



# GUIDELINES

---

# FOR JUNIOR HORSE SHOWS



UNIVERSITY OF ILLINOIS  
EXTENSION



ACES

College of Agricultural, Consumer and  
Environmental Sciences

University of Illinois at Urbana-Champaign

## CONTENTS

Youth Horse Shows: An Overview . . . . .	1
Mission . . . . .	1
Objectives . . . . .	1
Protective Headgear . . . . .	1
Show Guidelines . . . . .	1
<b>Tack and Attire . . . . .</b>	<b>2</b>
Western Tack and Attire . . . . .	2
Hunter-Type Tack and Attire . . . . .	3
English Saddle-Type Tack and Attire . . . . .	4
<b>The Show Classes . . . . .</b>	<b>5</b>
Halter . . . . .	5
Showmanship at Halter . . . . .	5
Western Horsemanship (Equitation) . . . . .	6
Western Pleasure . . . . .	6
Trail . . . . .	7
Western Riding . . . . .	7
Reining . . . . .	9
Hunt-Seat Equitation on the Flat . . . . .	16
Hunt-Seat Equitation over Fences . . . . .	16
Hunter Under Saddle . . . . .	17
Hunter Hack . . . . .	17
Hunter over Fences . . . . .	18
Jumper . . . . .	19
Saddle-Seat Pleasure . . . . .	19
Saddle-Seat Equitation . . . . .	20
Roadster . . . . .	20
Pleasure Driving . . . . .	21
Barrel Race . . . . .	21
Pole Bending . . . . .	22
Flag Race . . . . .	23
Dressage . . . . .	24
<b>Glossary . . . . .</b>	<b>27</b>
<b>References . . . . .</b>	<b>28</b>

## LIST OF ILLUSTRATIONS

Figure 1. Examples of acceptable western bits and bosal. . . . .	2
Figure 2. Some acceptable curbs. . . . .	2
Figure 3. Acceptable hand positions. . . . .	3
Figure 4. Acceptable hunter bits. . . . .	3
Figure 5. Showmanship safety zone. . . . .	5
Figure 6. Western riding pattern 1. . . . .	9
Figure 7. Western riding pattern 2. . . . .	9
Figure 8. Reining pattern 1. . . . .	11
Figure 9. Reining pattern 2. . . . .	11
Figure 10. Reining pattern 3. . . . .	12
Figure 11. Reining pattern 4. . . . .	12
Figure 12. Reining pattern 5. . . . .	13
Figure 13. Reining pattern 6. . . . .	13
Figure 14. Reining pattern 7. . . . .	14
Figure 15. Reining pattern 8. . . . .	14
Figure 16. Reining pattern 9. . . . .	15
Figure 17. Reining pattern 10. . . . .	15
Figure 18. Barrel-race pattern. . . . .	22
Figure 19. Pole-bending pattern. . . . .	23
Figure 20. Flag-race pattern. . . . .	24
Figure 21. Standard dressage arena. . . . .	25
Figure 22. Correct placement of arena dressage letters. . . . .	25

**KEVIN H. KLINE, HORSE EXTENSION**  
klinek@mail.aces.uiuc.edu

Issued in furtherance of Cooperative Extension Work, Acts of May 8 and June 30, 1914, in cooperation with the U.S. Department of Agriculture. Dennis Campion, Interim Director, University of Illinois Extension, University of Illinois at Urbana-Champaign.

The University of Illinois Extension provides equal opportunities in programs and employment.

Copyright © 1999 by University of Illinois Board of Trustees. Authors and publishers have granted permission for copies of this work or parts of this work to be reproduced, provided that (1) copies are distributed at or below the cost of reproduction; (2) the author, the publication, and the University of Illinois College of Agricultural, Consumer and Environmental Sciences are identified; and (3) proper notice of copyright is affixed to each copy.

Figures were redrawn with permission from the United States Dressage Federation (page 25), The National Reining Horse Association (pages 11 to 15), and the American Quarter Horse Association (all others).

# YOUTH HORSE SHOWS: AN OVERVIEW

---

## MISSION

The mission of youth horse shows is to help 4-H and FFA (Future Farmers of America) members and volunteers develop through experiential education. It is accomplished through direct involvement of youth, adults, and the community.

## OBJECTIVES

The objectives of the Illinois Youth Horse and Pony Program are

1. To develop leadership, initiative, self-reliance, fairness, and other desirable traits of character.
  2. To experience the pride and the responsibilities of owning a horse or pony.
  3. To learn correct equestrian skills and acquire an understanding of proper management for breeding, raising, and training horses and ponies.
  4. To provide an opportunity for observation and learning through participation.
  5. To accept constructive criticism and learn new ways of training and caring for animals.
  6. To provide an opportunity for educational experiences through county, area, and state functions.
4. A weanling, yearling, or two-year-old animal must be shown at the height classification of the dam unless its height exceeds that of the dam. If the height of its dam is unknown, the animal must be shown in the 56-inches-and-over class. Animals may be measured by the show committee.
  5. *Age (of animal)*: The age of an animal shall be computed on the basis of a calendar year, starting on January 1 of the year foaled. Junior Horse shall be considered an animal 5 years of age and younger. Senior Horse shall be considered an animal 6 years of age and older.

## PROTECTIVE HEADGEAR

Helmets must be worn by all hunt-seat riders in all hunter classes and when they are mounted on the showgrounds. The junior exhibitor is responsible for this protective headgear with harness being in place and fastened while he or she is riding. This headgear is recommended in all other junior classes and anytime junior exhibitors are mounted.

## SHOW GUIDELINES

1. Only junior exhibitors may ride or drive animals on the showgrounds.
2. All riders/drivers in the junior show must wear proper footwear; western, hunt, or jodhpur boots.
3. No stallions are eligible to show except during the calendar year foaled.

# TACK AND ATTIRE

## WESTERN TACK AND ATTIRE

### GENERAL

1. Total presentation is of extreme importance. Properly fitted tack and attire contribute significantly to this.
2. Clean tack and clothing are a necessity. A dirty or unkempt appearance will never be preferred over a neat, clean presentation of horse, rider, and tack.
3. Highly decorated tack and attire should not be given preference over neat, clean, and functional equipment.

### WESTERN TACK: HALTER AND SHOWMANSHIP

1. The animal is to be shown in a halter made of leather, nylon, or rope, adjusted to fit properly. A lead strap or rope with or without chain is to be used. If the lead is equipped with a chain, the chain may be run through the rings of the halter in a manner that gives the exhibitor the most control of the animal; but the chain may not be run through the animal's mouth.
2. Silver tack may be used but is not to be given preference over clean working equipment.
3. *Prohibited:* A whip or crop of any kind; a bridle or hackamore; an English-type show halter.

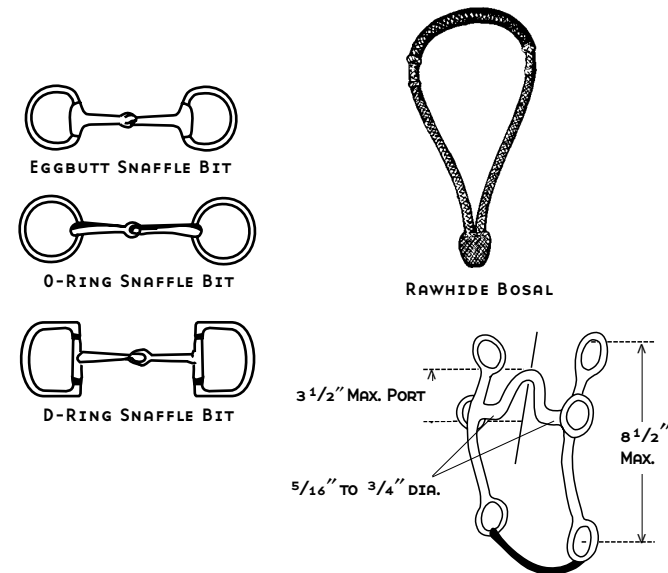
### WESTERN TACK: PERFORMANCE

1. The saddle must be western style and must fit both the animal and the rider. The bridle must be western style, either with browband, split ear, or formed ear. Silver tack may be used but is not to be given preference over clean working equipment.
2. Any animal may be shown in a western curb bit that has a solid or broken mouthpiece and shanks, and that acts with leverage (**Figure 1**). The mouthpiece must be a minimum of  $\frac{3}{8}$  inch in diameter, measured 1 inch from the shank. The maximum length of the shank is to be  $8\frac{1}{2}$  inches, the maximum height of the port  $3\frac{1}{2}$  inches. A curb strap or chain must be used, must be at least  $\frac{1}{2}$  inch wide, and must lay flat against the animal's jaw.

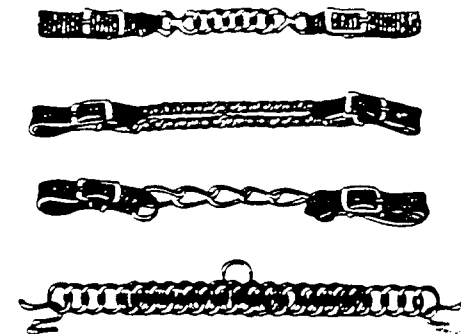
- (See **Figure 2** for an illustration of acceptable curb straps.)
3. Split or romal reins may be used with a curb bit. When split reins are used, the reins are to be held in one hand, and the hand may not be changed. (See the exception for **Trail and Western Riding** classes.) One finger between the reins is permitted, and the bight of the reins is to fall on the same side of the animal as the hand holding the reins. Romal reins are closed reins with an extension of braided material attached. Romal reins are held in one hand, with the hand around the reins and no finger permitted between the reins. The extension is carried in the free hand with at least a 16-inch spacing between the reining hand and the hand holding the romal extension.
  4. Animals under six years of age may be shown in a snaffle bit or bosal (hackamore). Snaffle bits (no shanks) must have a straight or broken, smooth, round mouthpiece with no leverage applied and may have **D**-ring, **O**-ring, or eggbutt cheekpieces no more than 4 inches in diameter. An optional loose chin strap of leather or nylon is permissible and must be attached below the reins. A split rein must be used, with two hands on the reins. (See **Figures 1 and 3** for illustrations of acceptable snaffle bits and hand positions.) Bosals may be braided rawhide or leather, with no metal under the jaw or on the noseband. There must be at least one finger-space between the bosal and the animal's nose. (See **Figures 1 and 3** for illustrations of bosals and acceptable hand positions.) Any bits with cathedral or donut mouthpieces; rough, sharp materials such as screw mouthpieces; or mechanically altered bits are illegal and cause for disqualification. The mouthpiece may be rubber, copper, twisted wire, etc., but must be at least  $\frac{5}{16}$  inch in diameter, 1 inch in from the cheekpieces.
  5. For color-guard and speed events *only* (**Barrel Race, Flag Race, Keyhole Race, Pole Bending, and Stake Race**), mechanical hackamores are permitted in addition to the bit types shown in

**Figure 1.** Closed reins may be used.

6. *Optional in all western classes:* Breast strap; hobbles on the saddle when a romal is used; covered stirrups or tapaderos.
7. *Prohibited in all western classes:* Any equipment or bit that the judge, the show steward, or the show officials consider to be unduly severe or unsafe. Any bits with a cathedral or donut mouthpiece;



**FIGURE 1. EXAMPLES OF ACCEPTABLE WESTERN BITS AND BOSAL.**



**FIGURE 2. SOME ACCEPTABLE CURBS.**

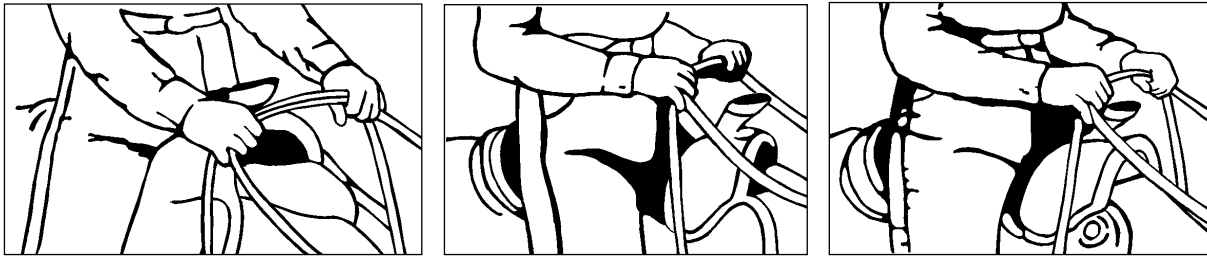


FIGURE 3. ACCEPTABLE HAND POSITIONS.

rough, sharp materials such as a screw mouthpiece; or mechanically altered bits are illegal and cause for disqualification.

8. *Special note:* Additional optional and prohibited tack specific to any class is noted in the rules for that class.

#### WESTERN ATTIRE

1. Minimum requirements in all classes are western-style long pants, a long-sleeved shirt with collar, western boots, and a western hat or protective headgear. *Exception:* Contesting events (**Barrel Race, Flag Race, Keyhole Race, Pole Bending, and Stake Race**) require that protective headgear must be worn in the class and when the junior exhibitor is mounted on the showgrounds. This requirement is noted in the rules for these classes. Protective headgear is recommended for all exhibitors whenever they are mounted on the showgrounds.
2. *Optional:* A coat, vest, jacket, gloves, and protective headgear in all classes; chaps and spurs in performance classes.
3. *Prohibited:* Ball cap or hat other than western or protective headgear; chaps or spurs in halter and showmanship classes.
4. *Special note:* Additional optional and prohibited attire specific to any class is noted in the rules for that class.

#### HUNTER-TYPE TACK AND ATTIRE

##### HUNTER TACK: HALTER AND SHOWMANSHIP

1. The animal is to be shown in either a halter or a bridle.
2. The halter must be plain, without decoration, and made of leather, adjusted to fit properly with a throat latch strap. A lead strap or rope with or without a chain is permissible.
3. The bridle must be a hunter type as described in the section “**Hunter Tack: Performance.**” If a snaffle bridle is used, the animal is led with a single rein. If a pelham or full bridle is used, the snaffle rein is on the animal’s withers, while the animal is led with the curb rein.
4. *Optional:* Braided mane; braided mane and tail.
5. *Prohibited:* Dropped or figure-eight cavesson noseband; decorated English- or Arabian-type show halter; braided tail without braided mane.

