whip, control, posture, and overall appearance of driver, and 25% on the condition of harness and vehicle, and neatness of attire.

G1053 Combination Class, Drive and Ride, All Equines

G1053.1 Description

A presentation of riding and driving skills in one class evaluating the horse's versatility and training in both areas. Judging focuses on performance, obedience and overall presentation.

G1053.2 Showing

To be shown in two sections:



- In harness –to be shown to a suitable pleasure driving vehicle, both ways of the arena at a walk, working trot, and extended trot. To stand quietly and to rein back.
- Under saddle – to be shown both ways of the arena at a walk, trot or jog, and canter or lope. To stand quietly and to rein back.

G1053.3 Class Routines

Class routine shall include the following specifics:

- In combination classes, each entry must be shown by the same person in all sections.
- Two grooms or attendants may assist with unharnessing but shall not enter the ring until directed to do so.
- Removal of the bridle while a equine is put to a vehicle calls for automatic elimination.
- The vehicles are to be removed from the arena as soon as the unharnessing is completed.

G1053.4 Scoring

Scoring to be based 50% on performance, manners, way of going, and suitability in harness; and 50% on performance, manners and way of going under saddle.

G1054 Obstacle Driving, All Equines

G1054.1 Description

Maneuvering a horse-drawn vehicle through a series of obstacles, testing the horse's agility, obedience and teamwork with the driver

G1054.1 Course Requirements



General course requirements should include the following:

- All obstacles driven over a prescribed course.
- The maximum width of "L" and "U" shaped obstacles shall be 10' and 13', respectively, for equines over 14.2 hands; 8' and 10', respectively, for equines under 14.2 hands.
- While many devices prove useful as obstacle markers, the "traffic cones" are the most easily obtained and quickly set.
- A course diagram will be posted three hours before the start of the class.
- Competitors are prohibited from driving, leading, or riding their equines on any course at any time prior to the competition. It is advisable, however, for competitors to walk the course prior to the competition.

G1054.2 Scoring

Obstacle driving is a performance event completed at a trot over a set course. Competitors navigate each obstacle from the starting to the finish line.

G1054.3 Penalties

G1054.31 Elimination

- Third disobedience
- Starting before signal
- Failure to cross starting line within 1 minute
- Failure to cross starting or finish line
- Going off course
- Going out of order
- Outside assistance
- Failure to carry whip
- Breakage of harness or vehicle



- Third break from trot
- Second break to canter (if treated as “second break” → elimination)
- Prolonged canter

G1054.4 Disobediencies

Disobediencies include:

- Run-out – evading or passing an obstacle or the finish line.
- Refusal – stopping for a prolonged time in front of an obstacle or stopping and then backing (even one step) in front of an obstacle. It is not considered a refusal if the equine stops and then immediately proceeds forward.
- Any form of circle which causes a competitor to cross the original track between two consecutive obstacles, except to retake an obstacle after a refusal or run-out shall be penalized.

G1055 Timed Cones Obstacle – All Equines

G1055.1 Description

Requires navigation of a course of marked cones while being timed. Class involves a combination of speed and accuracy.

G1055.2 Course Setup

To be driven over a course of numbered obstacles consisting of cones and balls, not to exceed 10 obstacles.

G1055.21 A course diagram will be posted 3 hours before the start of the class.

G1055.22 Each obstacle on the prescribed course will be numbered consecutively and marked red on the right, white on the left.



G1055.23 Competitors are prohibited from driving, leading or riding their equines on any course at any time prior to the competition. It is advisable, however, for competitors to walk the course prior to the competition.

G1055.3 Scoring

To be driven at the trot. After passing the starting line, the competitor shall proceed through each obstacle in numerical order to the designated finish line.

G1055.4 Penalties

G1055.41 10-Second Penalties

- Knocking over start or finish marker
- Knocking down or dislodging an obstacle
- First disobedience
- First break from trot
- Second break from trot
- Breaking to canter (first occurrence)

G1055.42 20-Second Penalties

- Second disobedience

G1055.43 Elimination

- Third disobedience
- Starting before signal
- Failure to cross starting line within 1 minute
- Failure to cross starting or finish line
- Going off course
- Going out of order
- Outside assistance
- Failure to carry whip



- Breakage of harness or vehicle
- Third break from trot
- Second break to canter (if treated as “second break” → elimination)
- Prolonged canter

G1055.5 Disobediences

Disobediences include:

- Run-out – evading or passing an obstacle or the finish line.
- Refusal – stopping for a prolonged time in front of an obstacle or stopping and then backing (even one step) in front of an obstacle. It is not considered a refusal if the equine stops and then immediately proceeds forward.
- Any form of circle which causes a competitor to cross the original track between two consecutive obstacles, except to retake an obstacle after a refusal or run-out shall be penalized.

G1056 Drivers Choice Obstacle– All Equines

G1056.1 Description

Each whip has the same amount of time in which to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty, the easier obstacles having a lesser value than the more difficult obstacles and each whip tries to obtain as high a point score as possible in the time allowed.

- Obstacles may be driven in any order.
- Each obstacle can be attempted twice and may be approached from either direction.
- Competitors must attempt a different obstacle before returning to that obstacle for a second try.



- Once an obstacle has been disrupted, it can no longer be attempted.

G1056.2 Time Limit

If all obstacles are completed twice before the 90 seconds (1 min 30 sec) time limit, the competitor will exit through the finish line for the final point and time scoring.

G1056.3 Signal Timing

A signal will show the end of 90 seconds (1 min 30 sec). After the signal, the competitor must exit through the finish line. At that point the total time on the course will be recorded. Time allowed must be stated.

G1056.4 Scoring at Signal

In the case of a competitor being committed to or in the process of negotiating an obstacle and if clean, will be awarded the points for that obstacle. Having completed the obstacle, the competitor must proceed through the finish line for the total time on course to be recorded. Whether or not the competitor was committed to the next obstacle at signal will be left to the discretion of the presiding official. No score will be awarded for an incorrectly completed obstacle.

G1056.5 Ties

In the event of equality of points, the fastest time recorded is the winner. If both of these are equal, the winner will be determined by a drive-off.

G1057 Carriage Driving – All Equines

G1057.1 Description



The driving animal may be of any breed, color or size. Over 14.2 will be classified as a horse and under will be classified as a pony. The animal must be driven to an appropriate wooden wheel vehicle, “appropriate” to mean the size and type to appear pleasant and balanced. The harness must be a type appropriate to the type of vehicle used. It must be in good repair, clean, and fit properly. The whip (driver) and any passenger should be dressed conservatively according to the style of the present day.

G1057.2 Attire and Equipment

This is not a costume class. Whips are to wear an apron or lap robe, gloves and hat. In general, equines should be driven with light contact of the reins on the mouth. Equines should be on the bit, but not pulling with their mouths. An appropriate driving whip **MUST** be carried at all times while driving.

G1057.3 Required Gaits

The carriage driving class will require the following gaits: walk, collected trot, working trot and extended trot both ways of the ring. All entries will be required to halt, rein back and stand quietly.

G1057.4 Groom

A groom is permitted at the equine’s head but should not hold the animal except to control unruliness and prevent an accident.

G1058 Country Pleasure Driving – Miniature Horse

G1058.1 Description



G1058.2 Wheeled Cart

Country Pleasure driving is to be shown to a two-wheel cart only. Bike tires or wooden wheels are permissible.

G1058.3 Harnesses

Harness in the country pleasure division must be of the light type. Breast collars or light collars are permissible, but no full harness allowed. When shown, the equine must have blinders (round or square) and the check must be hooked. No other appliances may be used on a driving equine other than the harness. (Example: no fly nets on the ears, face, or body.)

G1058.4 Bits

Bits in the pleasure driving division shall be of the snaffle type. No Liverpool bits, curb chains or curb straps are allowed.

G1058.5 Ring Procedure

Country Pleasure Driving equines are to enter the ring counterclockwise (to the right) at a country pleasure trot. To be shown both ways of the arena at a walk, country pleasure trot and an extended trot. To stand quietly and to rein back. To be judged 60% on performance, manners and way of going, 30% on the condition, fit and appropriateness of attire and overall impression.

G1058.6 Equipment

Overchecks and side checks should be slightly loose, not snug. The head set should appear natural for the equine. Excessive knee action and speed to be penalized.



G1060 Park Harness – Miniature Horse

G1060.1 Description

The equine is to give a brilliant performance with style, presence, finish, balance and cadence. Park equine to be neatly trimmed, well groomed, braided (same as USA Equestrian braid) with one braid in the foretop and one immediately back of the bridle path. Tail braces and false tails are optional. To be judged on brilliant performance, presence, quality, manners and conformation. Cross entries with the same equine are prohibited between the Park Harness, Pleasure and Country Pleasure Divisions at the same show.

G1060.2 Gait Requirements

Park equines are to enter the show ring at a trot going counter-clockwise (to the right) and be shown both ways of the ring at a walk and park trot. Park equines are not asked to back.

- Walk: An animated walk is required. The motion should be brisk and vigorous with the equine showing animation and brilliance.
- Park Trot: Extremely animated, cadenced trot, with impulsion and power. The trot is bold and brilliant with knees and hocks snapping high in expansive and dramatic style, creating an illusion of lightness with high-stepping action. Excessive speed shall be penalized.

G1060.3 Harness

Harness should be of the type used to show in the pleasure division. Martingales are optional.

G1060.4 Vehicle



Park harness equines are shown to a viceroy or a two-wheeled vehicle.

G1061 Obstacle Driving Course – Miniature Equine

G1061.1 Description

Miniature equines are shown in a suitable two-wheeled cart through a course of 5 to 8 numbered obstacles designed to test control, responsiveness, and driving skill. The class is judged entirely on the equine's performance and manner while navigating the obstacles safely and correctly

G1061.2 Course Posting

The obstacle course must be posted at the Show Office not less than two hours prior to the class. Equines must be at least three years old for obstacle driving. No one may show before a judge in classes where the exhibitor has designed the course in that class. An equine can only be shown by one exhibitor per class. All obstacles must be numbered on the course in order of sequence.

G1061.3 Judging

Classes will be judged 100% on the manner of the equine's performance through the course.

G1061.4 Time Limit

There is a sixty-second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three (3) obstacles shall be cause for disqualification.



G1061.5 Cantering Penalty

Cantering is penalized in obstacle driving.

G1061.6 Obstacle Requirements

- Must be a minimum of 5 and maximum of 8 obstacles
- In shows where more than one obstacle class is offered, at least two of the obstacles must be different or the manner of performance through obstacles must be varied for the class.
- All obstacles should be safe for exhibitors as well as for equines.

