



HORSE SHOW RULES

2014 – 2017

(Revised January 1, 2015)



**Arizona 4-H Youth Development
Cooperative Extension
College of Agriculture and Life Sciences
The University of Arizona
Tucson, Arizona**



COLLEGE OF AGRICULTURE
AND LIFE SCIENCES
COOPERATIVE EXTENSION



INTRODUCTION

Revised & Updated—January 1 2015

These rules and class descriptions have been developed as for the Arizona 4-H Horse Show but also serve as a guide for club and county 4-H shows. These rules will be used at the Arizona State 4-H Finals Horse Show. County delegates to the state show should familiarize themselves with these rules. No rule changes will be made unless there is a safety issue.

The primary purpose of any 4-H horse show is to provide an opportunity for 4-H horse project members to demonstrate their abilities and the type of performance they can elicit from their project horses. In so doing, safety, good taste, and the establishment of a good public image are paramount.

Grateful appreciation is expressed to the individual 4-H horse leaders and the State 4-H Horse Advisory Committee, who contributed to this publication through review, consultation and suggestions.

Arizona 4-H Horse Show Advisory Committee Members

Each county in Arizona with a horse program is expected to identify two adults and two youth to serve on the Arizona 4-H Horse Show Advisory Committee. The purpose of the committee is to make recommendations on rule changes, give oversight, support and leadership to the state 4-H horse show, and give input for improvements to the 4-H horse program. The committee meets 5-6 times per year, twice at a face-to-face meeting and by teleconference other times. Current members:

Cochise: Taby Friend (Youth Chair), Tina Johnson, Susan Pater (4-H agent)

Coconino: Nola Cardani

Gila: Lani Hall, 4-H Program Coordinator

Maricopa: Cheyenne Flores (Youth Secretary), Myrna Flores (Vice Chair), John Flores, Sarah Holditch (Youth Representative), Shanna Jennings, Bryan Chadd (4-H agent)

Mohave: Howard Noble, Troy Noble, Tammy Noble

Pima: Jodie Bagley, Sheryl Gonnsen, Diane Gordon, Curt Peters (4-H agent)

Pinal: Kory Batina (Youth Vice Chair), Linda Compton, Jonalyn Compton (Youth Representative), Kerry Officer (Chair), Kim Gressley (4-H agent)

Yavapai: Rosie Darby (Secretary), Rocky Darby (Youth Representative), Ileen Pharis, Felicity Strickrod (Youth Representative)

Yuma: Lucy Shipp

State 4-H Office: Kirk A. Astroth, Director Arizona 4-H Youth Development 520-621-7205, kastroth@cals.arizona.edu

Expectations for Participating Counties at the Arizona State 4-H Horse Show

- Help out with events, activities and equipment
- If there are concerns, these should be directed through your county representative
- Be courteous and respect others
- Be responsible - if you are assigned a task, show up and perform that task to the best of your ability
- Ask for help if you need it
- Be positive and remember: The show is about positive youth development
- Counties must certify advanced level to participate in State Horse Show

Formula for Success

- 4-H members compete
- 4-H parents support
- Judges judge
- Spectators cheer
- Sponsors support

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SECTION I – BASIC RULES

1. SAFETY COMES FIRST.
2. As of January 1, 2015, Arizona 4-H requires that an industry approved ASTM/SEI equestrian helmet be worn by all Arizona 4-H members when they are mounted on a horse and participating in an Arizona 4-H horse event/activity/project meeting. The harness must be secured and properly fitted. Any rider violating this rule at any time will be immediately prohibited from further riding until such headgear with a three point harness is properly in place. It is the responsibility of the rider, or the parent or guardian of the youth exhibitor to see to it that the headgear worn complies with the appropriate safety standards for protective headgear intended for equestrian use, is properly fitted, and in good condition. An approved helmet is one that carries the approval stamp of the United States Pony Club (USPC) Safety Committee or any other recognized authority that establishes standards of safety for protective headgear. An approved helmet must be worn by Exhibitors while in the show ring, staging areas or practice arenas or whenever they are mounted on a horse. Gatekeepers will check before allowing competitors to enter the arena. Refusal to wear a helmet is an automatic disqualification from an event.
3. All exhibitors must be 4-H members in good standing who have carried a horsemanship project for the project year prior to the State 4-H Horse show.
4. Exhibitors must meet 4-H requirements of their respective counties.
5. Quotas to be based on facility size and by show staff.
6. All exhibitors will be selected and approved by their respective County Extension Office after meeting county criteria.
7. Age Requirements:
 - a) Junior members are those who have not reached their 14th birthday before January 1 of the club year prior to the State 4-H Horse Show.
 - b) Senior members are those who have reached their 14th birthday, but not their 19th, before January 1 of the club year prior to the State 4-H Horse Show.
8. Any family-owned or properly leased horse, pony or mule, regardless of training, may be used as a project horse by a 4-H member who is properly enrolled in the Arizona 4-H Horse Project.
9. Exhibitors may use the same horse as long as:
 - a) The horse is owned within the same family
 - b) The classes are individual work class
 - c) Tack changes do not delay the show
 - d) A special note of joint use is made on State 4-H Horse Show entry forms
10. The horse must have been the exhibitor's project horse for at least 90 days prior to the State 4-H Horse show.
11. Each exhibitor may only enter a class one time per show.
12. Hauling Cards are no longer required by the state. Contact your 4-H Agent for county specific ownership requirements.
13. All sick, lame and unmanageable horses will be disqualified at the discretion of the judge. Unmanageable may be defined as horse running into gate during timed events or running away causing the rider to be bucked off, fall, or dismount. Rider will be disqualified from that event.
14. No stallions over 12 months of age will be allowed in the show.
15. The judge will have the authority to disqualify any exhibitor for any appointments that, in the judge's opinion, would give an exhibitor/horse an unfair advantage or that the judge believes to be inhumane.
16. Anytime a horse's mouth is bleeding, the exhibitor may be disqualified at the judge's discretion.
17. At no time will an expensive outfit or tack be considered over a neat, clean outfit in good repair.