##### HUNTER TACK: PERFORMANCE

1. The saddle must be a hunter or forward-seat style, with or without knee rolls or padding.
2. The bridle is to be a hunter style with plain or raised leather browband and matching cavesson noseband. The bit may be any snaffle (jointed or straight mouthpiece and no shanks) or pelham (two sets of reins). Unconventional bits may be penalized. Any bits with a cathedral or donut mouthpiece; rough, sharp materials such as a screw mouthpiece; or mechanically altered bits are illegal and cause for disqualification. Curb chains must be at least 1/2 inch wide and lay flat against

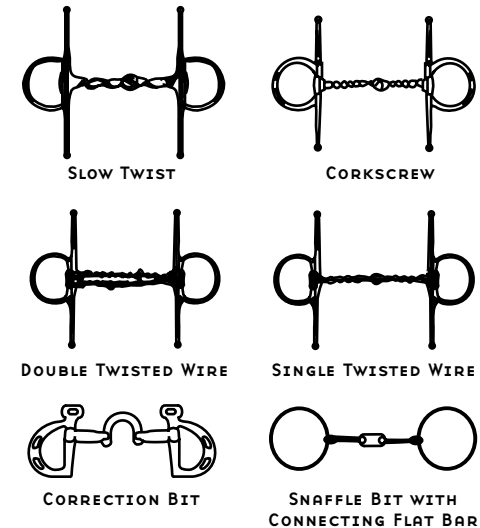


FIGURE 4. ACCEPTABLE HUNTER BITS.

the animal’s jaw. See the section entitled “**Western Tack: Performance**” for an illustration of acceptable curbs (Figure 2). A hunter-type snaffle bit must be a straight or broken mouthpiece with no leverage applied. The mouthpiece must not have sharp materials such as screws, cathedrals, donut holes, etc. The mouthpiece may be rubber, copper, steel, etc. but must be 5/16 inch in diameter and 1 inch in from the cheekpiece. See Figure 4 for examples of acceptable bits.

3. *Optional:* Bit converter if the exhibitor is age 12 or under; hunter-type breastplate; braided mane and tail; standing or running martingale in any class over fences.
4. *Prohibited:* Dropped or figure-eight cavesson noseband; any equipment or bit that the judge, the steward, or the show officials consider to be unduly severe or unsafe; braided tail without braided mane.
5. *Special note:* Additional optional and prohibited tack specific to any class is noted in the rules for that class.

## HUNTER ATTIRE

1. The exhibitor must wear knee-high hunt boots or jodhpur shoes, and hunt breeches or jodhpurs in traditional shades of buff, grey, rust, or canary. A long-sleeved shirt or blouse is required when a coat is not worn, but a short-sleeved shirt or blouse may be worn under a hunt coat. A hunt coat is recommended but not required. Hair must be neat and contained, as in a braid or hairnet. A protective hunt cap of black, dark blue, or brown is required in all hunter-type classes and while the exhibitor is mounted on the showgrounds. See the section entitled “**Protective Headgear**” for a description.
2. *Optional:* Gloves; unrowelled spurs in performance classes.
3. *Prohibited:* Rowelled spurs; unrowelled spurs in halter and showmanship classes.

## ENGLISH SADDLE-TYPE TACK AND ATTIRE

### ENGLISH SADDLE-TYPE TACK: HALTER AND SHOWMANSHIP

1. The animal is to be shown in a bridle, which may be decorated. Colts under age two may be shown in a halter.
2. The halter may be leather, nylon, or rope; or it may be a specialized-breed show halter, adjusted to fit properly with a throat latch strap. The lead strap or rope may be equipped with a chain. If a chain is used, it may be run through the rings of the halter in a manner that gives the exhibitor the most control of the animal, but in no case may the chain be run through the animal’s mouth.
3. The bridle must be a pelham (one mouthpiece with two sets of reins), a full bridle (two sets of reins with separate bits and cheekpieces), or a Walking Horse bridle, all as described in the section “**English Saddle-Type Tack: Performance.**” If the bridle is equipped with two reins, the snaffle rein is over the horse’s head, resting on the

horse’s withers, and the animal is led with the curb rein.

4. *Optional:* A whip.
5. *Prohibited:* Dropped noseband, leg chains.

### ENGLISH SADDLE-TYPE TACK:

#### PERFORMANCE

1. The saddle must be a flat English style and may be a cutback. The saddle must fit both the animal and the rider.
2. The bridle must be the English type, with plain or decorative browband and regular cavesson noseband. It may be a pelham (two sets of reins), a full bridle (two sets of reins with separate bits and cheekpieces), or a Walking Horse bridle with curb bit and one set of reins. The curb chain must be at least 1/2 inch wide and lay flat against the animal’s jaw. See **Figure 2** for an illustration of acceptable curbs.
3. *Optional:* A whip.
4. *Prohibited:* Martingale, tiedown, dropped noseband, leg chains.

### ENGLISH SADDLE-TYPE ATTIRE

1. Minimum requirements are tailored long pants, a long-sleeved shirt or blouse, and jodhpur boots. If a coat is worn, a short-sleeved shirt or blouse is permitted. A tie is required, and a suitable hat and coat are recommended. A traditional saddle suit riding habit is preferred; however, a colored day coat may be worn in **Saddle-Seat Pleasure (not Equitation)**. Hair must be restrained. For all exhibitors, approved protective headgear is recommended whenever mounted on the showgrounds.
2. *Optional:* Gloves; hat or protective headgear may be worn in all classes; unrowelled spurs in performance classes. See the section entitled “**Protective Headgear**” for a description.
3. *Prohibited:* Spurs in halter and showmanship classes; rowelled spurs at any time.

## THE SHOW CLASSES

### HALTER

#### PURPOSE

Halter competition is divided into western, hunter, and saddle types. Animals are to be judged on conformation, type soundness, way of moving, and general balance and appearance. Members will learn to appreciate horse quality and evaluation criteria.

*Special note:* The **Mare and Foal Class** is judged as a production class. The mare with her foal of the current year, weaned or not, is to be exhibited. Conformation and quality of both the mare and the foal are to be considered, as is the relative quality of the foal with respect to the dam. This class is intended to encourage and recognize those members who choose to breed and improve the quality of their project mares.

#### TACK AND ATTIRE

Refer to the appropriate sections for western, hunter, and saddle-type classes.

#### CLASS PROCEDURES AND GUIDELINES

1. The animal is to be judged individually, both standing and at a walk and a trot (or the equivalent breed gait), with exhibitors following the instructions of the judge or the ring steward.
2. The age of an animal is determined as defined under “**Show Guidelines.**”
3. A champion is selected from the first-place winners of the classes in a division. A reserve champion is selected from the second-place winner in the champion's class and the first-place winners in the other classes in that division. Winners of the **Mare and Foal Class** do not compete for champion and reserve-champion awards.
4. In the **Mare and Foal Class**, both handlers must be 4-H or FFA members.
5. The junior exhibitor must show with, and maintain control of, the lead or reins throughout the entire class.
6. The mare may accompany its foal in a foal class, but the foal may not accompany its mare in a

mare class. Handlers must be 4-H or FFA members.

7. A tailer (an assistant) is not permitted.

#### DISQUALIFICATIONS

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Unsoundness, as determined by the judge.

### SHOWMANSHIP AT HALTER

#### PURPOSE

The showmanship exhibitor is judged on ability to fit, groom, and show an animal at halter. The animal is merely a prop to show the ability of the exhibitor.

#### TACK AND ATTIRE

Refer to the appropriate sections for western, hunter, or English saddle-type classes.

#### CLASS PROCEDURES AND GUIDELINES

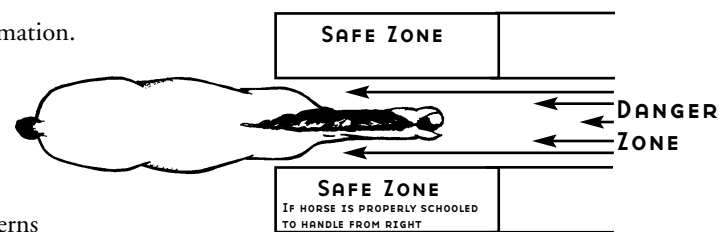
1. Type, conformation, and quality of the animal are not to be considered. The class is judged strictly on the contestant's ability to fit and show a halter animal: the appearance of the animal, 40%; the appearance of the exhibitor, 10%; and showing the animal in the ring, 50%. Fitting, grooming, manners, and response to the exhibitor indicate the degree of training and preparation attained by the exhibitor and must be credited accordingly.
2. The judge may ask the exhibitor questions concerning horse management and conformation. Questions should be appropriate for the exhibitor's age.
3. The judge may not ask an exhibitor to exchange animals with another exhibitor during the class.
4. Individual patterns may be requested. Patterns may be posted in advance or may be announced to exhibitors in the show ring.
5. Animals are to be led into the ring at a walk in a

counterclockwise direction unless otherwise directed by the judge or the ring steward.

6. The animal is to be led from the left side, with the right hand controlling the animal. The right hand must not hold the chain portion of the lead, nor the bit if showing with a bridle. The excess lead or rein is held in the left hand in a loose coil or completely uncoiled. At no time is the lead or rein to be wrapped around the hand or held in a tight coil.
7. When reversing direction more than 90°, the animal must be turned to the right, with the exhibitor walking around the animal.
8. The exhibitor must show with the lead or curb rein, without kicking or handling the animal to position its feet.
9. The judge must have a clear, unobstructed view of the animal and the exhibitor at all times. The exhibitor must be in a position that enables him or her to watch both the judge and the animal at all times but must not stand directly in front of the animal. See **Figure 5**, illustrating the showmanship safety zone.

#### DISQUALIFICATIONS

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Unsoundness, as determined by the judge.



**FIGURE 5. SHOWMANSHIP SAFETY ZONE.**

## WESTERN HORSEMANSHIP (EQUITATION)

### PURPOSE

Horsemanship competition provides the junior exhibitor an opportunity to display his or her ability as a rider (that is, the seat, hand, and leg position; and the ability to control and show the mount). Western Horsemanship is to be evaluated as the combined performance of the animal and the rider.

### TACK AND ATTIRE

1. Refer to the section entitled “Western Tack and Attire” for a description.
2. *Optional:* Protective leg wraps or boots.
3. *Prohibited:* Mechanical hackamore, draw reins, tiedown, any type of martingale, cavesson noseband, crop, bat, whip.

### CLASS PROCEDURES AND GUIDELINES

1. The entire class is to be worked at a walk, a jog (trot), and a lope (canter), traveling in both directions of the ring. At the judge’s discretion, the class may be asked to extend normal gaits (except the lope), to mount and dismount, and to back the animal. Performance of the animal is not to be considered more important than the rider’s method used to obtain performance.
2. The class is to enter the ring, then proceed in a counterclockwise direction or in the direction indicated by the judge.
3. When asked to reverse while working on the rail, the rider should reverse toward the center of the ring. This maneuver must be done only at a walk or a trot.
4. An entrant may be asked to work individually after the entire class has done the rail work. Individual work should be in accordance with the ability of the age division. The judge may ask for tests necessary to judge the extent of the rider’s horsemanship.
5. Riders 13 years of age and under shall not be requested to mount and dismount in equitation classes.

6. The rider should sit in the saddle, with legs hanging straight and slightly forward to stirrup. The stirrup should be short enough to allow the heel to be lower than the toes. Legs should maintain contact with the animal, giving aids or cues to the horse. Feet may be placed full home in the stirrup, or the ball of the foot placed in the stirrup. A rider should keep the back straight and shoulders even, sitting in a balanced, relaxed manner.
7. The arms should be held in a relaxed manner close to the body. When the rider has one hand on the reins, the position of the rider’s free hand is optional; but it should indicate a relaxed (not sloppy) attitude. When using a romal, the rider’s off hand shall be around the romal, with about 16 inches of slack. Reins should be carried so as to have light contact with the animal’s mouth, and at no time shall the reins be carried more than a slight hand movement from the animal’s mouth. For proper hand positions when using both hands with a snaffle or bosal, refer to **Figure 3**.
8. While in motion, the rider should sit the trot and not post. At the lope, he or she should be close to the saddle. All movements of the animal should be governed by the use of imperceptible aids, without exaggerated shifting of the rider’s weight.
9. When mounting, the rider should approach the animal from the left side, control the animal by taking up the reins in the left hand and adjusting the reins to feel the bit. The rider should hold the animal steady, with the hand in position so as to be able to control the animal. The rider should stand at the left side and place the left foot in the stirrup, grasp the saddle horn with the right hand and the animal’s neck with the left hand, spring up with the right leg (keeping close to the animal), and settle into the saddle with an easy, smooth motion. He or she should slip the right foot into the off stirrup and assume the basic position. The animal should stand still until asked to move out. To dismount, the rider should reverse the procedure just described. He or she should step down, taking a position facing toward the

front of the animal, and hold the reins in both hands, with the right hand about 6 inches from the bit. Excess reins should be carried in the left hand until the rider is asked to remount.

10. The exhibitor may not touch the horse or the saddle with the free hand.
11. Excessive kicking or spurring, losing contact with the stirrups (unless asked by the judge to ride with the feet out of the stirrups), or striking the animal will be penalized.

### DISQUALIFICATIONS

1. The exhibitor’s failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

## WESTERN PLEASURE

### PURPOSE

A Western Pleasure animal is a sensible, alert, bright, easy-moving, well-mannered mount that can provide a quiet, comfortable, and pleasant ride at a walk, a jog, and a lope. Western Pleasure competition is not to be confused with an equitation or horsemanship class in which the rider is judged. The type of animal will not be considered in judging the class.

### TACK AND ATTIRE

1. Refer to the section entitled “Western Tack and Attire” for a description.
2. *Prohibited:* Mechanical hackamore, draw reins, tiedown, any type of martingale, cavesson noseband, protective leg wraps or boots, crop, bat, whip.

### CLASS PROCEDURES AND GUIDELINES

1. Animals are to be shown at a walk, a jog (trot), and a lope (canter) on a reasonably loose rein or with light contact without undue restraint. Animals must back easily and stand quietly.



2. Animals are to work both ways of the ring at all three gaits and are to be reversed to the inside (away from the rail). The judge may require entries to reverse at the walk or the jog but never at the lope.
3. A judge may ask for additional work of the same nature from any animal.
4. A judge may ask for extended gaits. The rider shall not be required to dismount unless the judge wishes to check the equipment.
5. Entries are penalized for being on the wrong lead; excessive speed or slowness; breaking gait; appearing dull, lethargic, or head too high; or the poll being lower than the withers.
6. The exhibitor may not touch the horse or the saddle with the free hand.

#### DISQUALIFICATIONS

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

## TRAIL

#### PURPOSE

The Trail Class displays the ability of the rider to cause the animal to navigate obstacles such as those encountered on a trail ride. The animal should be well-mannered, quiet, and a pleasure to ride, with the ability to handle the obstacles with a calm, willing attitude. Trail is not a speed event but rather a test of control and obedience.

#### TACK AND ATTIRE

1. Exhibitors in the **Trail Class** may use western, hunter, or saddle-type tack and attire. For descriptions, refer to the appropriate sections under "**Tack and Attire.**"

2. *Prohibited:* Mechanical hackamore, draw reins, tiedown, any type of martingale, cavesson noseband in western bridle, protective leg wraps or boots; crop or whip in western tack.