G1061.7 Off Course

Off course will result in elimination from the class and no points, ribbons or awards will be presented. 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 the judge.
- Negotiating obstacles in the wrong sequence.
- Physically moving or coercing the equine by touching. It is to be the judge's discretion to disqualify.
- Miniature leaving the obstacle course.

G1061.8 Attendants

Attendants 16 years of age or older may be allowed in the ring during Youth Halter Obstacle for safety purposes only.

Attendants must not interfere with or influence the individual's or equine's performance.

G1061.9 Equipment



Driving obstacle equines shall be shown in a suitable two-wheeled cart with basket.

G1100 : MINIATURE EQUINE

G1110 Description

The miniature equine division offers a variety of classes for equines meeting the height requirement of 38 inches or under

G1120 Personal Attire and Appointments

G1121 Required

- Approved Protective Helmet
- Riding Boots with Distinguishable Heel



- Long sleeve shirt with a collar or short sleeve with a jacket
- Gloves

G1122 Prohibited

- Period Costumes
- T-shirts, Sweatshirts, Tank Tops or Crew Neck Shirts
- Open-toed Shoes, Sandals, Sneakers, Clogs, Shoes or Boots with Heels Greater than 2"
- Clip-on Spurs

G1130 Tack and Equipment

G1131 Required

- Halter with Lead Rope or Shank.
- For Driving Please See Rules in the Driving Division.
- For Showmanship and Costume Please See Rules in the Appropriate Division.

G1132 Prohibited

- In Halter Obstacle, Hunters, Jumpers and All Showmanship Classes, Chains May be a Part of the Lead on the Halter but the Chain Portion Cannot be Placed in the Horse's Mouth or Over the Horse's Nose.

G1140 General Specifications

G1141 Size

All miniature equines must be 38 inches or under.

G1142 Outside Assistance



Outside assistance in any class after the judging has begun entails disqualification.

G1143 Equine Number

All classes shall be for a single equine.

G1150 Obstacle Halter – Miniature Equine

G1151 Description

A test of a horse's ability to navigate various obstacles while being led. Judging is based on the horse's training, responsiveness and manners on the ground

G1152 Course Posting

The obstacle course must be posted at the Show Office not less than two hours prior to the class. Equines must be at least two years old for halter obstacle and three years old for obstacle driving. No one may show before a judge in classes where the exhibitor has designed the course in that class. An equine can only be shown by one exhibitor per class. It is recommended that obstacles be numbered on the course in order of sequence.

G1153 Judging

Classes will be judged 100% on the manner of the equine's performance through the course.

G1154 Time Limit

There is a sixty second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three (3) obstacles shall be cause for disqualification.

G1155 Obstacle Requirements



- Must be a minimum of 5 and maximum of 8 obstacles.
- Tires and stair steps are prohibited.
- Jumps are prohibited.
- All obstacles should be safe for exhibitors as well as for equines.

G1156 Treats

Edible treats to encourage an animal to perform one of the obstacles are not allowed.

G1157 Off Course

Off course will result in elimination from the class and no points, ribbons or awards will be presented. 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 the judge.
- Negotiating obstacles in the wrong sequence.
- Physically moving or coercing the equine by touching. It is to be the judge's discretion to disqualify.
- Attendants 16 years of age and older may be allowed in the ring during Youth Halter Obstacle for safety purposes only. Attendant must not interfere with or influence the individual's or equine's performance.
- Miniature equine leaving the obstacle course.

G1160 Jumper and Hunter – Miniature Equine

G1161 Description

Miniature horses navigate a posted jumping course designed to test jumping ability, control, and performance. Horses must be at least three years old, and all obstacles must be safe and collapsible. Classes are conducted following standard hunter and jumper course procedures.

G1162 Posted Courses



The courses for hunter and jumper classes must be posted at least two hours prior to the scheduled time of the class. 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.

G1163 Minimum Age for Equines

The minimum age for an equine to enter the jumper or hunter class is 3 years old.

G1164 Rules of Jumping

The person showing a jumper or hunter cannot jump the course with the equine. Hunters and jumpers may show with braided manes and tails in the manner of their larger counterparts. All jumps used in performance classes must be collapsible. Judge(s) and steward shall walk Hunter/Jumper course with designer and exhibitors prior to start of class.

G1170 Jumper – Miniature Equine

G1171 Description

All equines are to demonstrate their ability to clear all jumps without knocking them down or incurring any time penalties.

G1172 Judging and Faults

Jumpers are judged on accumulated faults only, unless there is a tie in which case there will be a jump off. The jump-off is described in Part 3 below.

G1172.1 Knockdowns

An obstacle is considered knocked down when in jumping an obstacle, an equine or handler, by contact, lowers the established height of the fence in any way – 4 faults.

G1172.2 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 equine backs even a single step, side steps or circles to retake the fence, a refusal is incurred: 4 faults – 1st refusal; 8 faults – 2nd refusal; disqualification – 3rd refusal.

G1172.3 Circling

Any form of circle or circles whereby the equine crosses its original track between two consecutive obstacles, stops advancing toward the next obstacle, or turn away from the next obstacle, except to retake an obstacle after a disobedience. Crossing your own path (i.e. circling between fences, NOT retaking a fence from a refusal) – 3 faults

G1173 Eliminations

- Three refusals
- Off course
- Fall of equine and/or exhibitor

G1174 Jump-Off

All ties in a Jumper class must be jumped-off. The jump-off will be held over the original course. The height of the jumps shall be increased not less than one inch, and not more than six inches in height. The jump-off will be timed by a stopwatch, and the equine who has the fastest time and the fewest faults in the jump-off round will be declared the winner. An elimination in a jump-off does not eliminate the equine from final placings. At the show committees discretion jumpers may have one round with the first round being timed. This will be announced prior to the class starting

G1175 Fences

There will be a minimum of four fences and a maximum of six fences. The fences can range in height from twelve to twenty-four inches (in the jump-off this will change to a minimum of twelve to a maximum of thirty inches). Jumps should be of attractive design but constructed of a



material so as not to cause danger to the equine. All jumps must be at least five feet in width, with a minimum of twenty feet between jumps, with the exceptions of an in and out. All jumps must have a ground pole. Jump standards may not be higher than 40". No wings or additions are allowed outside the jump standards.

G1176 In and Out Jump

An In and Out Jump is considered one obstacle and scored as such. Refusal of one element of an in and out requires the retaking of both elements. The distance between the two jumps in an In and Out should be 10 to 12 feet. In and out should never be the first jump in the course.

G1180 Hunters – Miniature Equine

G1181 Description

Hunters are to be judged on style, manners and way of going, with preference given to those equines who cover the course at an even pace, with free-flowing strides, as in a brisk trot or canter, but must maintain same gait throughout the entire course.

G1182 Judging

Circling once upon entering the ring and once upon leaving the ring is permissible. Charging fences, or not maintaining the same gait throughout the entire class will be penalized. Upon completion of the entire class over jumps, finalists will be trotted past the judge(s) for soundness check. Any unsound equine will be eliminated. Equines shall not be required to re-jump the course.

G1183 Course Design

The course design for hunters should follow the same requirements as the course for jumpers.

G1184 Fences

Same size and height requirements as for Jumpers. Obstacles should simulate those found in hunting, such as natural post and rail, brush, stone wall, white board gate, hedge, oxer, etc.

G1185 Causes for Elimination

- Three refusals



- Off course
- Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal or when following a course design)
- Fall of equine or exhibitor
- Jumping of obstacle by exhibitor
- Carrying a whip
- An unsound equine

G1186 Major Faults to be Scored

- Knockdowns
- Touches
- Refusals
- Bucking or kicking
- Spooking or shying
- Wringing of tail
- Showing an obstacle to equines
- Not maintaining an even pace



G1200 : WESTERN DRESSAGE

G1210 Description

The goal of Western Dressage is to develop a partnership between a happy equine athlete working in harmony with their rider. A system of progressive training produces a horse that is physically strong, balanced, supple, and flexible; this equine athlete also demonstrates a calm, confident, attentive attitude and is happy to do their job.

G1220 Personal Attire and Appointments

G1221 Required

- Long-Sleeved Shirt with Any Type of Collar (Short Sleeves May be Worn at the Discretion of the Official)
- Trousers, Pants, or a One-Piece Long Sleeve Equitation Suit with a Collar

G1222 Optional

- Neck Tie, Kerchief, Bolo Tie, or Pin
- Vest, Jacket, Coat and/or Sweater
- Spurs – Blunt Only, and All Spurs Must Have Straps
- Chaps, Shotgun Chaps or Chinks

G1223 Prohibited

- Clip-on Spurs
- T-shirts, Sweatshirts, or Crew Type Necklines



G1230 Tack and Equipment

G1231 Required

- Saddle – A standard stock saddle, national, working saddle, Aussie, native or western side saddle is to be used, and Western style fenders are required.
- Any Western Type Headstall
- Bridle, Western Shank (curb) Bit. Horses Five Years Old and Younger May be Shown in a Snaffle bit, Hackamore or Bosal . Snaffle Bit Mouthpiece Should be Smooth with No Twist. Bosal Must Use a Complete Mecate Rein with a Tie Rein.
- Approved Bits (below)
- Western Style Pad.
- Acceptable Western Style Girth – If Back Strap is Used, a Connector Strap is Required.

G1232 Optional

- A Breastplate and/or Crupper May Be Used.
- Tapaderos are permitted (except in Western Dressage Equitation).
- Padding or pads on the seat of the saddle
- A Western Cavesson.
- A Whip Which is No Longer than 47.2” including the lash is permitted in all tests.
- Protective manufactured leg wraps are permitted, with color matching the natural color of the horse as much as possible.
- WITH JUDGES PERMISSION: Fly Hoods (ear covers) will only be permitted in order to protect horses from insects. The fly hoods should be discreet and should not cover the horse’s eyes and will only be permitted in extreme cases at the discretion of the judge. Permission must be granted prior to the class and applies to all competitors in the class.



G1233 Prohibited

- Any tack or equipment not listed above.

G1234 Approved Bits

G1234.1 Snaffle Bits

- A snaffle bit may be used on a horse of any age being ridden at any level.
- A snaffle offers no leverage or curb action.
- A Western Dee bit.
- A standard snaffle is a conventional O-Ring, Egg Butt, Full Cheek (keepers optional) or D-Ring, all with rings having an outside diameter no smaller than 2 inches (50.8 mm), nor larger than 4 inches (101.6 mm). The inside of the circumference of the ring must be free of rein, curb or headstall attachments that would provide leverage.
 - Bars: Bars of the mouthpiece must be round, oval or egg shaped, smooth and unwrapped, except with smooth, non-abrasive, self-fusing bit wrap; and no less than 5/16 inch (7.9 mm) to 3/4 inch (19.05 mm) in diameter measured one inch (25 mm) from the cheek and may be inlaid, if smooth.
 - Electrical tape, duct tape, medical tape, etc. is not self-fusing, therefore, not allowed.
 - Three-Piece Mouthpiece: If a mouthpiece is three pieces, a connecting ring must be no larger than 1¼ inches (31.75 mm) in diameter, or a connecting piece must be no longer than 2 inches (50.8 mm) and 3/8 inch (9.5 mm) to 3/4 inch (19.05 mm), measured top-to-bottom.
- Any solid mouthpiece or barrel mouthpiece may be used.
- If a bit hobble is used on a ring snaffle it must be attached below the reins.



- No flat, sharp, slow twist, twisted, or pointed edges on mouthpieces are allowed.

G1234.2 Curb Bits

There is no discrimination against any standard Western bit.

- A standard Western bit is defined as having a shank with a maximum length overall of 8 1/2" (215.9 mm). The mouthpiece will consist of a metal bar 5/16" (7.9 mm) to 3/4" (19.05 mm) in diameter as measured one inch in from the shank. The bars may be inlaid but must be smooth or wrapped with smooth, non-abrasive, self-fusing bit wrap. Electrical tape, duct tape, medical tape, etc. is not self-fusing, therefore, not allowed. (The bars may be encased in smooth 5/16" (7.9 mm) to 3/4" (19.05 mm) in diameter tubular barrels that rotate around the bars). Nothing may protrude above or below the mouthpiece (bar) such as extensions, prongs or rivets designed to intimidate the horse. Rollers attached to the center of the bit are acceptable, and may extend below the bar. Jointed mouthpieces are acceptable and may consist of two or three pieces and may have one or two joints. A three-piece mouthpiece may include a connecting ring of 1 1/4 inch (31.75 mm) or less in diameter or a connecting flat bar of 3/8 to 3/4 inch (9.5mm – 19.05 mm) measured top to bottom with a maximum length of 2" (50 mm), which lies flat in the mouth, or a roller or port as described herein. The port must be no higher than 3 1/2 inches (88.9 mm) maximum with roller(s) and covers acceptable. Jointed mouthpieces, half-breeds and spade bits are standard. Wire on the braces (above the bars and attaching to the spade) of a traditional spade bit is acceptable.
- Reins must be attached to each shank.
- Curb chains or straps are required with curb bits and must be flexible.



- Must be flat and must be at least 1/2 inch (12.7 mm) in width and lie flat against the jaw of the horse.
- Curb chain may have leather or nylon adjustable straps connecting the buckle to the chain.
- No wire, rawhide, metal other substance, or wrapping can be used in conjunction with or as part of the flat leather chin strap or curb chain.
- Round, rolled, braided or rawhide curb straps are prohibited.
- Leather curb straps may have up to 2 smooth, thin, metal, loop strap keepers.
- A slobber guard on a curb bit is permitted. Rein chains with a spade bit are allowed.

G1234.3 Bitless Bridles

- A bitless bridle is permitted on a horse of any age at any level.
- All bitless bridles must be cross-under, of Western style, and made of flat leather or leather like materials.
- Cross under bitless bridle - a simple and subtle two loop system, one over the poll and one over the nose that embraces the whole of the head, see figure a. and b. No other variations are permissible.
- Bitless bridles with sidepulls are prohibited.

G1235 Illegal Bits

Any bit not listed above.

G1240 Class Descriptions

G1241 Tests

Each exhibitor may select no more than three (3) tests. Tests must be in adjacent levels. The Musical Kur is considered one of the three tests.



The Musical Kur is considered equal to the highest test in that particular level.

To find the USEF Western Dressage Tests, log on to or click on the pattern on the last page of this division:

https://www.usef.org/_IFrames/breedsdisciplines/discipline/allWesternDressage/WesternDressageTests.aspx

G1241.1 Introductory Level

Tests provide an introduction to the discipline of Western Dressage; the horse performs only at the gaits of walk and jog. The rider should demonstrate correct basic position, use of basic aids, and understanding of figures. The horse should show relaxation; harmony of horse and rider are important. The jog should be a natural gait within the horse's scope and should demonstrate a swinging back.

G1241.2 Basic Tests

Confirm that the horse is supple and moves freely forward in a clear and steady rhythm.. The horse demonstrates a greater understanding of the aids and calm acceptance of the bridle; greater emphasis is placed on relaxation, submission, harmony, rideability and pure gaits. The horse is beginning to develop more power and balance.

G1241.3 Level I Tests

Confirm that the horse is building on the elements from lower levels and has developed impulsion to achieve improved balance, while also beginning to develop the self-carriage and engagement required by the “lengthen” jog and lope. The horse demonstrates a more consistent light contact with the bit. Tests introduce collection and engagement as well as lateral and longitudinal balance while emphasizing rideability.



G1241.4 Western Dressage Freestyle

Western Dressage Freestyle is a performance utilizing the gaits and movements of the discipline ridden to music. Each test includes the required movements, gaits and paces of the standard Western Dressage Tests for that level. The competitor is absolutely free in the form and manner of the presentation they choose within a fixed time provided. The performance should clearly show the unity between rider and horse as well as harmony in all the movements and transitions.

G1241.41 Level Declaration

The competitor must declare to the management (and consequently the judge) at what level they will be riding.

G1241.42 Sound Check

The competitor must provide two (2) recordings of the music to which the Freestyle will be performed. Management must provide time for a sound check.

G1241.43 Time Limit

The Freestyle ride must not exceed the time limit listed on the test. Time begins when the horse moves forward out of the initial halt and ends with the final halt and salute. Both halts are mandatory.

G1241.44 Scores & Judging



The judge will provide two (2) sets of scores; one for the technical correctness of the movements performed and one for the artistic merit.

The artistic score is comprised of several elements:

- Harmony between horse and rider.
- Choreography: use of arena, design and creativity.
- Degree of difficulty: points are only awarded when the attempts are performed well.
- Music: suitability to the horse. Cuts in music are smooth and flowing.
- Interpretation: music must express gaits and paces.

Technical correctness:

- Judged on the execution of required technical movements in the test (figures, gaits/paces, and transitions).
- Certain movements (leg yield, half-pass, etc.) should be performed in both directions.

G1241.44 Errors

- Entering the arena after more than 20 seconds of music but within 90 seconds.
- If the Freestyle test is longer than the stipulated time on the test sheet, 10% will be deducted from the combined technical and artistic score.



G1250 General Specifications

G1251 Rules

G1251.1 Performance Requirements

Each entry is to individually perform the required test. A schedule of order will be established for each class. It is the responsibility of the exhibitor to be ready to ride at the scheduled time or be eliminated. Tentative ride times will be assigned the evening before, with the final ride times posted as early as possible in the morning of classes. Tests are to be ridden exactly as listed.

G1251.2 Arena Sizes

All Intro and Basic Level tests will be ridden in a small arena (20 meters x 40 meters). All Level 1 and Musical Freestyle tests will be ridden in the large arena (20 meters x 60 meters). (1 meter = 3.3 ft.)

G1251.3 Readers

Readers are not allowed.

G1251.4 Salute

At the salute, riders must take the reins in one hand. A rider shall let one arm drop loosely along the body and then incline the head in a slight bow.

G1251.5 Voice & Touch

The quiet use of the voice or clicking the tongue once or repeatedly is permitted. Petting the horse is allowed during the test as a gentle reward.



G1251.6 Whip Use

Excessive use of the whip will be cause for elimination at the judge's discretion.

G1251.7 Errors

When a competitor makes an error on the course, the judge sounds a bell or whistle, shows them where to take up the test again, and leaves them to continue. The clock is not stopped. If the error does not impede the course of the test, it is up to the judge to decide whether to sound the bell or not. When a competitor makes an error of the test, such as trotting, rising instead of sitting, or failing to take the reins in one hand for the salute, the competitor is penalized for an error of the course. Every error, whether or not the bell is sounded, is penalized as follows:

1st error	minus 2 points
2nd error	minus 4 points
3rd error	elimination

G1251.8 Lameness and Elimination

In the case of marked lameness, the judge informs the competitor that they are eliminated. There is no appeal against this decision.

G1251.9 Eliminations

A competitor leaving the arena at the end of the ride at any point other than A shall be eliminated.

G1251.10 Time Limits

Each commenced second in excess of the time allowed is penalized by ½ point. The clock is started when the equine



moves forward after the first salute and is stopped when the competitor salutes the judge at the end of the test. Times allowed are located on each test.

G1251.11 Determining Winners

In all competitions, the winner is the one having the highest total points. In the case of equality of points, the competitor with the highest marks under “General Impressions” is the winner. When the General Impressions are tied, the judge may declare a winner or the competitors may remain tied. General Impressions are the same as Collective Marks.

G1252 Scoring

G1252.1 Scoring System

Scores used by the judge for all movements and collective marks:

Score	Description	Score	Description
10	Excellent	5	Sufficient
9	Very Good	4	Insufficient
8	Good	3	Fairly Bad
7	Fairly Good	2	Bad
6	Satisfactory	1	Very Bad
		0	Not Executed

G1252.2 Calculating Total Score

Add up all points in the Movements column, being careful to check for errors and coefficients. A coefficient is represented by a printed “2” next to the points. The score for that movement must be multiplied by 2 before adding up total points.

Multiply coefficients, then add up the total points in the General Impression (Collective Marks) column (last four categories).

Add all points (both the above). Add total from 1 and 2.



$$\begin{array}{r} \text{Total test score - movements} \\ + \text{ Total collective marks} \\ \hline \text{Total test score} \div \text{possible score} = \% \text{ score} \end{array}$$

G1252.4 Time

If time is to be used, check the time of the ride against the time allowed (printed on the front of the test sheet). If overtime, subtract time penalties as follows: ½ point for each commenced second overtime.

G1252.5 Determining Final Percentage

After deducting error and time penalties, you will have the total score. Divide the total score by the total possible points (found on back of test paper) to determine the percentage.

The total points and percentage (or reason for elimination if eliminated) should be written on the front of the test sheet. When posting scores, both total score and percentage should be posted. If possible, percentages should be announced when giving out awards. Score sheets should be kept until awards are handed out and then given to riders.

G1253 Rules and Scoring for Musical Freestyle

G1262.1 Above the Level Movements

Movements “above the level” are penalized by a four-point deduction from the total for technical correctness for each illegal movement, but not for each recurrence of the same movement.

G1262.2 Halt and Salute



At the beginning and end of a freestyle test, a halt with a salute is compulsory. The halt must be executed facing “C.” Both halts are judged.