#### CLASS PROCEDURES AND GUIDELINES

1. All obstacles used in the **Trail Class** should be practical and realistic, to simulate actual obstacles and hazards encountered on the trail.
2. All three gaits—walk, jog/trot (or equivalent breed gait), and lope/canter—are required between obstacles in the pattern.
3. The exhibitor will be asked to move to the next obstacle after three refusals on any one obstacle.
4. The pattern (to be determined by the show management) is to include at least six obstacles, three of which are mandatory, and no more than ten obstacles. Beyond the mandatory obstacles, others may be chosen from (but are not limited to) the upcoming list of optional obstacles.
5. The judge has the right and duty to alter the course or remove obstacles he or she deems unsafe.
6. Junior exhibitors shall not be asked to remount.
7. Horses must not be required to work on the rail.

#### MANDATORY OBSTACLES

1. Gate (about 6 feet wide): The rein hand may be changed before opening and after closing the gate, with no penalty. Changing hands on the gate or turning loose of the gate is penalized.
2. Bridge (non-tilting).
3. Back (30-inch minimum between poles).

#### OPTIONAL OBSTACLES

1. Water hazard.
2. Slicker.
3. Ground tie (if a romal is used, a hobble may be used or the rein must be detached from one side of the bit).
4. Ground poses (walk over, 15 to 24 inches apart; trot over, 36 to 40 inches; lope over, 6 to 7 feet).
5. Mailbox.

6. Obstacles consisting of four logs or rails, each 5 to 6 feet long, laid in a square. Each contestant is to enter the square at the designated side, execute a 360° turn, pause, and depart by stepping over a log or rail immediately opposite the side of entry.
7. Pass by a object normally found on the trail.

#### PROHIBITED OBSTACLES

1. Loading in a trailer.
2. An obstacle involving the use of a rope or riata to be dragged or pulled by the rider.
3. Tires in any form.
4. Live animals or hides.
5. Rocking bridge.
6. Jumps.
7. PVC pipe.

#### DISQUALIFICATIONS

1. Unnecessary roughness, as determined by the judge.
2. Falling of the animal or the rider on the course.
3. Equipment failure that delays completion of the course or causes an unsafe condition, as determined by the judge.
4. Unsoundness, as determined by the judge.
5. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
6. Failure to attempt obstacles in the posted order.
7. Nine cumulative refusals on the course.

#### WESTERN RIDING

A. Western Riding is an event in which the horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners, and disposition. The horse should perform with reasonable speed and be sensible, well-mannered, free, and easy moving.

B. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (that is, starting and finishing the pattern with the same cadence), and the horse's ability to change leads precisely, easily, and

simultaneously (both hind and front at the center point between the markers). The horse should have a relaxed head carriage, showing response to the rider's hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.

C. Of the two patterns, the judge is to select one to be performed (**Figures 6 and 7**). The judge is responsible for the pattern's being correctly set.

D. On the pattern:

1. The eight small circles represent pylon markers, which are recommended. These markers should be separated by a uniform measured distance of not less than 30 feet nor more than 50 feet on the sides with five markers (see the diagram). In Pattern 1 (**Figure 6**), the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet from the fence and with 50- to 80-foot width in the pattern, as the arena permits.
2. A solid log or pole at least 8 feet long should be used.
3. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The recommended lead-changing point is equal to one-half a stride length before or after the center point between the markers. The dotted line (...) indicates a walk, the dashed line (- - -) a jog, and the solid line (\_\_\_\_) a lope.

**8** E. Scoring is from 0 to 100, with 70 denoting an average performance.

*Scoring guidelines to be considered:* Points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1.5 to minus 1.5: +1.5, excellent; +1, very good; +0.5, good; 0, average; -0.5, poor, -1, very poor; -1.5 extremely poor. Maneuver scores are to be determined independently of penalty points.

F. A contestant shall be penalized each time one of the following occurs:

*(Five points deducted)*

1. Failure to change leads.
2. Kicking out.
3. Blatant disobedience.

*(Three points deducted)*

4. Not performing the specific gait (jog or lope) or failing to stop (when called for in the pattern) within 10 feet of the designated area.
5. Break of gait at the lope.
6. Simple change of leads.
7. Failure to change after one stride but changing before the next designated change area.
8. Additional lead changes anywhere in the pattern.
9. In Pattern 1 (**Figure 6**), failure to start the lope within 30 feet after crossing the log at the jog.
10. Break of gait at the walk or the jog for two or more strides.

*(One point deducted)*

11. Break of gait at the walk or the jog, up to two strides.
12. Hitting or rolling the log.
13. Failure to change leads for one stride.
14. Splitting the log (having the log between the two front or two hind feet) at the lope.

*(One-half point deducted)*

15. Tick or light touch of the log.
16. Hind legs' skipping or coming together during lead change.
17. Failure to change leads, from one-half to one stride.

*(Disqualified)*

18. Illegal equipment.
19. Willful abuse.
20. Off course.
21. Knocking over markers.
22. Completely missing the log.

23. *Major refusal:* Stopping and backing two strides, or taking four steps with the front legs.
24. *Major disobedience:* Rearing, schooling.
26. Failure to start the lope before the end cone in Western Riding Pattern 1 (**Figure 6**).

*Credits*

1. Changes of leads, hind and front simultaneously.
2. Changes at designated point.
3. Accurate and smooth pattern.
4. Even pace throughout.
5. Easy to guide and control with rein and leg.
6. Manners and disposition.
7. Conformation and fitness.

G. The following characteristics are considered faults and should be judged accordingly in maneuver scores:

1. Opening mouth excessively.
2. Anticipating signals, or early lead changes.
3. Stumbling.

**WESTERN RIDING PATTERN 1 (FIGURE 6)**

1. Walk and jog over a log.
2. Transition to a lope, and lope around the end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change, and lope around the end of the arena.
7. First crossing change.
8. Second crossing change.
9. Lope over a log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop, and back.

**WESTERN RIDING PATTERN 2 (FIGURE 7)**

1. Walk, transition to a jog, jog over the log.
2. Transition to a lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.

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

## REINING

In a Reining Class, any one of the ten reining patterns may be used. The judge of the class selects the pattern, which is to be used by all contestants in the class.

Each contestant is to perform the required pattern individually and separately. All horses are to be judged immediately upon entering the arena, and judging

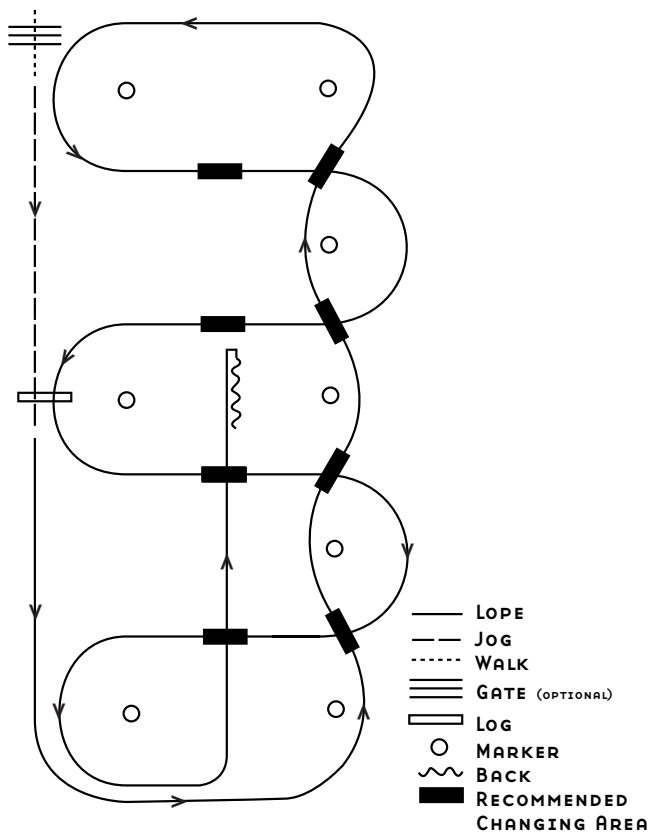


FIGURE 6. WESTERN RIDING PATTERN 1.

ceases after the last maneuver. Any fault incurred before a pattern is to be scored accordingly.

To rein a horse is not only to guide it but also to control its every movement. The best reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely. Any movement of the animal's own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to the severity of the deviation. Credit is to be given for

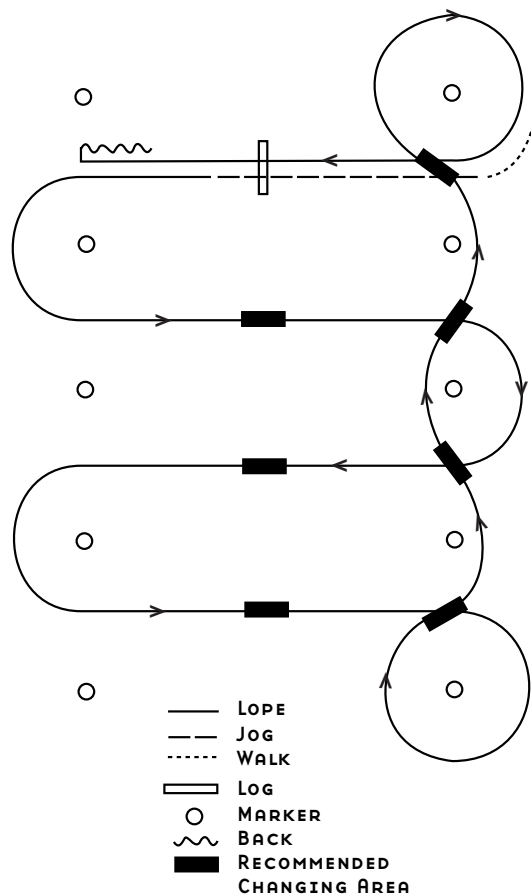


FIGURE 7. WESTERN RIDING PATTERN 2.

smoothness, finesse, attitude, quickness, and authority in performing the various maneuvers while using controlled speed.

Scoring is from 0 to infinity, with 70 denoting an average performance.

A. Any of the following results in no score:

1. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred before or during the exhibition of a horse in competition.
2. Use of illegal equipment, including wire on bits, bosals, or curb chains.
3. Use of illegal bits, bosals, or curb chains.
4. Use of tack collars, tiedown, or noseband.
5. Use of a whip or a bat.
6. Use of any attachment that alters the movement of or circulation to the tail.
7. Failure to provide the horse and the equipment to the appropriate judge for inspection.
8. Disrespect or misconduct by the exhibitor.

A rider may untangle excess rein, when excess rein may prevent the rider from continuing the pattern, when said excess can be straightened without affecting the performance of the horse, during hesitations, or when settling a horse; the rider's free hand may be used to hold the romal in the normal fashion.

B. Any of the following results in a score of 0:

1. Use of more than the index or first finger between reins.
2. Use of two hands (except in snaffle bit or hackamore classes designed for two hands) or changing hands.
3. Failure to complete the pattern as written.
4. Performing the maneuvers other than in specified order.
5. The inclusion of maneuvers not specified, including, but not limited to:
  - a. Backing more than two strides.
  - b. Turning more than 90°.
6. Equipment failure that delays completion of the pattern.

7. Balking or refusal of command, in which the pattern is delayed.
8. Running away or failing to guide, to the extent that it becomes impossible to discern if the entry is on pattern.
9. Jogging in excess of one-half circle or one-half the length of the arena.
10. Overspins of more than one-fourth turn.
11. Falling to the ground by the horse or the rider.

Neither a “No Score” nor a “0” is eligible to place in a go-round or class.

C. Each of the following results in a 5-point deduction:

1. Spurring in front of the cinch.
2. Use of the free hand to instill fear.
3. Holding the saddle or touching the horse with the free hand.
4. Blatant disobediences, including kicking, biting, bucking, or rearing.

D. Each of the following results in a reduction of two points:

1. Failure to go beyond the markers on stops or rollbacks.
2. Break of gait.
3. Freeze up in spins or rollbacks.
4. On the walk in patterns, failure to stop or walk before executing a canter departure.
5. On the run in patterns, failure to be in a canter before the first marker.

E. Starting or performing circles or eights out of lead is to be judged as follows:

Each time a horse is out of lead, the judge is required to deduct 1 point. The penalty for being out of lead is cumulative, and the judge deducts 1 penalty point for each quarter of the circumference of the circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse  $\frac{1}{2}$  point for a change of lead delayed by one stride.

F. Deduct  $\frac{1}{2}$  point for starting the circle at a jog or

exiting rollbacks at a jog, up to two strides. For jogging beyond two strides, but less than one-half circle or one-half the length of the arena, deduct 2 points.

G. Deduct  $\frac{1}{2}$  point for over- or underspinning up to one-eighth of a turn; deduct 1 point for over- or under-spinning from one-eighth to one-fourth turn.

H. Deduct  $\frac{1}{2}$  point for failing to remain at least 20 feet from the wall or the fence when approaching a stop and/or rollback.

I. When a change of lead is specified immediately before a run to the end of the arena, failure to change leads is penalized as follows:

1. Failure to change leads by one stride,  $\frac{1}{2}$  point.
2. Failure to change leads beyond one stride, but where the lead change is completed prior to the next maneuver, 1 point.
3. Failure to change leads before the next point, 2 points.
4. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena, 1 point.
5. Failure to be on the correct lead before the center point of the arena, 2-points.

J. A judge may require any contestant to repeat his/her performance of any or all of the various parts of the pattern.

K. Faults against a horse are to be scored accordingly, but not to cause disqualification:

1. Opening mouth excessively when wearing a bit.
2. Excessive jawing, opening mouth, or head raising on stop.
3. Lack of smooth, straight stop on haunches—bouncing or sideways stop.
4. Refusing to change leads.
5. Anticipating signals.
6. Stumbling.
7. Backing sideways.
8. Knocking over the markers.

L. Faults against the rider to be scored accordingly, but not to cause disqualification:

1. Losing stirrup.
2. Any unnecessary aid given by the rider, such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.
3. Failure to run circles or figure-eights within the markers is not considered a fault, depending on arena conditions and size; however, failure to go beyond the markers on rollbacks and stops is considered a fault.

M. A show may have up to three approved reining classes.

1. If three reining classes are to be held at a show, they shall be the following:
  - a. Senior reining, shown with bit.
  - b. Junior reining, shown with bit.
  - c. Hackamore/snaffle bit reining (five years old and younger, shown with hackamore or snaffle bit).  
*Special note:* No horse may be entered in both junior bit and hackamore/snaffle bit reining classes at the same show.
2. If two reining classes are to be held at a show, they shall be the following:
  - a. Senior reining, shown with bit.
  - b. Junior reining, shown with either bit hackamore or snaffle bit, at the discretion of the exhibitor.
3. If only one reining class is to be held at a show, it shall be the following:
 

Reining—all ages: Horses six years old and older must be shown in bit; horses five years old and younger may be shown in either bit, hackamore, or snaffle bit, at the discretion of the exhibitor.