G1262.3 Time Limits

The WDAA Musical Freestyle has a maximum time limit of five (5) minutes but no minimum time. Timing and judging commence when the horse moves off after the entry salute and cease at the final salute. No bell is sounded at the end of the time limit. Movements executed after the time limit are not scored.

G1262.4 Entry Timing

The rider must enter the arena or signal the sound engineer within 45 seconds of the entry bell, or a deduction of ten (10) points will be taken off the total for artistic merit. The rider must enter the arena within 20 seconds of the start of the music, or will be eliminated.

G1262.5 Time Deductions

One (1) point is deducted from the total for artistic merit for exceeding the time limit. There is no minimum time or specified deduction.

G1262.6 Forbidden Movement Deductions

Five (5) points are deducted from the total for technical correctness for each forbidden movement executed in the test.

G1262.7 Scoring Scale

Points (full, half, tenths): Judge’s marks for technical correctness [Tests/2023%20WDAA%20Equitation%20Advanced%20Pattern%20A.pdf](#) must be given in half-points or full-points. Artistic impression may be given in one-tenth (.1) increments.





G1300 :DRESSAGE

G1310 Description

The object of dressage is the development of the horse into a happy athlete through harmonious education. As a result, it makes the horse calm, supple, loose and flexible, but also confident, attentive and keen, thus achieving perfect understanding with the rider.

G1320 Personal Attire and Appointments

G1321 Required

- Breeches or Jodhpurs with Garters or Kentucky Jodhpurs
- Collared Shirt or Dickies or Saddle Suit
- Show Coat, Day Coat, or jacket matching Saddle Suit
- Hunt, Field, or Paddock Boots
- Hair Neatly Contained, Preferably in a Net

G1322 Optional

- Blunt Spurs with Straps (Not Recommended for Training Level), no Longer than 3.5cm
- Gloves
- Leather Half Chaps
- Tie

G1323 Prohibited

- Tapaderos
- Rowelled or clip on spurs



G1330 Tack and Equipment

Please note - Since the Dressage Division allows riders from Hunt Seat and Saddle Seat, you need to know the tack and equipment for the seat in which you are riding. If there is a conflict in the listings, the Dressage Division takes priority.

G1331 Required

- If riding in Hunt Seat: turnout see G1430 with a snaffle bit
- If riding in Saddle Seat: turnout see G1630 with a snaffle bit
- If riding Dressage turnout: dressage saddle with any english style headstall with a throatlatch, and either a Figure 8 Noseband, Dropped Noseband, Flash Noseband or Cavesson noseband.
- Snaffle bit- A snaffle is a non-leverage bit with the rein attached at the level of the mouthpiece. The rein and cheekpiece attach to the same ring and can rotate freely around that ring. Exception: hanging cheek snaffles.
 - A snaffle bit may be a combination of any mouthpiece and any cheekpiece pictured in Figure 121.1 and should be attached only as shown.
 - The mouthpiece of a snaffle bit must be made of metal, flexible rubber, or synthetic material. A metal mouthpiece may have a covering of rubber or plastic (in manufactured state), but the bit cannot be modified by adding latex or other material. Leather or leather covered bits are prohibited. The contours of the bit must conform to those of the bits pictured in Figure 121.1. When joint(s) are present in the mouthpiece, they may lock.
 - The snaffle mouthpiece must have a minimum diameter of 10 mm where it meets the rings or cheeks.
 - Exception: for ponies, the diameter may be less than 10 mm for riders of any age.
 - A snaffle bit may be unjointed, single-jointed, or double-jointed. Single or double jointed snaffles may be used with upper or lower cheeks, full cheeks or Fulmer cheeks. Loose rings may have a narrow sleeve fitted

around part of the ring. The center link in a double-jointed snaffle must be smooth and curved on all surfaces as in a lozenge-shaped link. It may not have the effect of a tongue plate. The center joint or link may be tilted in a different orientation from the mouthpiece and may have a bushing, barrel, coupling, or ball joints. The surface of the center piece must be solid or have only one rolling part in the center of the mouthpiece, as pictured in Figure 121.1.

- The mouthpiece of a jointed or unjointed snaffle may be shaped to allow tongue relief. The maximum height of the deviation is 30 mm from the lowest part of tongue side to the highest part of the deviation. The widest part of the deviation must be where the mouthpiece contacts the tongue and must have a minimum width of 30 mm (Figure 121.2).
 - Ported snaffles that do not meet these specifications are prohibited.
- The upper cheek of a hanging cheek (baucher) snaffle (measured from the top of the mouthpiece to the top of the upper cheek) may not exceed seven centimeters.

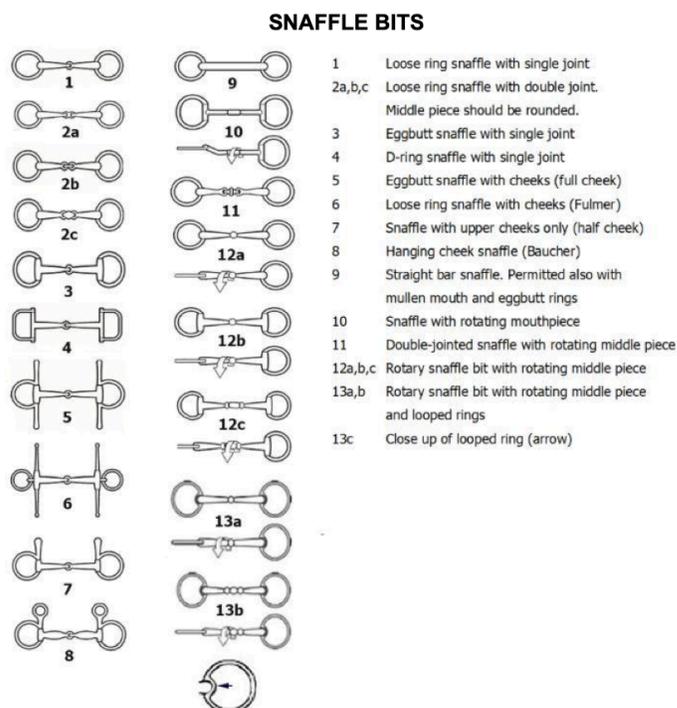


Figure 121.1: Permitted snaffle bits. The snaffles pictured and described here are permitted at any level (national and FEI) in which it is permitted to use a snaffle. However, keepers are only permitted in national level



G1332 Optional

- Dressage Whip Measuring Less Than 47.2" Including the Lash

G1333 Prohibited

- Any tack or equipment not listed above, including Dr. Bristol, pelhams, kimberwicks, or French Link snaffles; draw reins, side reins or nose reins; bosals or hackamores, crops.

G1333 Allowed in Practice or Warm-Up Rings

- Crops

G1340 Class Descriptions

Dressage exhibitors may select no more than three (3) tests. Tests must be in adjacent levels. The Musical Kur is considered one of the three (3) tests. The Musical Kur is considered equal to the highest test in that particular level. The three classes do not include the Dressage Equitation, which is held time and schedule permitting.

G1341 Training Level Dressage Tests

To show understanding of riding the horse forward with a steady tempo into an elastic contact with independent, steady hands and a correctly balanced seat. To show proper geometry of figures in the arena with correct bend (corners and circles). To confirm that the horse is supple and moves freely forward in a clear and steady rhythm, accepting contact with the bit.

G1342 First Level Dressage Tests

The purpose of the First Level Dressage Tests is to confirm that the horse, in addition to the requirements of Training Level, has developed the thrust to achieve improved balance and throughness and to maintain a more consistent contact with the bit.

G1342 Second Level Dressage Tests

The purpose of the First Level Dressage Tests is to confirm that the horse, having achieved the thrust required in First Level, now accepts



more weight on the hindquarters (collection); moves with an uphill tendency, especially in the medium gaits; and is reliably on the bit. A greater degree of straightness, bending, suppleness, throughness, balance and self-carriage is required than at First Level.

G1343 USEF Tests and Scoring

Please note: the NYS 4-H Horse Show is not a licensed USEF competition, however USEF tests and scoring will be used for the show

- To find the 2022-2026 USEF Dressage Tests: Click on the icons at the last page of this division or

<https://www.usdf.org/downloads/forms/index.asp?TypePass=Tests>

G1344 Test of Choice

An exhibitor that rides a First Level test can ride another test either the same or one higher than they rode the first time. Examples: If an exhibitor rides First Level Test 1, but doesn't feel they are ready to ride a higher test they could do a Test of Choice and ride the First Level Test 1 again or if they ride a First Level test and would like to ride a higher level they could ride First Level Test 2.

G1344.1 Dressage Tests to be Used

- Training Level, Test 1
- Training Level, Test 2
- Training Level, Test 3
- First Level, Test 1
- First Level, Test 2
- First Level, Test 3
- Test of Choice for First and Second Level

G1344.2 Prix Caprilli Test

G1344.21 Description



An equestrian competition combining dressage movements with small show jumping fences, specifically designed to test a horse's obedience, balance, and submission

G1344.22 Maximum Test Height

For horses with jumping experience showing Training Level Dressage or above – maximum height of fences 2'. Seniors jump 2 feet and juniors jump 18 inches. The test will be ridden in the large arena.

G1344.23 Round on the Bit

It is understood that in the working gaits, a jumping horse is not expected to be as round on the bit as a competing dressage horse. The horse must softly accept the bit and may show more “roundness” in the parts of the tests separate from the jumps.

G1344.24 Trot and Transitions

Trot work to be done posting. Transitions into and out of the halt may be through the walk

G1344.25 Test Calling

Tests may not be called.

G1344.26 Penalizations and Errors

Refusals will be penalized as an error of course. Knockdowns will be penalized at the judge's discretion. In the case of a knocked down rail



being in the way, the judge will ring the bell for the rider to stop without penalty. After the jump is replaced the bell will be rung again telling the rider to continue.

G1344.3 Dressage Seat Equitation

Dressage Equitation classes shall be open only to riders who have never competed above Second Level in USDF/ USEF Recognized competition. The purpose is to evaluate the dressage rider's correct position, seat and use of aids.

G1344.31 Showing

To be shown at medium walk, trot and canter both ways of the ring. The rider's position, seat and specifically the correct use and effect of the aids required by the Training and First Level Dressage tests are to be judged as outlined in USEF Rule Book DR 117.1

G1344.32 Movements

The movements shall be performed by the exhibitors simultaneously; however, the judge may ask for independent execution of certain movements tests. Judges may also request transitions from trot to halt and vice versa with or without stirrups.

G1350 General Rules and Scoring for Dressage Tests

G1351 Rules for Dressage Tests



G1351.1 Test Selection

Exhibitors may select no more than three (3) tests (including a Musical Kur) in a given show.

G1351.2 Ride Order and Scheduling Requirements

Each entry is to individually perform the required test. A schedule of order will be established for each class. It is the responsibility of the exhibitor to be ready to ride at A to begin their test at the scheduled time or be eliminated. Tentative ride times will be assigned the evening before with the final ride times posted as early as possible in the morning of classes. Tests are to be ridden exactly as listed.

G1351.3 Arenas

All Training Level tests will be ridden in a small arena. (20 meters x 40 meters) All First and Second Level and Musical Kur tests will be ridden in the large arena (20 meters x 60 meters). (1 meter = 3.3 ft.).

G1351.4 Readers

No readers will be allowed

G1351.5 Salute

At the salute, riders must take the reins in the left hand. A rider will let the right hand drop loosely along the body and then incline the head in a slight bow.

G1351.6 Voice, Cuckling, and Whips

The use of the voice or clucking is prohibited and will be penalized by deduction of two marks from those which would



have been awarded for each movement where this occurs.
Excessive use of the whip will be cause for Elimination at the judge's discretion.

G1351.7 Errors

When a competitor makes an error on the course, the judge sounds a bell or whistle, shows them where to take the test again and leaves them to continue. The clock is not stopped. If the error does not impede the course of the test, it is up to the judge to decide whether to sound the bell or not. When a competitor makes an error of the test, such as trotting rising instead of sitting, or failing to take the reins in one hand for the salute, the competitor is penalized for an error of the course.

Every error, whether the bell is sounded, is penalized as follows:

1st error minus	2 points
2nd error minus	4 points
3rd error	Elimination

G1351.8 Elimination Cases

- If during the test the equine leaves the arena (all four feet outside the fence or line marking the arena perimeter), the competitor is eliminated.
- A competitor leaving the arena at the end of the ride at any point other than A shall be eliminated.
- Equines which enter the arena with their tongue tied down will be eliminated.

G1351.9 Penalties

Each commenced second in excess of the time allowed is penalized by ½ point. The clock is started when the equine moves forward after the first salute and is stopped when the



competitor salutes the judge at the end of the test. Times allowed are located on each test.

G1351.10 Winning

In all competitions, the winner is the one having the highest total points. In the case of equality of points, the competitor with highest marks under "General Impressions" is the winner. When the General Impressions are tied, the judge may declare a winner, or the competitors may remain tied. General Impressions are the same as Collective Marks.

G1352 Scoring for Dressage Tests

G1352.1 Judge's Scoring System

Scores used by the judge for all movements and collective marks:

Score	Description	Score	Description
10	Excellent	5	Sufficient
9	Very Good	4	Insufficient
8	Good	3	Fairly Bad
7	Fairly Good	2	Bad
6	Satisfactory	1	Very Bad
		0	Not Executed

G1352.2 Calculating Total Score

Add up all points in the Movements column, being careful to check for errors and coefficients. A coefficient is represented by a printed "2" next to the points. The score for that movement must be multiplied by 2 before adding up total points.

Multiply coefficients, then add up the total points in the General Impression (Collective Marks) column (last four categories).

Add all points (both the above). Add total from 1 and 2.

$$\begin{array}{r} \text{Total test score - movements} \\ + \text{Total collective marks} \\ \hline \text{Total test score} \div \text{possible score} = \% \text{ score} \end{array}$$



G1352.3 Deductions and Penalties

Subtract errors according to the following schedule (errors will be indicated with a large “E,” then the points are scored for the corrected movement):

1st Error on test	Minus 2 points
2nd Error on test	Minus 4 additional points
3rd Error on test	Elimination

G1352.4 Rides with Three Errors or Other Eliminations

Rides with three errors or other elimination such as leaving the arena will be scored right through to the end, but score should be posted as Eliminated/No Score. All errors and eliminations should be double-checked with the judge.

G1352.5 Determining Final Percentage

After deducting error and time penalties, you will have the total score. Divide the total score by the total possible points (found on back of test paper) to determine the percentage.

The total points and percentage (or reason for elimination if eliminated) should be written on the front of the test sheet. When posting scores, both total score and percentage should be posted. If possible, percentages should be announced when giving out awards. Score sheets should be kept until awards are handed out and then given to riders

G1353 Rules for Musical Freestyle

G1353.1 Above the Level Movements

Movements “above the level” are penalized by a four-point deduction from the total for technical correctness for each illegal movement, but not for each recurrence of the same movement.



G1353.2 Compulsory Movements

Compulsory movements may be performed in any order.

Compulsory movements must be shown on both reins but not necessarily symmetrically. Compulsory movements shown in only one direction will be scored, but a "0" will be given (and averaged into the final score) for compulsory movements not shown in the other direction, (you will only receive half the points possible)

G1353.3 Musical Submission

Music must be submitted at least four (4) hours prior to the scheduled ride. Submissions must clearly indicate the rider's name, class, and the exact cue or time at which the music should begin.. For an effective freestyle, the rhythm of the music should suit the gaits of the equine.

G1353.4 Maximum Time for Musical Kur

Maximum time allowed for Musical Kur is 5 minutes.

G1353.5 Ties

In case of a tie, the higher total for artistic impression will break the tie

G1354 Scoring for Musical Freestyle

G1354.1 Movement Score

Each movement is scored based on 0-10, zero being total failure of a movement, 10 being perfection. Collective marks for pace, submission, impulsion and rider are also given. Total points are expressed as a percentage of possible points.



Musical Kurs are scored on:

- Total Points - Technical Execution +
- Total Points - Artistic Impression
- Divided by Total possible Points of this ride = Percentage Score

G1354.2 Time

Time will be considered in scoring. Refer to each test for time penalty.

G1354.3 Evaluation Criteria

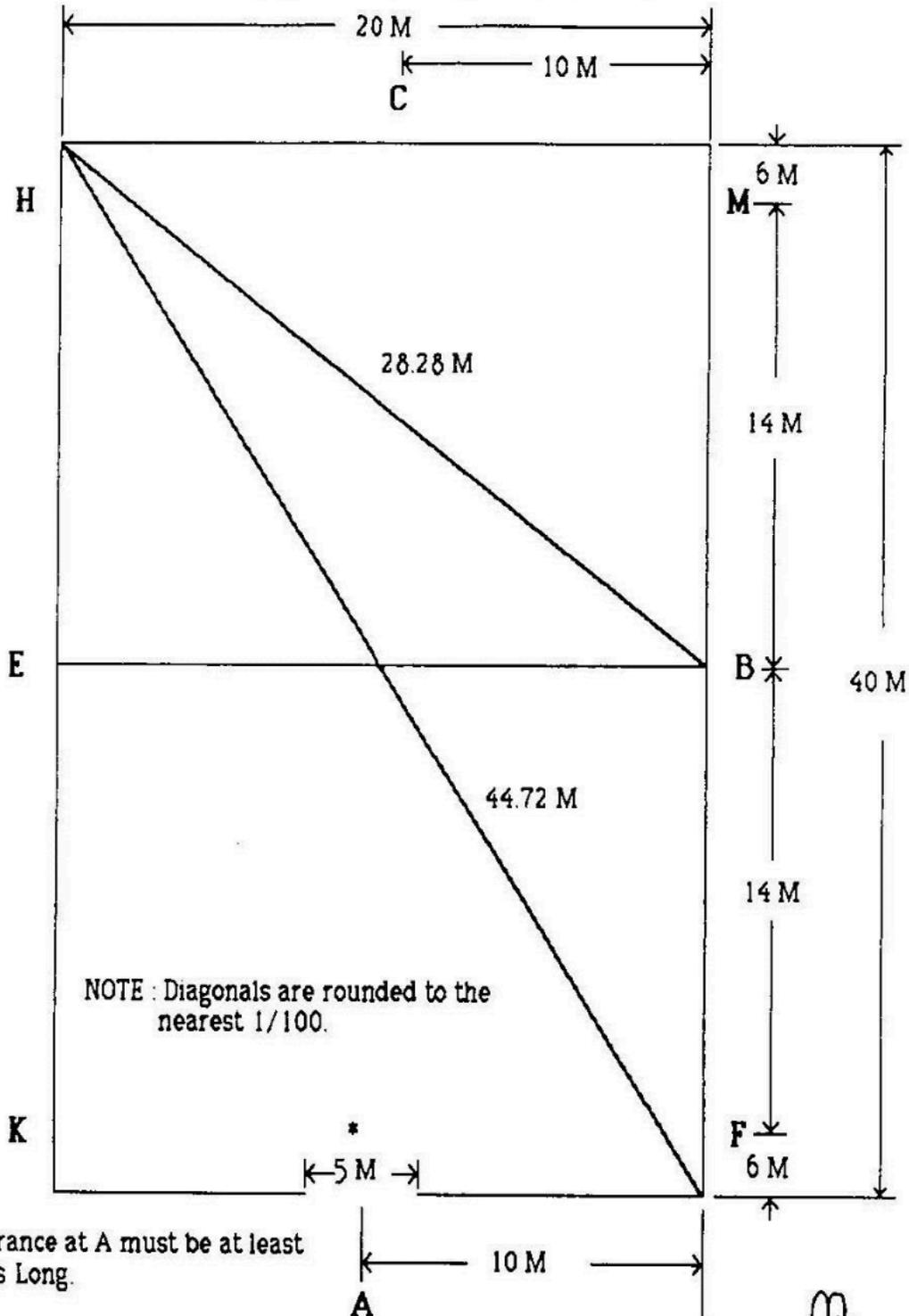
Musical Kurs will be evaluated more on the basis of technical merit than on a theme or audience appeal.

G1355 Dressage Arenas

There is a small and a large dressage arena. All Training Level tests will be ridden in a small arena. All First Level and Musical Kur tests will be ridden in the large arena.