N. While the horse is in motion, the rider’s hands shall be clear of the horse and the saddle.

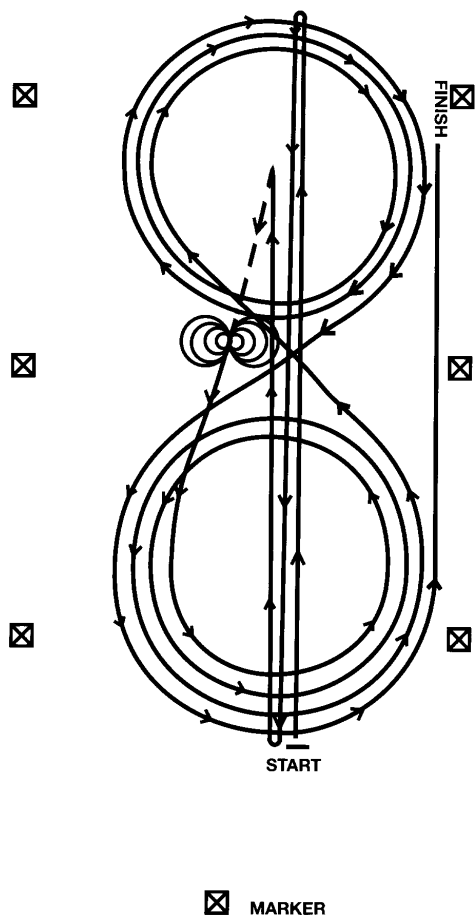


FIGURE 8. REINING PATTERN 1.

**REINING PATTERN NUMBER 1 (FIGURE 8)**

1. Run at speed to the far end of the arena, past the end marker, and do a left rollback—no hesitation.
2. Run to the opposite end of the arena, past the end marker, and do a right rollback—no hesitation.
3. Run past the center marker, and do a sliding stop. Back up to the center of the arena, or at least 10 feet. Hesitate.

4. Complete four spins to the right.
5. Complete four-and-one-quarter spins to the left, so that the horse is facing the left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle, large and fast; the second circle, small and slow; the third circle, large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle, large and fast; the second circle, small and slow; the third circle, large and fast. Change leads at the center of the arena.
8. Begin a large, fast circle to the left, but do not close this circle. Run straight up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.

**REINING PATTERN NUMBER 2 (FIGURE 9)**

Beginning at the center of the arena, facing the left wall or fence:

1. Beginning on the right lead, complete three circles to the right: the first circle, small and slow; the next two circles, large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle, small and slow; the next two circles, large and fast. Change leads at the center of the arena.
3. Run up the middle to the far end of the arena, past the end marker, and do a left rollback—no hesitation.
4. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
5. Run past the center marker, and do a sliding stop. Back up to the center of the arena, or at least 10 feet. Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.

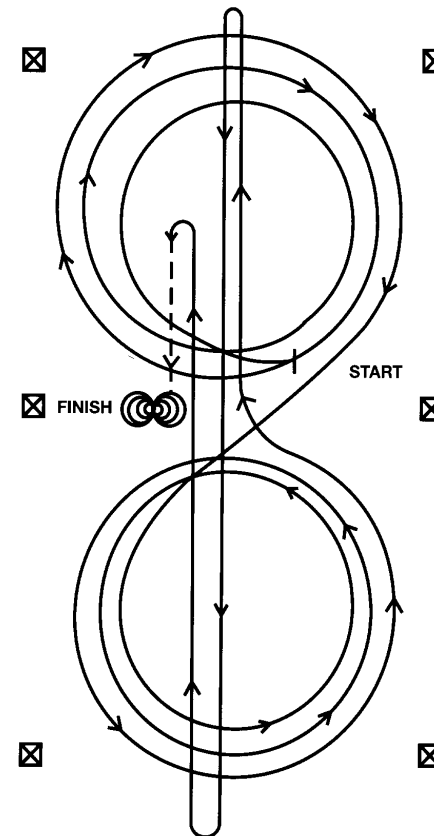
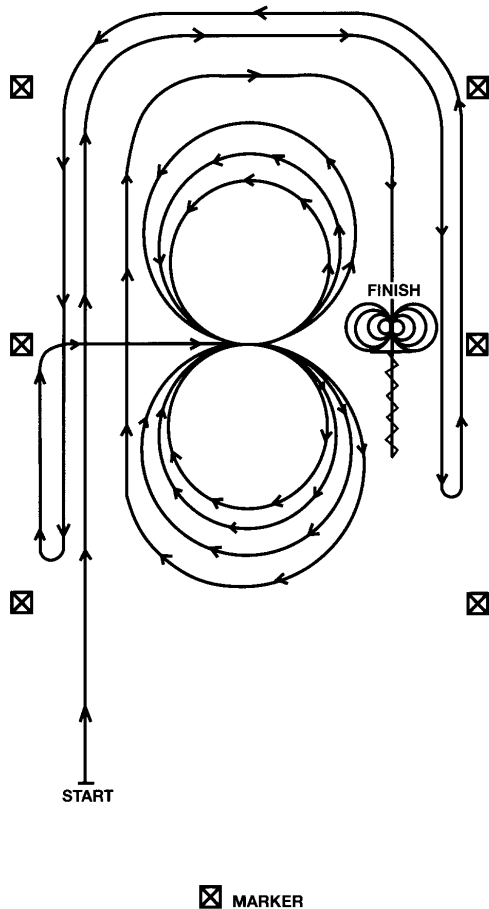


FIGURE 9. REINING PATTERN 2.

**REINING PATTERN NUMBER 3 (FIGURE 10)**

1. Beginning and staying at least 20 feet from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena, past the center marker, and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena, staying at least 20 feet from the wall or fence; circle back around the top of the arena, run straight



**FIGURE 10. REINING PATTERN 3.**

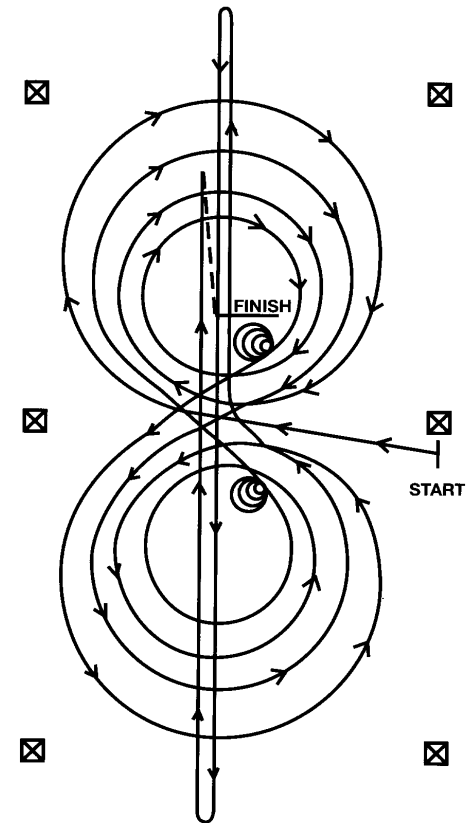
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead, and complete three circles to the right: the first two circles, large and fast; the third circle, small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles, large and fast; the third circle, small and slow. Change leads in the center of the arena.
5. Begin a large, fast circle to the right but do not close this circle. Continue up the left side of the arena, staying at least 20 feet from the wall or fence; circle the top of the arena, run straight down the opposite or right side of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.

**REINING PATTERN NUMBER 4 (FIGURE 11)**

Beginning at the center of the arena, facing the left wall or fence:

1. Beginning on the right lead, complete three circles to the right: the first two circles, large and fast; the third circle, small and slow. Stop at the center of the arena.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles, large and fast; the third circle, small and slow. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large, fast circle to the right; change leads at the center of the arena; run a large fast circle to the left, and change leads at the center of the arena.
6. Run up the middle to the far end of the arena,



**FIGURE 11. REINING PATTERN 4.**

7. Run to the opposite end of the arena, past the end marker, and do a left rollback—no hesitation.
8. Run past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate, to demonstrate completion of the pattern.

The rider may drop bridle to the designated judge.

### REINING PATTERN NUMBER 5 (FIGURE 12)

Beginning at the center of the arena, facing the left wall or fence:

1. Beginning on the left lead, complete three circles to the left: the first two circles, large and fast; the third circle, small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles, large and fast; the third circle, small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large, fast circle to the left; change leads at the center of the arena;

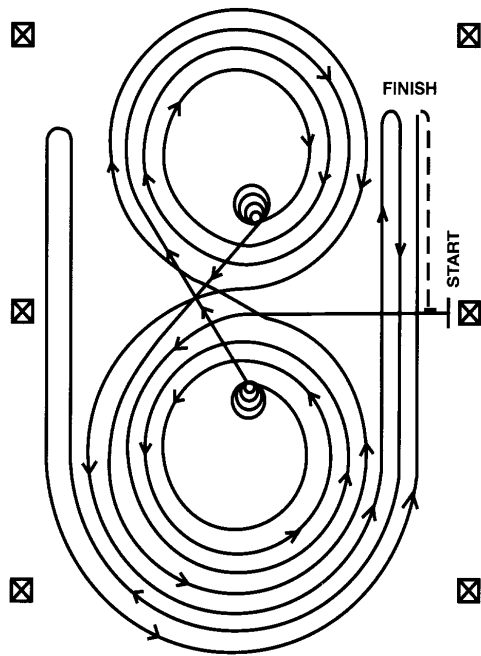


FIGURE 12. REINING PATTERN 5.

run a large fast circle to the right, and change leads at the center of the arena.

6. Continue around the previous circle to the left, but do not close this circle. Run up the right side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence—no hesitation.
7. Continue around the previous circle, but do not close this circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence—no hesitation.
8. Continue back around the previous circle, but do not close this circle. Run up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.

### REINING PATTERN NUMBER 6 (FIGURE 13)

Beginning at the center of the arena, facing the left wall or fence:

1. Complete four spins to the right.
2. Complete four spins to the left.
3. Beginning on the left lead, complete three circles to the left: the first two circles, large and fast; the third circle, small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles, large and fast; the third circle, small and slow. Change leads at the center of the arena.
5. Begin a large, fast circle to the left, but do not close this circle. Run up the left side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence—no hesitation.
6. Continue back around the previous circle, but do not close this circle. Run up the left side of the arena, past the center marker, and do a left roll-

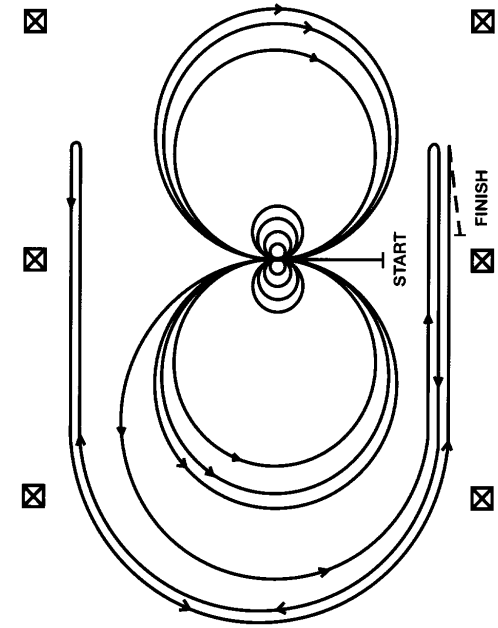


FIGURE 13. REINING PATTERN 6.

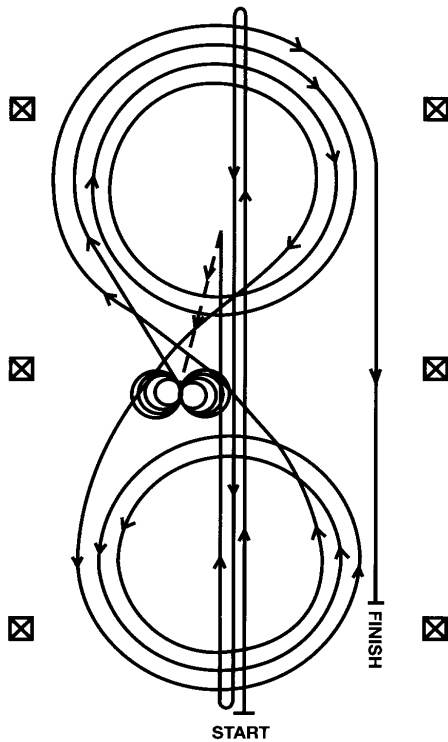
back at least 20 feet from the wall or fence—no hesitation.

7. Continue back around the previous circle, but do not close this circle. Run up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.

**REINING PATTERN NUMBER 7 (FIGURE 14)**

1. Run at speed to the far end of the arena, past the end marker, and do a left rollback—no hesitation.
2. Run to the opposite end of the arena, past the end marker, and do a right rollback—no hesitation.
3. Run past the center marker, and do a sliding stop. Back up to the center of the arena, at least 10 feet. Hesitate.
4. Complete four spins to the right.
5. Complete four-and-one-quarter spins to the left,



☒ MARKER

**FIGURE 14. REINING PATTERN 7.**

so that the horse is facing the left wall or fence. Hesitate.

6. Beginning on the right lead, complete three circles to the right: the first two circles, large and fast; the third circle, small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles, large and fast; the third circle, small and slow. Change leads at the center of the arena.
8. Begin a large, fast circle to the right, but do not close this circle. Run straight down the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate, to demonstrate the completion of the pattern.

The rider may drop bridle to the designated judge.

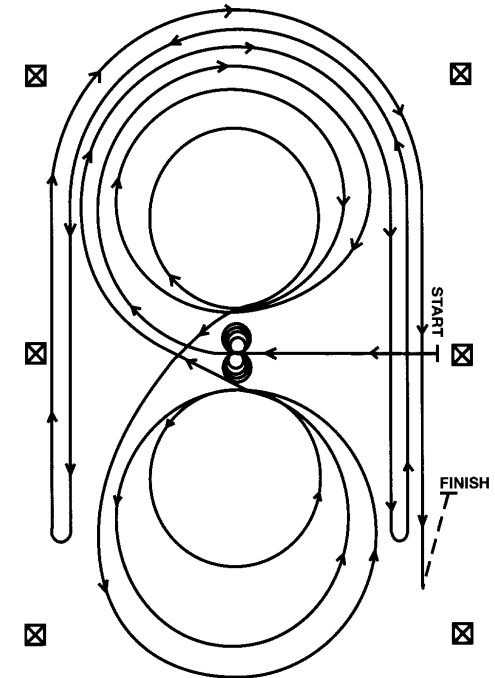
**REINING PATTERN NUMBER 8 (FIGURE 15)**

Walk the horse to the center of the arena, facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle, large and fast; the second circle, small and slow; the third circle, large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle, large and fast; the second circle, small and slow; the third circle, large and fast. Change leads at the center of the arena.
5. Begin a large, fast circle to the right, but do not close this circle. Run straight down the right side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence—no hesitation.
6. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence—no hesitation.
7. Continue back around the previous circle, but do not close this circle. Run down the right side of

the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate, to demonstrate completion of the pattern.