Small Dressage Arena



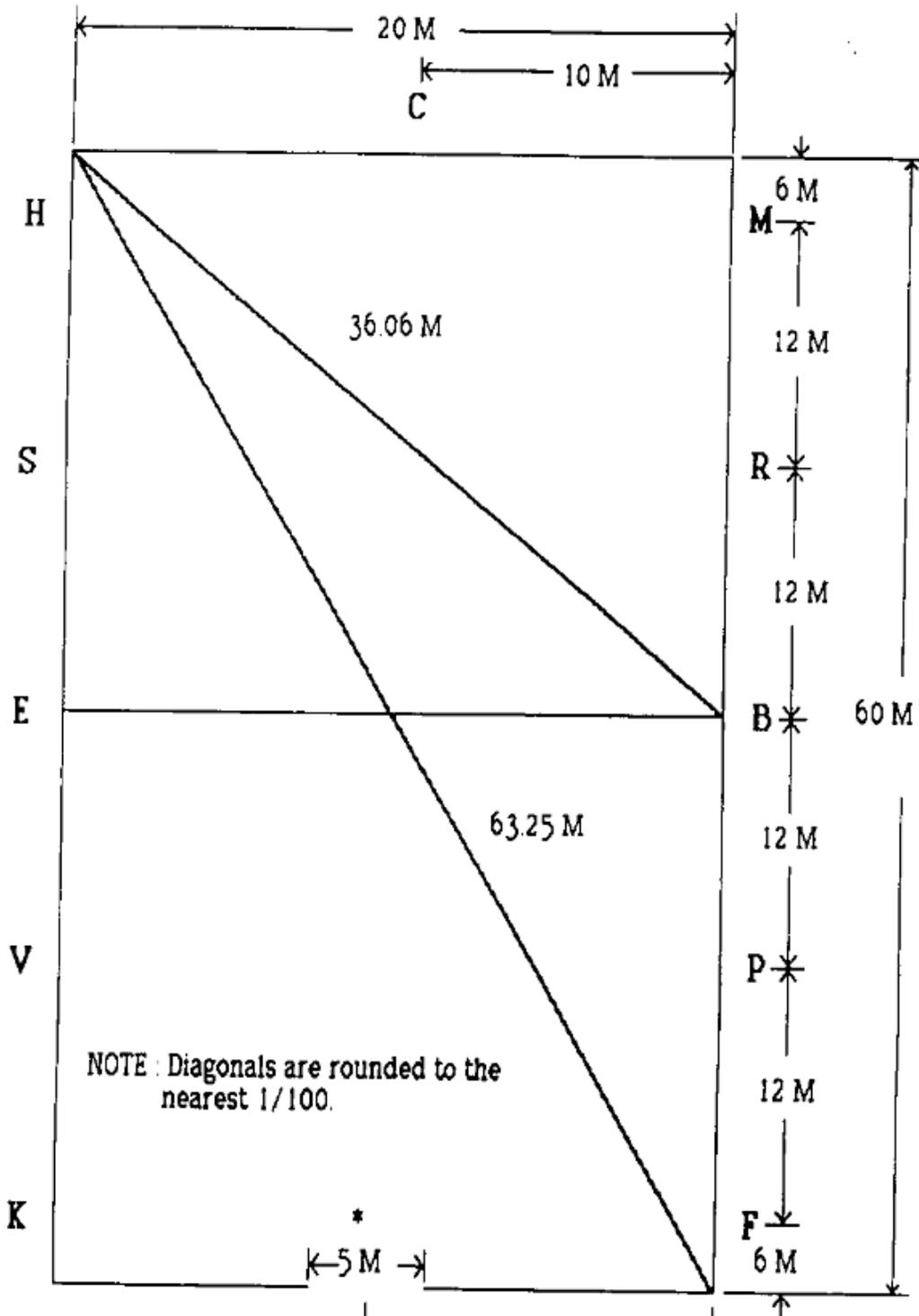
* The entrance at A must be at least 5 Meters Long.

Please note: If you wish to convert to feet, see the conversion chart supplied.

*M
75 '92*



Large Dressage Arena



* The entrance at A must be at least 5 Meters Long.

Please note: If you wish to convert to feet, see the conversion chart supplied.

M
2x5 '92



G1356 Musical Freestyle General Specifications

G1356.1 Time

Freestyle time limit is 5 minutes. Timing and judging commence when the horse moves off after the entry salute and ceases at the final salute. No bell is sounded at the end of the time limit. Movements executed after the 5-minute limit are not scored. Two (2) points are deducted from the total for artistic impression for exceeding the time limit. An extremely short program (under about 4 ½ minutes) may affect the scores for “choreography” and/or ‘with a degree of difficulty.’ The rider must enter the arena or signal the sound engineer within 60 seconds of the entry bell, or will be eliminated. The rider must enter the arena within 20 seconds of the start of the music, or will be eliminated.

G1356.2 Technical Judging

Half-points are allowed. Compulsory exercises which must be performances are listed and scored on the left side of the score sheet. Movements which must be performed on both hands are indicated by a dotted line under “Preliminary Notes.” Omitted compulsory movements receive a 0 and are averaged into the “Judge’s Marks.”

G1356.3 Forbidden and Allowed

Movements “above the level” (found ONLY in the higher level test) receive a deduction of 4 points for each movement, but not each occurrence of the same movement. All figures (regardless of size), combinations or transitions composed of elements permitted in the declared level are permitted, even if the resulting configuration is found in higher levels. To serve as guidelines, the following lists specifically enumerate most of the



dressage movements, combinations and transitions which are forbidden or allowed at each level.

Training Level Allowed	Forbidden	First Level Allowed	Forbidden
<ul style="list-style-type: none"> ● Trot ● Serpentine ● (any size) ● Trot Circles ● Canter Circles ● Canter – Trot ● Change of Lead through Trot ● Turn on the Forehand 	<ul style="list-style-type: none"> ● Reinback ● Shoulder-in ● Travers ● Renvers ● Half-pass ● Flying changes ● Turn on the Haunches ● Pirouette ● Passage ● Counter-Canter (any configuration) ● Zig-zag leg yield ● Lengthen Trot or canter ● Canter Serpentine ● Canter-Walk-Halt 	<ul style="list-style-type: none"> ● Canter ● Serpentine ● Counter Canter ● Zig-Zag Leg ● Yield ● Leg Yield along wall ● Lengthen Trot/Canter on 20 m circle ● Simple Change ● Change of Lead through Trot ● Walk-Canter-Walk ● Halt-Canter-Halt 	<ul style="list-style-type: none"> ● Reinback ● Shoulder-in ● Travers ● Renvers ● Half-pass ● Elying changes ● Turn on ● Haunches ● Pirouette ● Piaffe ● Passage

G1356.4 Artistic Impression

Tenths of points are permitted (0.1, 0.2, etc). Non-compulsory



movements may be rewarded or penalized under “Choreography” and/or “Degree of Difficulty” (Artistic). Movements “Above the Levels” are not rewarded in Artistic Impression.

G1356.5 Ties

The higher total for Artistic Impression will break a tie.



Prix Caprilli

NYS 4-H Dressage

NO.

Name of Judge: _____

Signature of Judge: _____

Prix Caprilli Test #1 (Training Level)

Purpose: For horses with jumping experience showing Training Level Dressage or above - maximum height of fences 2'. It is understood that in the working gaits, a jumping horse is not expected to be as round on the bit as a competing dressage horse. The horse must softly accept the bit and may show more "roundness" in the parts of the tests separate from the jumps. Trot work to be done posting.

Transitions into and out of the halt may be through the walk. Test may be called. Refusals will be penalized as an error of course. Knockdowns will be penalized at the judge's discretion. In the case of a knocked down rail being in the way, the judge will ring the bell for the rider to stop without penalty.

After the jump is replaced the bell will be rung again telling the rider to continue where he stopped.

Coefficient

		TEST	POINTS	100	TOTAL	REMARKS
1	A X C	Enter working trot Halt, Salute, Proceed working trot Track Left				
2	HXF	Change rein over jump. Return to working trot after jump				
3	E to B	Large 1/2 circle over jump near B, landing in canter, change leads if needed				
4	A	20m circle at working canter				
5	A V	Working trot Medium walk				
6	E-M M	Free walk Medium walk		2		
7	C E	Working trot Large 1/2 circle over jump, landing in canter, change leads if needed				
8	C	20m circle at working canter				
9	HXF F	Canter jump Working trot				
10	A X	Turn down centerline Halt, Salute, Leave arena at free walk				



General Impressions	POINTS	<input checked="" type="checkbox"/>	TOTAL	REMARKS
Gaits (rhythm and clarity) and jumping style				
Suppleness and balance (longitudinal and lateral, ability to shorten and lengthen)		2		
Relaxation and obedience (tempo, attention, confidence, harmony, acceptance of the bit)		2		
Position and seat of rider (on the flat and over fences)		2		
Rider's preparation, use of arena, planning		2		

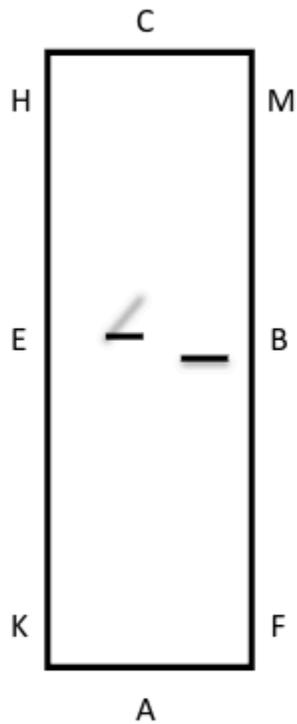
TOTAL POINTS: _____

MAXIMUM POSSIBLE: 200 _____

PERCENT: _____



FURTHER REMARKS:



The diagram is not to scale and jumps are not placed exactly.



G1400 : HUNT SEAT

G1410 Description

The Hunt Seat Division is an English riding discipline that emphasizes effective communication between rider and horse, with forward and balanced movement, and safe, correct equitation while moving in a long, ground-covering stride appropriate for the discipline.

G1420 Personal Attire and Appointments

G1421 Required

- Breeches or Jodhpurs with Garters
- Collared Shirt or Dickies
- Show Coat
- Hunt, Field, or Paddock Boots
- Hair Neatly Contained, Preferably in a Net

G1422 Optional

- Gloves
- Unrowelled spurs – must have strap
- Leather Half Chaps

G1423 Prohibited

- Chaps
- Rowelled spurs
- Clip-on spurs

G1430 Tack and Equipment



G1431 Required

- Halter (Nylon or Leather) and Lead (Nylon, Cotton Rope or Leather) or Bridle
- All Bridles Must Have Cavesson Nosebands, Browband, Throatlatch, and appropriate Curb Chain.
- Appropriate Hunt-type Saddle
- Open-toed English Stirrups
- Snaffles, Pelham, Kimberwicke, Slow, and Gentle Twisted Bits
- Leather, Web, Cord, Synthetic or Linen Girth of professional manufacture

G1432 Optional

- Crops
- Hunting breastplates
- Stirrup treads
- Braided Mane and/or Tail
- Chain on Lead - Must Be Under the Chin

G1433 Prohibited

- Lane Fox Saddle
- Standing Martingales (Prohibited in Flat classes; Optional in Over Fences Classes; Allowed for Practice or Warm-up Over Fences)
- Running Martingales and Training Forks (Allowed in Practice Ring, Only on the Flat)
- Chin Straps or Curb Chains Less than 1/2" in Width
- Drop, Figure 8, or Flash Noseband/Cavesson
- Wire Curbs
- Converters
- Training Aids such as Draw Reins, Side Reins etc.
- Elevator Bits
- Twisted Wire bits
- Protective Boots (allowed in Equitation over Fences only)



- Leg Wraps and Banda
- Lead Chain Over Nose
- Peacock stirrups

G1440 Hunt Seat Equitation

G1441 Description

Only the rider is being judged. The rider should have a traditional appearance, seat and hands light and supple, conveying the impression of being able to maintain control.