The rider may drop bridle to the designated judge.



☒ MARKER

**FIGURE 15. REINING PATTERN 8.**



### REINING PATTERN NUMBER 9 (FIGURE 16)

1. Run past the center marker, and do a sliding stop. Back up to the center of the arena, or at least 10 feet. Hesitate.
2. Complete four spins to the right.
3. Complete four-and-one-quarter spins to the left, so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles

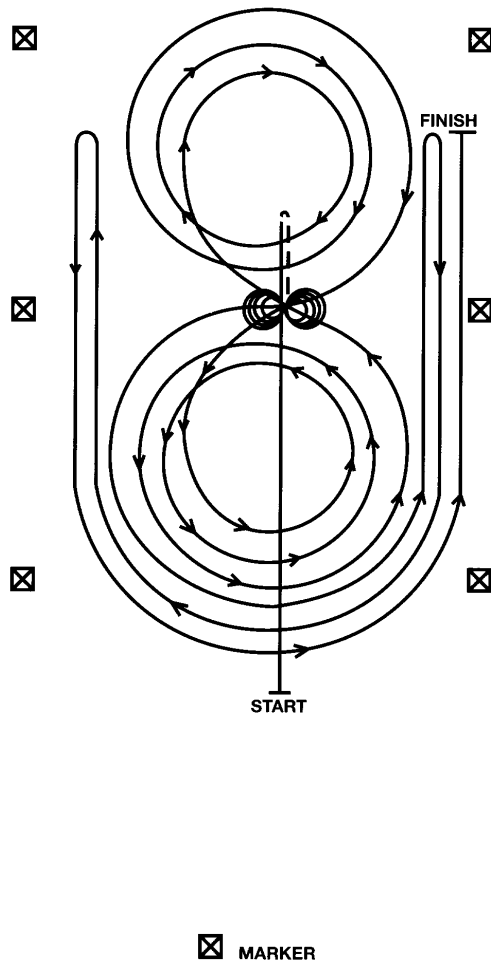


FIGURE 16. REINING PATTERN 9.

- to the left: the first circle, small and slow; the next two circles, large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle, small and slow; the next two circles, large and fast. Change leads at the center of the arena.
6. Begin a large, fast circle to the left, but do not close this circle. Run up the right side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence—no hesitation.
7. Continue back around the previous circle, but do not close this circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence—no hesitation.
8. Continue back around the previous circle, but do not close this circle. Run up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate, to demonstrate completion of the pattern.

The rider may drop bridle to the designated judge.

### REINING PATTERN NUMBER 10 (FIGURE 17)

*Mandatory markers along fence or wall:* The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride the pattern as follows:

1. Starting at the center marker, make a large, fast circle to the right on the right lead.
2. Draw the circle down to a small circle until you reach the center marker; stop (no hesitation after stop).
3. Do a double spin to the inside of the small circle in the center marker; at end of the spins, the horse should be facing the left wall. Hesitate slightly.
4. Begin on the left lead, and make a large, fast circle.
5. Then a small circle, again drawing it down to the center of the arena; stop (no hesitation after stop).
6. Do a double spin to the inside of the circle, slight hesitation; the horse should be facing the left wall.

7. Take a right lead, and make a fast figure-eight over the large circles; close the eight, and change leads.
8. Run to the far end of arena, past the marker, and do a left rollback.
9. Run to the opposite end of the arena, past the marker, and do a right rollback.
10. Run back past the center marker, and do a sliding stop. Hesitate.
11. Back over the slide tracks.
12. Hesitate, to show completion of the pattern.
13. Finish, walk to the judge for inspection and dismissal.

The rider may drop bridle to the designated judge.

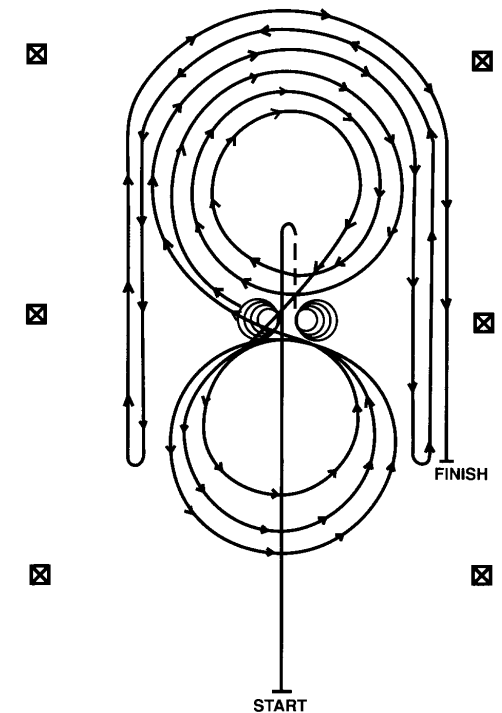


FIGURE 17. REINING PATTERN 10.

## HUNT-SEAT EQUITATION ON THE FLAT

### PURPOSE

The Hunt-Seat Equitation classes provide an opportunity for the junior exhibitor to display ability as a rider; that is, the seat, hand, and leg positions and the ability to control and show the mount are judged. Hunt-Seat Equitation is to be evaluated as the combined performance of the rider and the equine.

### TACK AND ATTIRE

1. Refer to the section entitled “Hunter-Type Tack and Attire” for a description.
2. *Prohibited:* Any type of martingale, tiedown, or draw reins; protective leg wraps or boots.

### CLASS PROCEDURES AND GUIDELINES

1. The entire class shall be worked at a walk, a trot, and a canter in both directions of the ring. The class may, at the judge’s discretion, be asked to extend normal gaits, to mount and dismount, or to back.
2. The class is to enter the ring, turn to the right, and proceed in a counterclockwise direction. Entries may be reversed at the walk or the trot, at the judge’s discretion, but they shall not be asked to reverse at the canter.
3. Any or all riders may be required to execute any appropriate test necessary to judge the riding ability of the rider.
4. The rider is to be judged on his or her basic position in the saddle; hand, seat, leg, body, and foot positions; the ability to control and show the animal; and the suitability of the animal to the rider. The performance is not considered more important than the rider’s method to obtain the performance.
5. *Hand position:* Hands should be light and educated. There should be light contact with the animal’s mouth. The bight of the reins may fall to either side. Hands should be held in front of the saddle, over and in front of the withers, several

inches above the withers. The thumb should be closed over the reins. Knuckles should be 30° inside the vertical, hands slightly apart and making a straight line from the horse’s mouth to the rider’s elbow. Arms are held quiet and close to the sides.

6. *Basic position:* Toes should be slightly out at an angle best suited to the rider’s conformation, with ankles flexed in, heels down, and calves in contact with the animal very slightly behind girth. The iron should be on the ball of the foot with an even pressure on the width of the sole and the center of the iron. The seat is erect at the walk and should appear comfortable and balanced. For other gaits, the rider’s body should be inclined slightly forward so as to create an impression of moving with the horse in a fluid fashion. Riders should avoid a stiff, rigid appearance. The back should be straight but relaxed, with the shoulders square and head up. To mount, the rider should take the reins in the left hand and place it on the withers; grasp the stirrup leather with the right hand, insert the left foot in the stirrup, mount with an easy, smooth motion up and over the horse’s back, and settle lightly into the saddle. To dismount, either step down or slide down. Riders 13 years of age and under shall not be asked to dismount and mount.

### DISQUALIFICATIONS

1. The exhibitor’s failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider during the class.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

## HUNT-SEAT EQUITATION OVER FENCES

### PURPOSE

The Hunt-Seat Equitation over Fences Class provides an opportunity for the junior exhibitor to display ability as a rider over a course of hunt-type fences. Equitation is to be evaluated as the combined performance of the rider and the mount. The rider is judged on ability to maneuver the equine through a course of jumps with even striding. The judge will emphasize safe jumping and will fault breaks in rhythm of striding caused by jumping from a spot too close or too far away from the fence, or by jumping too high.

### TACK AND ATTIRE

1. Refer to the section entitled “Hunter-Type Tack and Attire” for a description.
2. *Optional:* Any type of martingale; protective leg wraps or boots; polos of conservative colors.
3. *Prohibited:* Draw reins or rubber reins.

### CLASS PROCEDURES AND GUIDELINES

1. The rider is to be judged over a course of at least eight jumps over a minimum of four obstacles as determined by the show management. Fences should be hunter type. For types, distances, courses, disobediences, etc., refer to the section entitled “Hunter over Fences.”
2. Obstacles must be 2 feet to 2 feet 6 inches for ponies and 2 feet 6 inches to 3 feet 3 inches for horses.
3. The exhibitor should be given time to walk the course without the horse before the class.
4. Except for refusals, jumping faults of the animal are not to be considered unless said fault is the result of the rider’s ability.
5. Any or all contestants may be asked to perform further tests over fences or on the flat at the discretion of the judge.
6. The rider is to be judged on his or her basic position in the saddle; hand, seat, leg, and foot positions; the ability to control and show the horse;

and the suitability of the animal to the rider. The performance is not to be considered more important than the rider's method to obtain said performance.

7. *Hand position:* The hands should be light, educated, and held in an easy position. Bight of the rein should be on the off side. Hands are held above the withers at a height best suited to the animal. Arms are held quiet and close to the sides.
8. *Basic position:* See the section entitled "**Hunt-Seat Equitation on the Flat.**" Also, a good foundation showing good balance with the horse should be obvious. In jumping, a good release is necessary. The rider should always stay "in the center" of the horse, jumping with the motion of the horse, not getting ahead or getting left behind. The upper body position should be soft, not perched, allowing the rider to be maximally effective. More difficult "inside" turns executed smoothly can gain an edge over a more conservative ride. Good, straight corners are important. The lower leg should be the base of support and should be held against the side of the horse with the weight well into the heel. The eyes should be focused ahead.

#### **DISQUALIFICATIONS**

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider on the course.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.
5. Three cumulative refusals on the course.
6. Failing to complete the course or being off course.
7. Jumping an obstacle before it is reset.

## **HUNTER UNDER SADDLE**

### **PURPOSE**

In the class Hunter Under Saddle, the animal should be suitable to purpose. The animal should be sensible and well-mannered, providing a quiet and comfortable ride. The animal should move in a long, low frame and be able to lengthen or shorten the stride and cover ground as in hunt field. For all gaits, the hunter should move in a well-balanced frame with long, smooth, rhythmical strides.

### **TACK AND ATTIRE**

1. Refer to the section entitled "**Hunter-Type Tack and Attire**" for a description.
2. *Prohibited:* Any type of martingale, tiedown, draw reins; protective leg wraps or boots.

### **CLASS PROCEDURES AND GUIDELINES**

1. The class is to enter the ring, turning right and proceeding in a counterclockwise direction. An animal should enter the ring with a bright, alert expression, maintaining a pleasant attitude throughout the duration of the class.
2. The entry will be worked at a walk, a trot, and a canter in both directions of the ring. If asked to back, the animal should back easily and stand quietly.
3. While working on the rail, the order to reverse should be executed by turning to the inside (away from the rail). The exhibitor may be asked to reverse at the walk or the trot but not at the canter.
4. A hunter should work with light mouth contact. Its response to the rider and its free movement will be emphasized in judging.
5. The rider will not be required to dismount unless the judge wishes to check the equipment.
6. The judge may ask for additional work of the same nature from any animal. No work other than that listed in the "**Hunter Under Saddle**" section may be requested.

7. An entry shall be penalized (but not necessarily disqualified) for being on the wrong lead. Excessive speed or slowness, head too high or poll beneath the withers, breaking gait, or appearing dull or lethargic will be penalized. Quick, short strides will be penalized.
8. A judge may not ask for extended gaits.

### **DISQUALIFICATIONS**

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider during the class.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

## **HUNTER HACK**

### **PURPOSE**

In the class Hunter Hack, the animal should be sensible and well-mannered, providing a quiet, comfortable ride both on the flat and over fences (two low fences). The judge will consider the way of going, the style over fences, and evenness of the hunting pace. Placing in the class is determined by allowing the maximum of 30 percent for work on the flat. Horses may be asked to jump before doing flat work.

### **TACK AND ATTIRE**

1. Refer to the section entitled "**Hunter-Type Tack and Attire**" for a description.
2. *Prohibited:* Any type of martingale, tiedown, draw reins; protective leg wraps or boots.

### **CLASS PROCEDURE AND GUIDELINES**

1. Fence work.
  - a. Animals are first required to jump two fences, 2 feet to 2 feet 6 inches in height. Jumps are to be set at least 4 yards off the wall, 36 inches apart on a line for horses and 30 inches apart for ponies. A ground line and at least standards with

wings are recommended for each jump. Exhibitors should not be permitted to walk the two jumps.

b. Faults over fences will be scored as in **Hunter over Fences** classes. At the judge's discretion, the contestant may be asked to hand gallop, pull up, and stand quietly after the last fence.

c. Animals being considered for an award then are to be shown at the walk, the trot, and the canter, both ways of the ring with light contact.

d. When necessary to split large classes by running more than one go-round, finalists must be both re-jumped and reworked on the flat.

2. Rail work.

a. Animals considered for an award are to be shown both directions of the ring. If asked to back, the animal should back easily and stand quietly.

b. While working on the rail, the exhibitor should execute the order to reverse by turning to the inside (away from the rail). The exhibitor may be asked to reverse at the walk or the trot but not at the canter.

c. A hunter should work with light mouth contact without undue restraint. The animal's response to the rider will be emphasized in judging.

d. The rider shall not be required to dismount unless the judge wishes to check the equipment.

e. An entry shall be penalized for being on the wrong lead, but not necessarily disqualified. Excessive speed; slowness; short, quick strides; and breaking gait are to be penalized.

f. A judge may ask for extended gaits during the rail work.

#### DISQUALIFICATIONS

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider while being judged.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. Unsoundness, as determined by the judge.
5. Three refusals during fence work.

## HUNTER OVER FENCES

### PURPOSE

The Hunter over Fences Class is designed to test the animal and the rider over a course of obstacles such as found in the hunt field. The judge will consider manners, way of going, and style of jumping. The animal is judged on its ability to move smoothly through a course of jumps with even striding. Judges will emphasize safe jumping and will fault any breaks in the rhythm of striding caused by jumping from a spot too close or too far away from the fence, or by jumping too high. Soundness is to be considered.