G1442 Basic Position

The eyes should be up and shoulders back. Heels down.

The calf of the leg should be in contact with the equine and slightly behind the girth. The irons should be placed under the ball of the foot.

G1442.1 Position in Motion

- Walk and sitting trot - body should be vertical
- Posting Trot - inclined forward
- the rider should maintain a slight forward inclination that follows the horse's motion

G1443 Hands

Hands should be slightly apart, over and in front of the equine's withers, with thumbs slightly turned inward. The reins should be held in a light contact, making a straight line from the equine's mouth to the rider's elbow. The bight of the reins may fall on either side. However, all reins must be picked up at the same time.

G1443.1 Scoring



The evaluation is based solely on the rider's position, emphasizing a traditional seat with light, supple hands that show consistent, effective control.

G1444 Class Routine

All riders will enter the ring riding at the walk. They may then go at least once around the entire ring riding at each of the four gaits - walk, trot, extended trot and canter. They shall then be asked to reverse and repeat the same procedure going in the other direction. The reverse shall be done by turning away from the rail. All riders will be called to line up for close inspection. Each rider may be asked to back his or her equine at least 3 steps in a straight line.

G1444.1 Dismissal

After all riders have been tested as specified above, the judge may then dismiss any contestants not to be further considered in the class.

G1444.2 Judging Tests

The judge may continue to work the remaining contestants as described above or he may ask any of the remaining contestants to execute an appropriate test of their riding skills. Suggested tests from which the judge might choose include:

- Doing a figure 8 at the trot, demonstrating a change of diagonal
- Doing a figure 8 at the canter, demonstrating a simple change of lead
- Riding without stirrups for a brief period of time, no more than 1 minute at the trot (Seniors only)
- Changing leads down the center of the ring, demonstrating a simple change of lead



- Half-turn on the forehand and/or half-turn on the haunches
- Backing the equine in a straight line for not more than 10 feet

G1450 Hunt Seat Pleasure

G1451 Description

The pleasure equine should be smooth, relaxed and willing. These traits should be evident when the equine is worked at each gait.

G1452 Scoring

Emphasis will be placed on the smoothness of the performance of the equine and on the suitability of the equine to the rider for this style of riding

G1453 Class Routine

All contestants shall enter the ring at a walk until they are otherwise directed by the judge. They shall then go at least once around the entire ring at each of the three gaits - walk, trot and canter. All equines will be reversed and worked in a similar manner in that direction. The reverse may be done by turning away from the rail.

G1460 Hunter Under Saddle

G1461 Description

The equine should be similar to the Hunt Seat Pleasure mount, in that it is smooth, relaxed and willing. Hunter classes are to be judged on performance, way of movement, and soundness.



G1462 Scoring

Emphasis will be placed on the equine's performance and the suitability to the rider for this style of riding.

G1463 Class Routine

Equines are to be shown at a walk, trot, extended trot (at judge's discretion) and canter, both ways of the ring. At the judge's discretion, all equines being considered for an award will be required to hand gallop one way of the ring. All contestants will enter the ring at a walk until otherwise directed by the judge. They shall then go at least once around the entire ring at each of the four gaits - walk, trot, extended trot (at judge's discretion), and canter. They will then be asked to reverse and repeat the same procedure in that direction. The reverse may be done by turning away from the rail.

G1470 Hunter Seat Disciplined Rail Class

G1471 Description

Disciplined rail is a class that tests the skills of both the horse and rider, as they execute specific gaits, transitions, and/or movements as requested by the judge. The horse should do what the rider asks with the least possible effort on the part of the rider and the least amount of resistance from the horse. The rider will be judged on correct posture, smooth gait transitions, and effective use of aids, with special emphasis on light hands. The performance of the horse is not to be considered more important than the methods used by the rider in obtaining that performance.

G1472 Judging

The judge is encouraged to call for reasonable tests of horsemanship with the rider demonstrating overall equitation as related to seat and



hands; performance; and members and appointments. The following are some, but not all, of the maneuvers the judge may ask you to perform:

- Enter ring on right track.
- Transitions to and from any gait, such as trot to canter, hand gallop to halt, halt to canter, trot to counter canter, etc. You may also be asked to perform a gait for a specific number of steps or strides.
- Extension and collection of any gait.
- Canter on correct lead.
- Starting and traveling on the incorrect lead/counter canter.
- Hand gallop/extended canter (depending on seat and/or number of exhibitors)
- Change leads—simple/interrupted, or flying (Example: "As you pass in front of the judge, perform a simple change of lead.")
- Ride without irons/stirrups and drop and pick up irons,
- Haunch or forward turn (need forward motion), judge may ask for specific number of degrees.
- Turn on forehand and turn on hind quarter (once each way).
- Leg Yield such as away from and back to the rail.
- Side pass both away from the rail (at least five steps) and then back to the rail.
- Transition from any gait to a balanced halt/stop
- Starting into a canter from a halt.
- Reverse at a trot
- Change of diagonals (English)
- Back
- Walk "on the buckle".
- Stand for inspection or stop and stand quietly on a loose rein.
- Answer questions from 4H project materials.
- Judge may ask for additional safe work reflective of horsemanship and equitation



G1480 Bridle Path Hack

G1481 Description

Class that judges horses on their suitability as a pleasant, reliable trail mount, with emphasis placed on obedience, smooth transitions, and a calm disposition.

G1482 Class Routine

All horses will enter the ring in a counterclockwise direction at a trot until otherwise directed by the judge. Horses are to be shown at the walk, trot, extended trot, canter, and hand gallop (Hand gallop will occur in groups of no more than 10). At the hand gallop horses may be asked as a group to halt and stand on a loose rein. They may be asked to back readily and walk off on a loose rein. Excessive speed at the hand gallop will be penalized.

G1490 Hunter Hack

G1491 Description

Equines are to be shown at a walk, trot, canter, and may be asked to extend the trot, both ways of the ring. The equine should be similar to the Hunter Under Saddle mount, in that it is smooth, relaxed and willing. The style of jumping should be smooth and consistent, such that the equine could be relied on to take the rider over fences in a safe, obedient manner at an even hunting pace.

G1492 Class Routine

All contestants will enter the ring at the walk, until directed to line up by the ringmaster. It is required that each equine shall be asked to jump. The judge will continue to work the equines at the walk, trot and canter at least once around both ways of the ring. The reverse will be made by turning away from the rail.

G1493 Awards

All equines being considered for an award will be required to jump two fences not more than 2 feet high.



G1494 Scoring

Emphasis will be placed on the equine's performance and the suitability to the rider for this style of riding. To be judged 50% on performance on the flat and 50% on performance over fences.

G1494.1 Jumping

Scoring of jumping is to be the same as in Working Hunters, with the exception that three (3) refusals shall not eliminate an exhibitor from the class but will result in a zero (0) on the scoring of the performance over fences

G1500 Hunter Seat Equitation Over Fences

G1501 Description

Only the rider is being judged, therefore any equine that is suitable for this style of riding and is capable of performing the required class routine is acceptable. The rider should demonstrate ability in controlling the equine while going over fences such that a balanced, even pace is maintained while also maintaining a safe and suitable position

G1502 Basic Position

Same basic position is required as for Hunt Seat Equitation on the Flat. While going over jumps, the inclination of the rider should be in a 2-point position; however, the rider should be flexible enough to maintain the position which is best suited to the individual equine's style of taking fences and also to the height of the fences. Stirrups may be slightly shorter for jumping than for work on the flat.

G1503 Hands

Hands should be slightly apart, over and in front of the equine's withers, with thumbs slightly turned inward. The reins should be held in a light contact, making a straight line from the equine's mouth to the



rider's elbow. The bight of the reins may fall on either side, however, all reins must be picked up at the same time.

G1504 Crest

A short or long crest release is recommended. The use of an automatic release will not be penalized as long as it is used properly, by a rider of adequate ability, and with kind hands.

G1505 Class Routine

G1505.1 Fences

Pony Over Fences: maximum height 2'.

Open 2'3" Over Fences: maximum height 2'3", open to all eligible riders.

Open 2'6" Over Fences: maximum height 2'6", open to all eligible riders.

Fence height is determined by class, not by the rider's age division

G1505.2 Courses

Courses for this class must be posted at least one hour before the class.

G1505.3 Evaluation

The performance begins when the equine enters the ring. Each contestant may circle once without showing a fence to the equine or going between elements of a combination before approaching the first fence. The rider shall then proceed around the prescribed course, keeping an even pace throughout. Upon completing the course the rider may circle once before leaving the ring.



G1505.4 Faults

Except for refusals, jumping faults of the equine are not to be considered unless they are the result of the rider's equitation ability. Three refusals will result in elimination. If a refusal occurs in a double or triple, the rider shall re-jump all elements of the combination.

G1505.5 Additional Testing

Any or all contestants may be called back to perform at a walk, trot or canter, or to execute an appropriate test of skill.

G1510 Working Hunter

G1511 Description

The entries in this class will show over a minimum of 6 fences. The Working Hunter should provide his rider with a safe, consistent ride at a working pace over a course of fences similar to those that might be encountered in the field.

G1512 Class Routine

G1512.1 Fences and Circling

All equines will be worked individually over fences. Circling once upon entering the ring and once upon leaving the ring is permissible. Additional circling will be considered a refusal.

G1512.2 Fences

Pony Over Fences: maximum height 2'.

Open 2'3" Over Fences: maximum height 2'3", open to all



eligible riders.

Open 2'6" Over Fences: maximum height 2'6", open to all eligible riders.

Fence height is determined by class, not by the rider's age division

G1512.3 Judging

Upon completion of the entire class over fences, the finalists may be asked to jog their equines past the judge for soundness.

The judge shall penalize unsafe jumping and bad form over fences, whether the fence was touched or untouched

G1513 Scoring

Emphasis on this class will be based on performance and conformation.

The scoring of performance will be based on the maintenance of an even hunting pace, faults, manners, jumping style and way of moving over the course. Conformation will take into consideration quality, substance and soundness. Touches may or may not be used to assist in scoring the performance of the equine or to break ties. In classes with eight or more entries, it is recommended that touches be used in scoring.

G1513.1 Fault Scoring

Equines are to be scored on faults according to the following:

G1513.11 General

- When an equine makes two faults at one obstacle, only the major fault will be counted, except refusals which will count in addition.



- When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
- When an obstacle requires two or more fences such as an in and out, the faults committed at each obstacle are considered separately. In case of a refusal or run-out at one element, the entry must re-jump all parts of the combination.