### TACK AND ATTIRE

1. Refer to the section entitled "**Hunter-Type Tack and Attire**" for a description.
2. *Optional:* Martingale, any type.
3. *Prohibited:* Draw reins, rubber reins, dropped or figure-eight noseband; protective leg wraps or boots except in very muddy conditions in the ring.

### CLASS PROCEDURES AND GUIDELINES

1. The animal is to be judged over a designated course on hunting pace, manners, style of jumping, and way of going.
2. The course must have at least four different obstacles, and the animal must make at least eight jumps, with at least one change of direction.
3. Fences shall simulate obstacles found in the hunt field. Possible obstacles include brush, in-and-out, box, rails, oxer, coop, crossbar, gate, picket-type gate with a pole, etc. A triple bar, plastic (PVC) poles, poles less than 8 feet in length, poles less than 4 inches in diameter, bales of hay or straw, or hog backs are not to be used. Ground rails and wings are recommended for each fence.
4. Obstacles must be 2 feet in height for ponies and 2 feet 6 inches for horses.
5. The show management must provide at least one practice jump in the make-up area and an opportunity for riders to walk the course without horses.
6. The distance between elements of an in-and-out

obstacle should be set 20 inches for ponies and 24 inches for horses.

7. The judged course is not to be used as the practice course.
8. The show management must post the course one hour in advance of the class.
9. Animals must be placed on performance. Animals may be jogged (dismounted with the same bridle) into the ring in the order of placing for determination of soundness.
10. The judging starts when the animal enters the arena or 50 feet before the first obstacle on an outside course. The performance is over when the animal leaves the arena or goes 50 feet beyond the last obstacle.
11. Light touches are not to be considered in judging but may be recorded for reference in extremely close competition. Touching brush only on brush jumps is to be scored as a touch. Judges will emphasize safe jumping and will fault bad form over fences, including twisting.
12. When an obstacle contains more than one jump or element, faults are considered on each jump.
13. In case of a refusal or run-out on an obstacle that contains more than one jump or element, the entry may re-jump all previous elements of that obstacle.

### DISQUALIFICATIONS

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider while on the course.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. Unsoundness, as determined by the judge.
5. Three cumulative refusals on the course.
6. Failure to complete the course or being off-course.
7. Jumping an obstacle before it is reset.

## JUMPER

### PURPOSE

The Jumper Class is designed to test the ability of the rider to maneuver the horse over obstacles in a clean, efficient, and safe manner. Performance is scored mathematically.

### TACK AND ATTIRE

1. Refer to the section entitled “**Hunter-Type Tack and Attire**” for a description. Coats may be optional.
2. *Optional equipment in open jumpers:* Any type of martingale, tiedown, rubber reins, dropped or figure-eight noseband, protective leg wraps, or boots.

### CLASS PROCEDURE AND GUIDELINES

1. Course description.
  - a. The animal is to be scored over a designed course determined by the show management (see the **Scoring Table**).
  - b. The course must have a minimum of four different obstacles, and the animal must make at least eight jumps, with at least one change of direction.
  - c. Possible obstacles include brush, in-and-out, brush box, rails, oxer, coop, crossbar, gate, picket-type gate with a pole, etc. A triple bar, plastic (PVC) poles, poles less than 8 feet in length, poles less than 4 inches in diameter, bales of hay or straw, or hog backs may not be used.
  - d. The distance between elements of an in-and-out should be at least 20 inches for ponies and 24 inches for horses.
  - e. The starting mark should be at least 12 feet before the first obstacle and at least 24 feet beyond the last obstacle.
  - f. Obstacles must be a minimum of 2 feet 6 inches in height for ponies and 2 feet 9 inches for horses, and must not exceed 3 feet 3 inches for the initial jumping round.
  - g. The show management must provide at least one practice jump in the warm-up area, and

exhibitors (without horses) should be permitted to walk the course.

h. The show management must post the course one hour in advance of the class. For an example of a possible course, refer to the section “**Hunter over Fences.**”

2. Scoring.
  - a. Scoring starts when the horse passes the starting mark and ends when it passes the finish mark. A “time allowed” is designated before the class starts. It may be adjusted after several riders have gone.
  - b. If the horse incurs two faults at one time at an obstacle, the major fault at the top element will be scored.
  - c. Only major faults (knockdowns and disobediences) will be scored. Touches will not count.
  - d. When an obstacle contains more than one element, faults are scored on each.
  - e. In case of a refusal or run-out on an obstacle that contains more than one jump or element, the entry must re-jump all elements of that obstacle.
3. When a round is free of faults and is performed within the initial time allowed, a jump-off course is completed as well. Time in the jump-off and major faults count. Those rounds receiving no faults or the fewest faults will be placed ahead of any rounds with more faults but faster times.
4. **Scoring table.**
  - a. Knocking down an obstacle, any portion of an obstacle, a timer, or cones by any part of the animal or the rider.  
*Faults: 4*
  - b. First refusal, run-out, or bolting off course.  
*Faults: 3*
  - c. Second cumulative refusal (anywhere on course).  
*Faults: 6*
  - d. Third cumulative refusal (anywhere on course).  
*Faults: Elimination*
  - e. Animal bolting from ring, mounted or not.  
*Faults: Elimination*
  - f. Failing to complete the course, off course.  
*Faults: Elimination*

g. Jumping an obstacle before it is reset.

*Faults: Elimination*

h. Falling of the animal or the rider.

*Faults: Elimination*

(An animal circling as to cross its own path while on course shall be considered a refusal.)

5. Jump-offs.
  - a. Animals tied with jumping faults shall execute the jump-off at the same fence heights. Animals tied with clean rounds shall have at least one-half the fences raised 3 inches for the jump-off.
  - b. The jump-off will be scored on jumping faults (including disobedience, falls, and knockdowns) and time.
  - c. The course may be shortened, and fences may be raised for clean rounds. Time will be used only to place animals with clean rounds or tied with equal jumping faults in the jump off.

### DISQUALIFICATION

1. The exhibitor’s failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider while on the course.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. Unsoundness, as determined by the judge.
5. Three cumulative refusals on the course.
6. Failing to complete the course or being off course.
7. Jumping an obstacle before it is reset.

## SADDLE-SEAT PLEASURE

### PURPOSE

The Saddle-Seat Pleasure Class provides the junior exhibitor an opportunity to exhibit animals with plates only or with weighted shoes and pads. The animal is a well-mannered, free-moving, animated individual that provides a pleasant ride.

## TACK AND ATTIRE

Refer to the section entitled “English Saddle–Type Tack and Attire” for a description.

## CLASS PROCEDURES AND GUIDELINES

1. Conformation is not to be considered in judging this class.
2. Transition of gaits is to be performed smoothly, with light rein and light mouth contact. Animals must be brought to a walk between all gaits.
3. **Saddle-Seat Pleasure** will be judged on performance, manners, and suitability at the walk, the trot (or equivalent breed gait), and the canter, both ways of the ring.
4. When asked to back, the animal must stand quietly and back readily.
5. The animal should display style and attractive carriage of the head and the tail.
6. An animated but controlled manner is desired.
7. The walk should be brisk, true, flat-footed, and ground covering.
8. The trot (or equivalent breed gait) should be brisk, cadenced, easy, and balanced. The rider should post to a trot but not to the equivalent breed gait or rack.
9. The canter should be smooth, unhurried, collected, and straight on both leads.
10. Extended gaits shall not be requested.
11. Extreme speed, slowness, breaking gait, incorrect leads, laboring action, pulling, head tossing, going sideways, or tail switching will be penalized.

## DISQUALIFICATIONS

1. The exhibitor’s failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing unsafe condition, as determined by the judge.

## SADDLE-SEAT EQUITATION

### PURPOSE

The Saddle-Seat Equitation Class provides an opportunity for the junior exhibitor to display ability as a rider, that is, the seat, hand, and leg position and the ability to control and show the mount. Saddle-Seat Equitation is to be evaluated as the combined performance of the animal and the rider.

### TACK AND ATTIRE

Refer to the section entitled “English Saddle–Type Tack and Attire” for a description.

## CLASS PROCEDURES AND GUIDELINES

1. The entire class shall be worked at a walk, a trot (or equivalent breed gait), and a canter, both ways of the ring. Extended gaits may not be requested. The class may, at the judge’s discretion, be asked to back.
2. The class is to enter the ring at a trot, turn to the right, and proceed in a counterclockwise direction initially.
3. While working on the rail, the rider should execute the order to reverse by turning toward the rail; this maneuver may be done only from the walk. Animals must be brought to a walk between all gaits.
4. Any or all riders may be required to execute any appropriate test necessary to judge their riding ability.
5. The rider will be judged on his/her basic position in the saddle and hand, seat, and foot positions.
6. *Hand position:* Should be light and educated and held in an easy position. Two reins are properly held in each hand with the snaffle rein outside the little finger. The arms are held quiet and close to the rider’s side. The hands are held above the withers at a height best suited to the animal. Forearms and reins should form a line from the exhibitor’s elbow to the animal’s mouth.
7. *Basic position:* The ball of the foot should be on the stirrup, with heels lower than the toes, feet

nearly parallel, and the stirrups slanted slightly outward. The seat should be erect and appear comfortable and balanced. The rider’s back should be straight but relaxed, the shoulders square, and the head up. The rider’s knees and thighs should have definite contact with the saddle.

8. Excessive kicking or spurring, losing contact with the stirrups (unless asked by judge to drop irons), or failure to post on the correct diagonal will be penalized.

## DISQUALIFICATIONS

1. The exhibitor’s failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the animal or the rider.
3. Unsoundness, as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

## ROADSTER

### PURPOSE

The Roadster Class is designed to show animation, brilliance, show-ring presence, and form at three distinct speeds.

### TACK

1. Roadster harness and road bike (with foot stirrups and with no basketguard). A snaffle bit with straight or jointed mouthpiece with no leverage will be used, and an overcheck or sidecheck is required. Natural mane and tail are proper; tailset is not permitted.
2. *Optional:* Martingale, trotting boots, whip, hand-holds, liverpool curb bits with the rein in the top (snaffle) hole only.

### ATTIRE

The driver must wear stable colors (colors up), cap and jacket to match. The number will be worn on the driver’s back or the back of the bike.

### CLASS PROCEDURES AND GUIDELINES

1. Roadsters must enter the ring clockwise at a jog trot, then show at the road gait, and come back to the jog trot. The class will then turn and show counterclockwise at the jog trot, then the road gait, and then turned on for speed (“show your ponies”) counterclockwise only.
2. All speeds should be worked in form, with chins set and legs working beneath in a collected manner.
3. Excessive speed, mixed gaits (pace, rack), and breaking will be penalized.
4. Roadsters will show on the rail, except when passing, and will work into the far end of each corner.
5. Roadsters will stand quietly when being judged in the center of the ring.
6. Drivers may leave the road bike, uncheck the pony, and stand at the pony’s head when left in the center of the ring if part of the class is on the rail for a workout.
7. A single header is permitted. The header may be a 4-H/FFA member or an adult appropriately attired or wearing a duster. Refer to the section entitled “**English Saddle-Type Attire**” for a description.

### DISQUALIFICATIONS

1. The exhibitor’s failure to control the animal, endangering self or others, as determined by the judge.
2. Unsoundness, as determined by the judge.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. The header entering the ring before the lineup.
5. Falling of the animal or the driver during the class.

### PLEASURE DRIVING

#### PURPOSE

The Pleasure Driving Class demonstrates the junior exhibitor’s reinsmanship and the animal’s ability to

provide the driver with a pleasant drive at a walk, a trot, and an extended trot. The animal must be well-mannered, easy to control, and safe for a novice to drive.

#### TACK

1. The type of harness is optional but must fit the animal and be a complete harness. A snaffle bit with straight or jointed mouthpiece will be used, and an overcheck or sidecheck is required. A single animal must be shown hitched to a two- or four-wheeled vehicle with a basketguard, and suitable to the animal. It is essential that all equipment be in sound condition.
2. *Optional:* Running martingale, thimble, blinders, whip, liverpool curb bits with the rein in the top (snaffle hole only).
3. *Prohibited:* Tail set, spoon crupper, handholds, noisemakers, and protective leg wraps or boots.

#### ATTIRE

1. The exhibitor shall be neatly attired. Refer to the appropriate section under “**Tack and Attire.**” Women or girls wearing short dresses are required to have a lap robe; they may wear dresses with or without appropriate hats. The exhibitor’s clothing should not interfere with the ability to leave the vehicle quickly.
2. The number will be worn on the driver’s back or the back of the cart.

### CLASS PROCEDURES AND GUIDELINES

1. The animal is to be judged on manners, quality, and performance.
2. The animal is to be shown at a flat-footed walk, a normal trot, and an extended trot, both ways of the ring. Change of direction is to be executed at the walk, diagonally across the arena, and only as directed by the ring steward.
3. The animal is to stand quietly and back readily.
4. A single header is encouraged. The header may be a 4-H/FFA member or an adult appropriately attired. Refer to the section under “**Tack and**

**Attire.**” Dusters may be worn when showing Morgans.

5. Excessive speed and breaking gait will be penalized.

### DISQUALIFICATIONS

1. The exhibitor’s failure to control the animal, endangering self or others, as determined by the judge.
2. Unsoundness, as determined by the judge.
3. Equipment failure causing an unsafe condition, as determined by the judge.
4. The header entering the ring before the lineup.
5. Falling of the animal or the driver.

### BARREL RACE

#### PURPOSE

The Barrel Race is a timed event that tests the ability of the riders to safely maneuver their mounts at speed around a prescribed course (**Figure 18**).

#### TACK AND ATTIRE

1. Refer to the section entitled “**Western Tack and Attire**” for a description.
2. *Optional tack:* Mechanical hackamore, closed reins, tiedown, martingale, cavesson noseband, bat, crop; protective leg wraps or boots.
3. *Optional attire:* Safety equipment such as shin-guards; one light rubber band, not to exceed  $\frac{1}{16}$  inch thick and  $\frac{1}{4}$  inch wide, may be wrapped only one time around each boot and stirrup.
4. Protective headgear is recommended.

### CLASS PROCEDURES AND GUIDELINES

1. The course should be measured exactly. A minimum of 4 yards is required between the barrels and the fence to prevent accidents. If the course is too large for the available space, the pattern should be reduced 5 yards at a time until it fits the arena.
2. The barrel race is strictly a timed event. Electric timers, or at least two stopwatches, must be used. Penalties plus the time indicated by the timers, or

the average of the two stopwatches, will be the official time.

- In the event of a tie, the animal declared the winner in the runoff must run the pattern in not more than 2 seconds over its original time, or the runoff must be held again.
- The contestant must start and stop the animal inside the ring. The gate must be closed behind the contestant and not opened until the contestant has finished the course. No animal will be allowed into the ring until the previous contestant is excused.
- Knocking over a barrel shall carry a 5-second penalty. (Three barrels knocked over shall be a disqualification.) Touching a barrel with a hand is

permissible. The contestant may start either to the right of the first barrel (making one right turn and two left turns) or to the left of it (making one left turn and two right turns). The use of plastic barrels and/or rubber protectors is recommended.

- In case of timer failure, the participant is entitled to a rerun. If the initial run was a clean round and the rerun was a penalty round, the participant is allowed one more rerun. The last run must be the official time.
- Knocking down one barrel: 5-second penalty.
- Knocking down two barrels: 10-second penalty.

#### DISQUALIFICATIONS

- Falling of the animal or the rider while being timed.

- Knocking over three barrels.
- Failing to follow the course.
- Spurring or striking the horse forward of the cinch.
- Unsoundness, as determined by the judge.

## POLE BENDING

### PURPOSE

Pole Bending is a timed event that tests the ability of the riders to safely maneuver their mounts at speed around a prescribed course (Figure 19).

### TACK AND ATTIRE

- Refer to the section entitled "Western Tack and Attire" for a description.
- Optional tack:* Mechanical hackamore, closed reins, tiedown, martingale, cavesson noseband, bat, crop; protective leg wraps or boots.
- Optional attire:* Safety equipment such as shin-guards; one light rubber band, not to exceed 1/16 inch thick and 1/4 inch wide, may be wrapped only one time around each boot and stirrup.
- Protective headgear is recommended.

### CLASS PROCEDURES AND GUIDELINES

- The Pole Bending pattern (Figure 19) is to be run around six poles. Poles are to be 21 feet apart, and the first pole is to be 21 feet from the starting line. All poles must be at least 4 yards from the fence.
- Each pole should be set on top of the ground, be at least 6 feet in height, and have a base no more than 14 inches in diameter.
- An animal may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
- Touching a pole with the hand is permissible.
- Knocking over a pole shall carry a 5-second penalty. (Three or more poles knocked over shall mean disqualification.)
- Pole Bending** is strictly a timed event. Electric

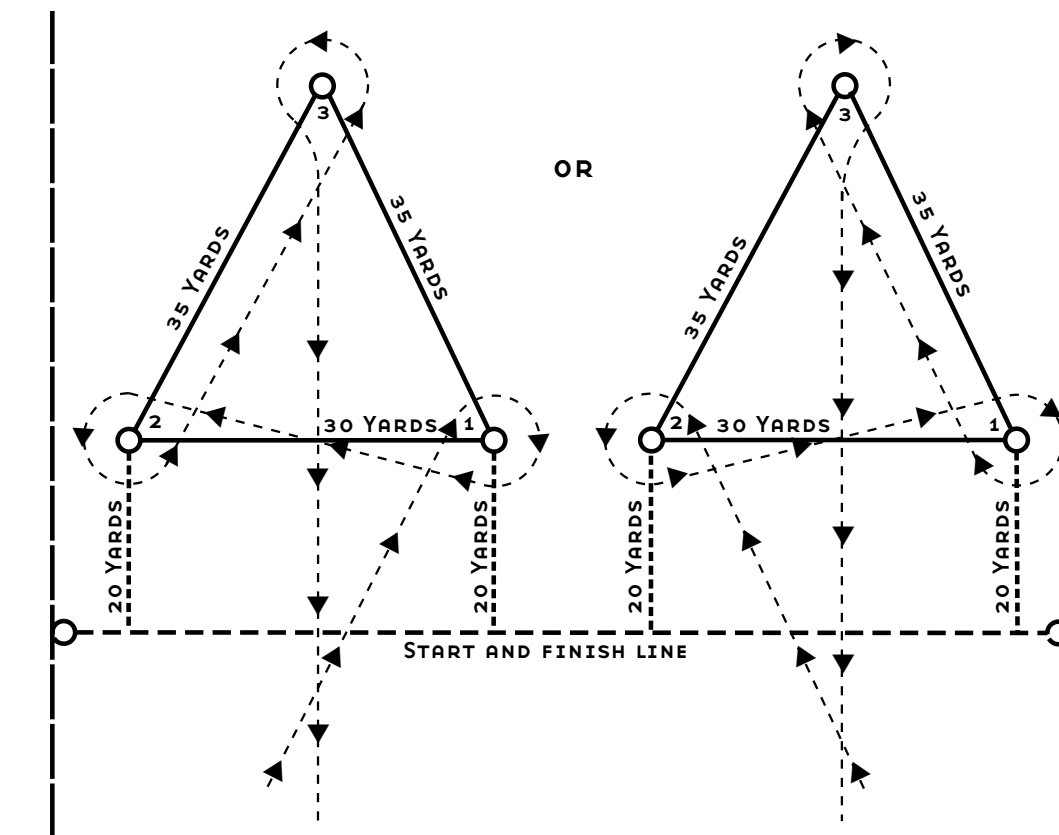
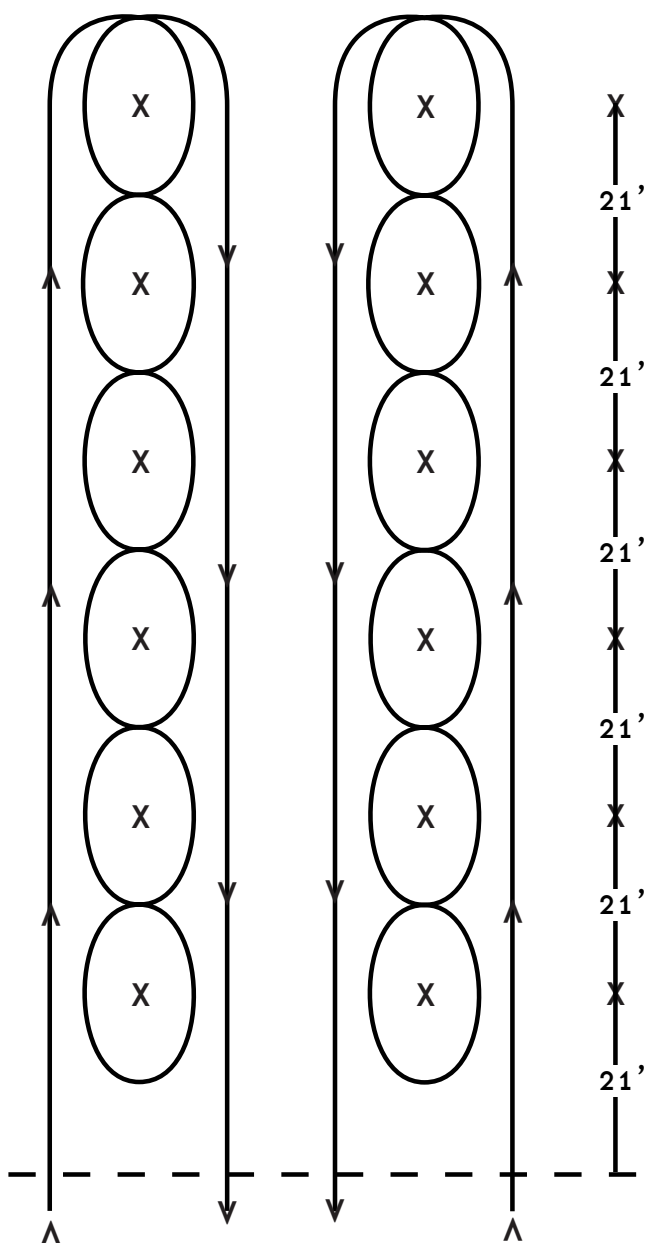


FIGURE 18. BARREL-RACE PATTERN.





timers, or at least two stopwatches, must be used. Penalties plus the time indicated by the timer, or the average of the two stopwatches, will be the official time.

7. In the event of a tie, the animal declared the winner in the runoff must rerun the pattern within 2 seconds of its original time, or the runoff must be held again.
8. The contestant must start and stop the animal inside the ring. The gate must be closed behind the contestant and not opened until the contestant has finished the course. No animal will be allowed into the ring until the previous contestant is excused.
9. The contestant is allowed a running start. Time begins when the animal's nose passes over the starting line and ends when its nose passes over the finish line.
10. In case of timer failure, the participant is entitled to a rerun. If the initial run was a clean round and the rerun was a penalty round, the participant is allowed one more rerun. The last run must be the official time.
11. Knocking down one pole: 5-second penalty.
12. Knocking down two poles: 10-second penalty.

#### DISQUALIFICATIONS

1. Falling of the animal or the rider while being timed.
2. Knocking over three or more poles.
3. Failure to follow the course.
4. Spurring or striking the animal forward of the cinch.
5. Unsoundness, as determined by the judge.

#### FLAG RACE

##### PURPOSE

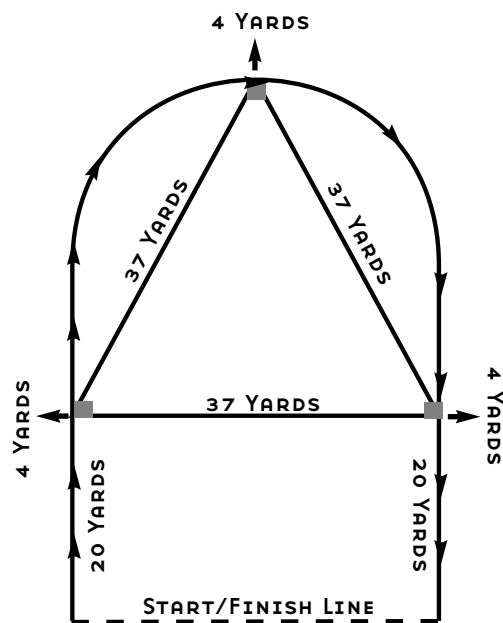
The Flag Race is a timed event that tests the ability of the riders to safely maneuver their mounts at speed around a prescribed course, as well as the coordination of the riders on a set course (Figure 20).

#### TACK AND ATTIRE

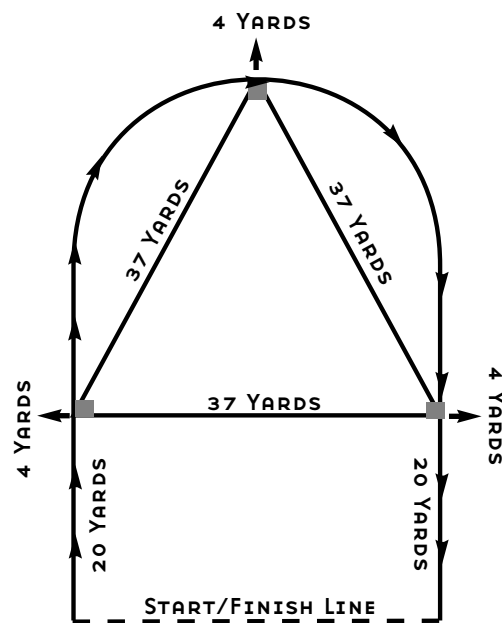
1. Refer to the section entitled "Western Tack and Attire" for a description.
2. *Optional tack:* Mechanical hackamore, closed reins, tiedown, martingale, cavesson noseband, bat, crop; protective leg wraps or boots.
3. *Optional attire:* Safety equipment such as shin-guards; one light rubber band, not to exceed 1/16 inch thick and 1/4 inch wide, may be wrapped only one time around each boot and stirrup.
4. Protective headgear is recommended.

#### CLASS PROCEDURES

1. The course shall consist of three barrels set in a triangular pattern, with a rubber or plastic container without handles (about 12 inches in diameter and 14 inches high) set on the two front barrels. Containers shall be filled with sand, soybeans, or other suitable porous material within 3 inches of the top of the container.
2. The first and third barrels will be 20 yards from the start/finish line. The first and third barrels are 34 yards apart. The first and second, and the third and second, barrels are 37 yards apart. Each of the three barrels must be a minimum of 4 yards from the fence. If the course is too large for the available space, the pattern should be reduced 5 yards at a time until it fits the arena. The course may be run either to the right or left. The rider may also choose to run to the inside or outside of both the first and the third barrel but must pass outside the second barrel. The barrels will not be moved.
3. The flag pole used should be made of wood, from 13 to 16 inches long and from 3/4 to 1 inch in diameter, with a maximum 6-by-6-inch cloth flag attached to the untapered end. The other end shall be tapered. The show management must place the tapered end of the flag consistently 3 inches deep in the center of the bucket.
4. The contestant must start and stop the animal inside the ring. The gate must be closed behind the contestant and not opened until the



**OUTSIDE—LEFT TO RIGHT  
(OR REVERSE ARROWS = RIGHT TO LEFT)**



**INSIDE—LEFT TO RIGHT  
(OR REVERSE ARROWS = RIGHT TO LEFT)**

**FIGURE 20. FLAG-RACE PATTERN.**

contestant has finished the course. No animal will be allowed into the ring until the previous contestant is excused.

5. The contestant is allowed a running start. Time begins when the animal's nose passes over the starting line and ends when its nose passes over the finish line.
6. The rider must pick the flag up at the first barrel, proceed around the second barrel, stick the flag in the container on the third barrel, and then proceed across the finish line.
7. The **Flag Race** is strictly a timed event. Electric timers, or at least two stopwatches, must be used. Penalties plus the time indicated by the timer, or the average of the two stopwatches, will be the official time.

8. In the event of a tie, the animal declared the winner in the runoff must rerun the pattern within 2 seconds of its original time or the runoff must be held again.
9. In case of timer failure, the participant is entitled to a rerun. If the initial run was a clean round and the rerun was a penalty round, the participant is allowed one more rerun. The last run must be the official time.
10. Failure to stick the flag in the top of a container, or dropping the flag after rounding the second barrel: 10-second penalty.

#### **DISQUALIFICATIONS**

1. Falling of the animal or the rider while being timed.

2. Spurring or striking the animal forward of the cinch.
3. Knocking over a barrel or a container; failing to stay on the course.
4. Failing to pick up the flag from the first container or dropping the flag before the second barrel.
5. Striking the animal with the flag.
6. Failure to pass inside or outside of both the first and third barrels.
7. Unsoundness, as determined by the judge.

## **DRESSAGE**

### **PURPOSE**

Dressage (pronounced like massage) is a system of skilled horsemanship that draws its foundation from the basic communication and execution between the rider and his or her mount. Dressage provides a method in which the junior exhibitor teaches a horse to be obedient, willing, supple, and responsive.