G1513.13 Knock-Downs

An obstacle is considered knocked down when its height is lowered by equine or rider- 4
Faults

G1513.14 Disobediences

Circling once upon entering the ring and once upon leaving is permissible.

- First refusal, run-out, bolting on course, extra circle or showing an obstacle to a equine - **4 faults**
- Second refusal, run-out, bolting on course, extra circle or showing an obstacle to a equine - **4 faults**
- Third refusal, run-out, bolting on course, extra circle or showing an obstacle to an equine – **elimination**
- Jumping an obstacle before it is reset - **elimination**



- Bolting from ring - **elimination**
- Failure to keep proper course - **elimination**
- Jumping an obstacle not included in the course - **elimination**
- Falls - Equine and/or rider falling in competition – **elimination**

G1520 Handy Hunter

G1521 Description

Similar to Working Hunter where the horse is judged on a course of obstacles that again simulate obstacles found in a hunting field: fences, brush and walls. Depending on the division, obstacles can range in height from 18 inches to 2 feet 6 inches. This class differs from Working Hunter in that the course requires an in-and-out combination jump, a trot fence, and at least two changes of direction. Manners, style of jumping, maneuverability, flow of strides and balance are elements that judges consider when marking a score.



G1600 : SADDLE SEAT

G1610 Description

This division features classes open to any breed/type of equine exhibited under appropriate saddle seat tack and attire.

G1620 Personal Attire and Appointments

G1621 Required

- Saddle Suit of Conservative Colors or Kentucky Jodhpurs with Matching Jacket (Informal Attire)
- Day Coats
- Tie
- Shirt

G1622 Optional

- Gloves
- Blunt Rowelled or Unrowelled Spurs with Strap
- Whips

G1623 Prohibited

- Derby or Soft Hats
- Chaps
- Rowelled Spurs
- Clip-on Spurs
- Colored Day Coats

G1630 Tack and Equipment



G1631 Required

- Flat English Type Saddle
- Halter (Nylon or Leather) and Lead (Nylon, Cotton Rope or Leather) or Bridle (Full or Pelham)
- All Bridles Must Include Cavesson, Browband, Throatlatch, and Appropriate Curb Chain.
- Triple Fold Leather, Shaped Leather or White Web Girth

G1632 Optional

- Saddle pad
- Whips

G1633 Allowed in Practice Ring or Warm-Up

- Running/Working Martingales/Training Forks
- Leg Wraps, Splint Boots
- Bell Boots

G1634 Prohibited

- Chin Straps or Curb Chains Less than 1/2" in Width
- Dropped Noseband
- Kimberwicke
- Bit Converter
- Protective Boots
- Training Aids such as Draw Reins, Side Reins etc.
- Lead Chain Over Nose
- Forward Seat English Saddle and Western Saddle
- Breastplate
- Kimberwicke
- Martingale
- Tie Down
- Protective Boots



G1640 Saddle Seat Equitation

In equitation classes only the rider is being judged, therefore any equine that is suitable for this type of riding and which is capable of performing the required class routine is acceptable. It should be remembered that the equine's performance is directly influenced by the rider and the rider's ability to effectively communicate commands to the equine

G1641 Equitation Seat

Judges should note that the required Equitation Seat should in no way be exaggerated but be thoroughly efficient and most comfortable for riding the type of equine called for at any gait and for any length of time.

G1642 Rider Impression

In Saddle Seat Equitation classes, riders should convey impression of effective and easy control. To show a equine well, he should show himself to the best advantage. Ring generalship must be taken into consideration by the judges. A complete picture of the whole is of major importance

G1643 Basic Position

To obtain proper position, rider should place himself comfortably in the saddle and should find his center of gravity by sitting with a slight bend at the knees but without use of irons. While in this position adjust leathers to fit. Irons should be placed under ball of foot (not toe nor "home") with even pressure on entire width of sole and center of iron. Foot position should be natural (neither extremely in nor out).

G1644 Hands

Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle and should show sympathy, adaptability and control. The height the hands are held above the equine's withers is a



matter of how and where the equine carries his head. The method of holding the reins is optional however both hands must be used and all reins must be picked up at one time. Bight of rein should be on the off side

G1645 Class Routines

Class to enter the ring, turning right and proceeding in a counterclockwise direction. Class shall proceed at least once around the ring at each gait and on command, reverse and repeat. The order to reverse may be executed by turning toward or away from the rail. The gaits which will be used are walk, trot or intermediate gait, and canter. The class will be called to line up for close inspection and each rider may be asked to back his equine at least 3 steps in a straight line and/or execute any appropriate tests as follows:

- Pick up reins
- Back for not more than 8 steps
- Doing the figure 8 at the trot or intermediate gait, demonstrating a change of diagonals
- Doing a figure 8 at a canter, demonstrating a simple change of leads
- Riding without stirrups for a brief period of time, no more than one minute at the trot or intermediate gait
- Execute serpentine at a trot or intermediate gait and/or canter on correct lead, demonstrating simple change of lead

G1650 English Pleasure Saddle Seat

Equines are to be shown at the walk, trot or intermediate gait and canter, both ways of the ring. The pleasure equine should be easy to handle, obedient and consistent. Light contact with the equine's mouth must be maintained. It is recommended that equines be brought to a flat-footed walk before changing



gaits. Pulling, tossing of the head, going sideways and other indications of poor manners will be penalized. Equines may be shown with either a full or roached mane, long or short tail. Tails must be carried naturally. Manners and suitability as a pleasure mount are paramount. May cross enter in any other class, including Park or Classic Country Pleasure.

G1651 Class Routines

G1651.1 Entrance

All equines will enter the ring in a counterclockwise direction at the trot or intermediate gait until they are otherwise directed by the judge. They should go at least once around the entire ring at each of the three gaits: walk, trot or intermediate gait and canter. All equines will be asked to reverse and work in a similar manner in that direction. The reverse may be done by turning towards or away from the rail.

G1651.2 Judge Decisions

After all entries have been worked as specified above, the judge may then excuse contestants not to be further considered in the class. The judge may ask for additional work from any of the remaining entries. Equines may be asked to back.

G1660 Park Saddle

The park equine should display brilliance, collection and animation in the performance, along with proficiency in executing the required gaits. Equines may be shown with a full or roached mane, long or short tail. Tails must be carried naturally. May cross enter in any other class, except Classic Country Pleasure

G1661 Class Routines

G1661.1 Evaluation

All equines will enter the ring in a counterclockwise direction at the trot or intermediate gait until otherwise directed by the



judge. They will go at least once around the entire ring at each of the three gaits, walk, trot or intermediate gait and canter. All equines will be reversed and worked in that direction as already described. The reverse must be done by turning toward the rail.

G1661.2 Changing Gaits

All equines shall be brought to a flat-footed walk before changing gait.

G1661.2 Judge Decisions

After all equines have been worked as specified above, the judge may excuse contestants not to be further considered in the class. The judge may ask for additional work from any of the remaining entries. Equines may be asked to back

G1670 Road Hack

To be judged on performance, manners and suitability for road hack equines. The road hack should be obedient, consistent and easy to handle. The equine should back readily if asked to. At any time during the class the judge may ask equines to halt and walk off on a loose rein.

G1671 Class Routines

G1671.1 Evaluation

All contestants will enter the ring at a trot or intermediate gait in a counterclockwise direction until they are otherwise directed by the judge. They shall then go at least once around the entire ring at each of the three gaits - walk, trot or intermediate gait, and canter. All equines shall also be asked to extend the trot or intermediate gait. They shall all then be asked to reverse and work in a similar manner in that direction. The reverse must be



done by turning toward the rail. The equine may be asked to hand gallop and should back readily if asked to.

G1672 Scoring

Emphasis in this class will be placed on both the performance and the conformation of the equine. The scoring of the equine's performance will be based on the smoothness of gaits and especially on the ability to extend the trot by actually lengthening the stride rather than just moving on with more speed. Conformation will take into account soundness, quality and substance

G1690 Classic Country Pleasure

The Country Pleasure equine should give the distinct appearance of being a pleasure to ride. A quiet, responsive mouth is paramount. All gaits and transitions must be performed with willingness and obvious ease, cadence, balance, and smoothness. May cross enter in any other class, except Park Saddle Class.

G1691 Class Routines

G1691.1 Entrance

All equines will enter the ring in a counterclockwise direction at the trot or intermediate gait until otherwise directed by the judge. Equines are to be shown at a walk, normal trot or intermediate gait, strong trot or intermediate gait and canter. Extreme knee motion and speed are to be penalized. Equines will be asked to halt on the rail, stand quietly, back and walk off on a loose rein at least one direction of the ring.

G1691.2 Judge Decisions

After all equines have been worked as specified above, the judge may excuse contestants not to be further considered in



the class. The judge may ask for additional work from any of the remaining entries.

G1700 Saddle Seat Disciplined Rail

Disciplined rail is a class that tests the skills of both the horse and rider, as they execute specific gaits, transitions, and/or movements as requested by the judge. The horse should do what the rider asks with the least possible effort on the part of the rider and the least amount of resistance from the horse. The rider will be judged on correct posture, smooth gait transitions, and effective use of aids, with special emphasis on light hands. The performance of the horse is not to be considered more important than the methods used by the rider in obtaining that performance.

G1471 Judging

The judge is encouraged to call for reasonable tests of horsemanship with the rider demonstrating overall equitation as related to seat and hands; performance; and members and appointments. The following are some, but not all, of the maneuvers the judge may ask you to perform:

- Enter ring on right track.
- Transitions to and from any gait, such as trot or intermediate gait to canter, hand gallop to halt, halt to canter, trot or intermediate gait to counter canter, etc. You may also be asked to perform a gait for a specific number of steps or strides.
- Extension and collection of any gait.
- Canter on correct lead.
- Starting and traveling on the incorrect lead/counter canter.
- Hand gallop/extended canter (depending on seat and/or number of exhibitors)
- Change leads—simple/interrupted, or flying (Example: "As you pass in front of the judge, perform a simple change of lead.")
- Ride without irons/stirrups and drop and pick up irons,



- Haunch or forward turn (need forward motion), judge may ask for specific number of degrees.
- Turn on forehand and turn on hind quarter (once each way).
- Leg Yield such as away from and back to the rail.
- Side pass both away from the rail (at least five steps) and then back to the rail.
- Transition from any gait to a balanced halt/stop
- Starting into a canter from a halt.
- Reverse at a trot or intermediate gait
- Change of diagonals (English)
- Back
- Walk "on the buckle".
- Stand for inspection or stop and stand quietly on a loose rein.
- Answer questions from 4H project materials.
- Judge may ask for additional safe work reflective of horsemanship and equitation