### **TACK AND ATTIRE**

1. Exhibitors may use any English-type saddle with stirrups. A plain snaffle bridle and regular cavesson, a dropped noseband, a flash noseband (a combination of a cavesson noseband and a dropped-noseband attachment), or a figure-eight or flash noseband. Except for buckles, the noseband must be made entirely of leather or leather-like material. A smooth snaffle bit (jointed or not) must be used. It may be covered with rubber or leather.
2. Protective headgear is recommended in all junior classes and anytime exhibitors are mounted.
3. Riders must wear a short riding coat of conservative color; with a tie, a choker, or a stock tie; breeches or jodhpurs; boots or jodhpur boots; a hunt cap or riding hat with a hard shell, a derby, or a top hat.
4. *Optional equipment:* A whip no longer than 4 feet, unrowelled spurs.
5. *Prohibited:* Any type of martingale, tiedown, draw

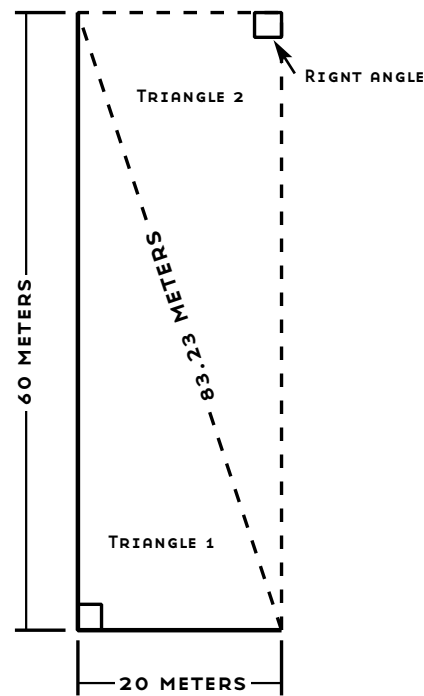
reins, bit guards; any kind of boots or bandages; bits with copper, rollers, or twisted wire.

### CLASS GUIDELINES

1. Dressage classes require a relatively level area, letters, an area boundary fence, a judge and a scribe with dressage experience, and a designated volunteer to help the junior exhibitors prepare for the dressage tests.
2. Dressage events should be held in a standard-size area, 20 meters by 60 meters (65.6 feet by 196.8 feet), with low border (plastic chains, hunter fence rails laid on the ground, or any other visible border less than 1 foot in height). (See **Figure 21**.) A smaller, 20 meter by 40 meter (65.6 feet by 131.2 feet) arena may be used. (*Note: 1 meter = 39.37 inches or 1.094 yards.*) A section that is easy to open should be at the end opposite the judge's stand (A) to let in the riders. A small dressage arena can be set inside most county horse show arenas or out in a level field.
3. Arena dressage letters should be placed on the inside of a conventional horse show arena fence or preferably just outside the dressage arena border. A club can easily make a set of letters from plastic, metal, or wood. The letters should be placed so that they are visible to the judges and competitors, as shown in the following diagram, taken with permission from the *USDF Calendar of Competition* (**Figure 22**).

### CLASS PROCEDURE

1. The Junior Horse and Pony Committee should determine the classes (tests) to be offered. All riders in one class must use the same test. Once entries are made, assign a time for each rider to ride, allowing 5 to 8 minutes for each rider. The average time to ride each test is indicated at the top of the corresponding test description and on the score sheet. Riders may enter any of the tests in any two consecutive levels (introductory, training, and first).
2. A whistle or bell should be used by the judge to

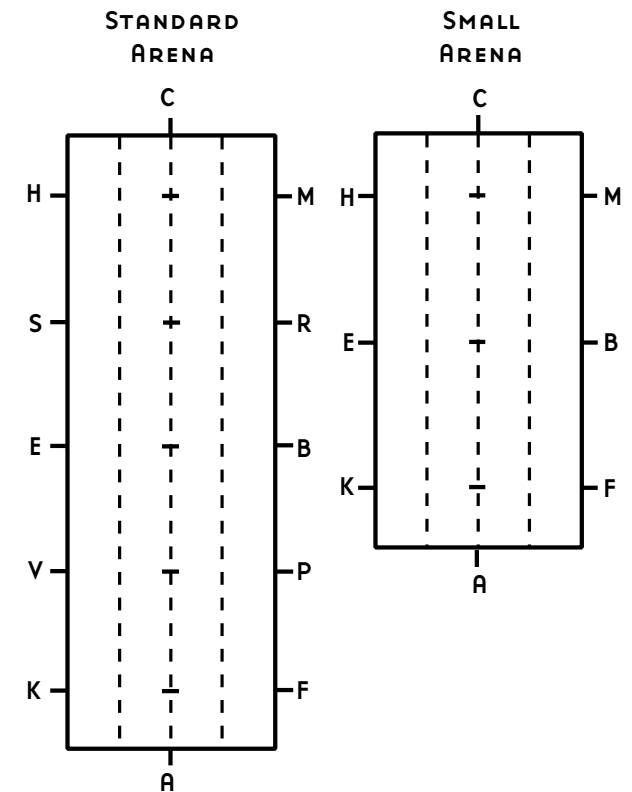


**FIGURE 21. STANDARD DRESSAGE ARENA.**

signal for the next rider. Riders have one minute after the signal to enter the dressage arena and begin the test. All tests begin with a straight line to the middle of the arena (X), a stop, and a salute. The rider may choose to use a reader to “call the test,” reading each movement once. The use of a reader is to result in no discrimination. It is the responsibility of the exhibitor, not the management, to arrange for a person to call the test. No readers are allowed at state championship classes.

3. The judge and the scribe (the jury) should be seated at a table or elevated stand at (C), outside the end of the arena opposite the entrance gate (A).

4. At the completion of the test and the final salute to the judge, the rider should ride forward a few steps at a free walk on a long rein, then loop back and exit at (A).
5. The judge and the scribe should complete the score sheets. A volunteer(s) usually tabulates the scores, ranks the riders, and makes the score sheets available to the riders. Judges are encouraged to make individual or collective comments to the junior exhibitors. Remarks and comments on the score sheets provide educational inputs for improvement.



**FIGURE 22. CORRECT PLACEMENT OF ARENA DRESSAGE LETTERS.**

## SCORING

1. *Movements.* Each movement is scored on the basis of control, effectiveness of rider's aids, and accuracy of the movement as follows: 10, excellent; 9, very good; 8, good; 7, fairly good; 6, satisfactory; 5, sufficient; 4, insufficient; 3, fairly bad; 2, bad; 1, very bad; 0, not executed. Depending on the test, some movements have coefficients that increase their emphasis.
2. *Voice.* The use of the voice in any way or clicking the tongue is a serious fault causing a 2-point deduction from the marks that otherwise would have been awarded to the movement where the fault occurred.
3. *Errors.* When an exhibitor makes an "error of test" (takes a wrong turn, omits a movement, etc.), the judge should sound a whistle or a bell, call the rider to approach, and instruct the rider as to the correct movement; the rider should pick up the test at the point where the error occurred. The rider should be penalized 2 points for the first error, 4 points for the second error; a third error disqualifies the rider. The disqualified rider is allowed to continue the performance to the end or until the judge chooses to end it and instruct the rider on the errors.
4. *Collective marks.* General criteria including gaits (freedom and regularity), impulsion (desire to move freely forward in a clear and steady tempo), submission (obedience, confidence, and relaxed acceptance of the aids; horse should be ridden on a light but steady contact), and especially the rider (correctness of position, balance and harmony with horse; effectiveness and use of aids) are emphasized, with coefficients of two or three as indicated.

## DISQUALIFICATIONS

1. The exhibitor's failure to control the animal, endangering self or others, as determined by the judge.
2. Falling of the horse or the rider.
3. More than two course errors.

4. Prolonged resistance that prevents continuation of the test.
5. Unsoundness, as determined by the judge.
6. Failure to enter the arena within one minute of being called.
7. Leaving the arena before completing the test (stepping all four feet outside the border).

## TESTS

Tests are available upon request from the United States Dressage Federation.

## GLOSSARY

---

**ACTION:** The manner in which an animal travels and moves.

**APPOINTMENTS:** The equipment and clothing used in showing.

**BAT:** A flat riding whip.

**BIGHT:** Excess reins.

**BOSAL:** A braided rawhide or leather nosepiece of a hackamore (which may be used instead of a snaffle bit) no larger than 3/4 inch in diameter at the cheek; must be a minimum of one finger-space between the bosal and the nose; absolutely no metal under the jaw or on the noseband in connection with the bosal. The bosal should be properly fitted relative to the horse's size and conformation. Refer to **Figure 1**.

**BRIDLE, FULL:** A bridle with separate curb and snaffle bits, separate cheekpieces, and two sets of reins.

**BRIDLE PATH:** Clipped section of mane behind the poll to allow better fit of bridle headstall.

**CANTER:** A collected, three-beat gait, smooth, balanced, and moderately slow (not a fast gait), with rhythm in its action.

**CANTLE:** Raised portion of a saddle directly behind the seat.

**CAVESSON:** A noseband on a bridle.

**COLORS UP:** Stable colors, cap and jacket to match. Usually two contrasting colors.

**COLT:** A male horse/pony under 3 years of age.

**CONFORMATION:** The build of an animal; the structure, form, balance, and symmetrical arrangement of parts.

**CROP:** Short, hand-held riding whip.

**CURB STRAP, ACCEPTABLE:** Refer to **Figure 2**.

**DAM:** The female parent of an animal.

**EQUITATION:** The art of riding horseback; horsemanship.

**EQUIVALENT BREED GAIT:** A four-beat gait, such as a rack, fox trot, running walk, paso largo, or slow gait. Used by these breeds in classes rather than the trot.

**FALLING (OF AN ANIMAL):** An animal is considered to have fallen when the shoulder and hind quarters on the same side have touched the ground.

**FALLING (OF A RIDER):** A rider is considered to have fallen when he/she is separate from his/her animal (which has not fallen), in such a way as to necessitate remounting. A driver is considered to have fallen when he/she touches the ground.

**FARRIER:** A horseshoer.

**FILLY:** A female horse/pony under 3 years of age.

**FOAL:** A young horse/pony of either sex during the calendar year of its birth.

**GAITS:** The forward motion of the horse/pony at various speeds. For example, walk, trot, canter.

**GELDING:** A castrated male horse/pony.

**HACKAMORE (MECHANICAL):** A type of bridle without a bit, using a curb chain and metal shanks for leverage.

**HAND:** The unit by which the height of an animal is measured; one hand equals 4 inches.

**HEADER:** A person who assists in restraining an animal for safety purposes during the lineup in a driving class.

**HEADSTALL:** The part of a bridle or hackamore that fits over the animal's head.

**HOBBLE:** A rope or leather strap used to tie the legs together to restrain an animal.

**HORSEMANSHIP:** The art of riding horseback: equitation.

**JOG:** A western two-beat diagonal gait (trot).

**KNOCKDOWN:** The causing of any portion of the jump to fall down.

**LEAD:** The sequence in which the feet hit the ground at a lope or canter. The correct lead shall mean the inside front leg descends last when working in a circle at a lope or canter, that is, the left lead is correct when the right rear foot hits the ground, then the diagonal left rear and right front, and lastly the left front hits the ground.

**LOPE:** A collected, three-beat gait (canter).

**MARE:** A mature female horse/pony, 3 years or older.

**MARTINGALE (RUNNING):** A type of tiedown attached to the reins.

**MARTINGALE (STANDING):** A type of tiedown attached to the cavesson or noseband.

**NEAR SIDE:** The animal's left side.

**OFF SIDE:** The animal's right side.

**PAD:** A cushion or buildup between the hoof and shoe.

**PLATE:** A standard shoe about  $\frac{1}{4}$  to  $\frac{3}{8}$  inch thick without weight added to enhance action. (A standard plate would usually not exceed 14 ounces.)

**POSTING:** The rising and descending of a rider with the rhythm of the trot.

**PROTECTIVE HEADGEAR:** Refer to the section entitled “Protective Headgear,” in the overview.

**QUIRT:** A long, usually braided leather extension attached to the end of closed reins, and held by the non-reining hand.

**RING STEWARD:** This person has charge of the activity in the ring or arena. The ring steward shall be familiar with the show and contest procedure and etiquette. As a mediator between the judge and the exhibitor, the ring steward must have in mind that he/she is selected to assist the judge, not to advise the judge.

**ROACHED:** A mane that has been clipped or cut close to the crest of the neck.

**ROMAL (OR ROMMEL):** A long, flexible quirt or the braided ends of closed reins.

**SEAT:** A term referring to the ability of a rider to sit the saddle with grace and to control his or her mount.

**SHOW STEWARD:** An individual appointed by the show management to act in the interest of exhibitors, show management, and judges by interpreting the rules without the need of a protest.

**SHOWMANSHIP SAFETY ZONE:** Refer to Figure 5.

**SIRE:** The male parent of an animal.

**SLICKER:** A raincoat made of oiled canvas or plastic.

**SNaffle BIT (HUNTER):** A straight or broken mouthpiece bit with no leverage applied. The mouthpiece must not have sharp materials such as screws, cathedrals, or donut holes. The mouthpiece may be rubber, twisted copper wire, etc., but must be  $\frac{3}{8}$  inch in diameter 1 inch in from the cheekpiece.

**SNaffle BIT (WESTERN):** Smooth snaffle bit with broken mouthpiece, minimum  $\frac{3}{8}$  inch in diameter measured 1 inch in front of the cheekpiece. Snaffle bits must be such that, when reins are pulled, no leverage is applied. Refer to Figure 1.

**SOUND:** A term meaning the animal is physically fit and shows no signs of weakness or illness.

**STALLION:** A mature male horse/pony 3 years of age and over.

**TACK:** Riding equipment or gear for the animal, such as saddle, bridle, halter.

**TAILER:** A person who assists in prompting an animal from behind during a class.

**TIEDOWN:** A device used to position or control the height of the animal’s head (standing martingale).

**TOUCH:** A scoring aid for judging a jumping class; contact with any part of an obstacle without lowering the height of the fence.

**TROT:** A two-beat diagonal gait (jog).

**WALK:** A four-beat gait in which the horse should stride out freely and willingly—true, flat-footed, and ground covering.

**WEANLING:** A foal, colt, or filly, under one year old that has been weaned from its mother.

**WEIGHTED SHOES:** Any shoe that has weight added to cause animation; usually  $\frac{1}{2}$  to  $1\frac{1}{2}$  inches thick.

**YEARLING:** A colt or filly that is at least one year old but not yet 2 years old.

## REFERENCES

American Quarter Horse Association  
P.O. Box 200  
Amarillo, Texas 79168  
(806)376-4811

National Reining Horse Association  
448 Main St., #204  
Coshocton, OH 43812  
(614)623-0055

United States Dressage Federation  
P.O. Box 80668  
1212 “O” St.  
Lincoln, NE 68501  
(402)474-7632