18. Each class will be called to the show ring twice. The gate will then be closed.
19. Any exhibitor who is assisted into the arena or show ring will be disqualified.
20. Exhibitors must prepare their own animals without assistance, except in holding, leading, loading, or where there is a question of safety, i.e., small children cannot reach.
21. From the time the horse enters the grounds, no trainer or person other than another 4-H exhibitor may ride the horse and/or assist the exhibitor. This rule does not apply to co-contestant in team roping classes.
22. Verbal coaching while in the warm-up ring is permitted. However, only exhibitors are allowed in the warm-up ring, except in team roping and setting jumps. This is a safety issue.
23. Coaching is only allowed in gymkhana events.
24. Destruction of State 4-H Finals property or facilities, in any manner, may result in disqualification and/or loss of stabling privileges.
25. Other causes for disqualification of exhibitors are:
 - a) Whipping, batting or spurring in front of the cinch, except for proper use of English crops or bats.
 - b) Unnecessary roughness or abuse of animals.
 - c) Unsportsmanlike conduct on the part of exhibitor, parent or leader.
 - d) Disrespectful behavior or abusive language on part of the exhibitor, the exhibitor's parents, or leader.

First Offense: Disqualification from the Class

Second Offense: Disqualification from the Show

26. The decision of the judge is final.
27. All performance classes will reverse to the inside, away from the rail.
28. Conformation of the horse will not be considered in any class, except where stated.
29. Judging begins when the exhibitor enters the arena or ring and doesn't end until exhibitor leaves the arena or ring.
30. The use of drugs in horses participating in the State 4-H Horse Show is prohibited unless the drugs are prescribed, for therapeutic reasons, by a licensed veterinarian and do not pose a safety hazard. Violations of this rule may result in disqualification from the show or the revocation of awards and placings.

Protests against suspected drug violations will be handled in accordance with procedures described in section II – Grievance Procedures.

The Grievance Committee will determine whether a suspected horse should be permitted to compete, tested for drugs or disqualified.
31. The Cooperative Extension Office in each participating county will appoint one leader or parent to serve as that county's designated representative in all matters of grievance, protest or appeal. The name of the designated representative will be submitted by the Extension Office with the list of qualified exhibitors from that county.
32. For general safety considerations, no bare feet or open-toed shoes will be permitted at any time while working around or in the vicinity of a horse.
33. The current Arizona State 4-H Horse Show Rule Book will govern any decisions.
34. Changes to this rulebook will only be made on a three-year cycle, unless there is a true safety concern that is not currently addressed in it. Other rule changes will not be made until the end of the three-year cycle when the book is revised.

SECTION II – GRIEVANCE PROCEDURES

In order for the show committee to function efficiently during the State 4-H Horse Show, a grievance committee has been developed to rule on all grievances, protests or appeals. The grievance committee will be composed of one person from each County present. The designated representative of the county will present all questions, suggestions, comments, complaints and protests from any county to the committee. Committee members will be posted before the show and will receive detailed instructions about their assignment. Decisions of this committee will be by consensus and will be final. No other duties will be assigned to the members of the grievance committee. The University of Arizona Cooperative Extension Associate Director for 4-H Programs or appointed representative will chair this committee.

PROCEDURES TO FILE A GRIEVANCE, PROTEST OR APPEAL

1. Write a complete statement concerning facts, including:
 - a) Date
 - b) Time
 - c) Problem
 - d) Signature of interested parties
 - e) Addresses and phone numbers of said parties
2. The written protest must be given to the show superintendent at the State 4-H Horse Show by the designated county representative.
3. A \$20.00 non-refundable fee must accompany the grievance statement. If the grievance is upheld, the money will be returned.
4. All protests resulting from the judge's decision must be made to the grievance committee by the designated county representative within one hour after the award has been made. An award is made when the notation of the decision of the judge is entered in the department record book.
5. No protest or appeal based upon the statement that the judge or judges are incompetent or have overlooked an animal or article will be considered by the grievance committee. If the representative is not a certified 4-H leader, they must sign a resource volunteer form and a code of conduct form at their respective Extension Office. The code of conduct form will then be included with the county entries returned to show management.
6. All questions in dispute, or differences not covered by these rules, shall be referred to the grievance committee, whose decision shall be final.

County Quotas Per Class for the Arizona State 4-H Horse Show:

- Maricopa: 6 Junior + 6 Senior = 12 total
- Pima: 6 Junior + 6 Senior = 12 total
- All other counties: 4 Junior + 4 Senior = 8 total
- Each county is allowed two (2) alternates per class upon closing of registration. (No fee required until accepted to participate)

County Quotas for Ranch Sorting Discipline for the Arizona State 4-H Horse Show:

- Maricopa = 12 teams total
- Pima = 12 teams total
- Rest of the counties = 8 teams total

County Quotas for Adult Volunteers for the Arizona State 4-H Horse Show:

- One (1) adult volunteer position for every three (3) members entered in state horse show (not including state horse show committee members).
- Volunteer positions slots will be filled 14 days prior to show or entries will be pulled from prospective counties with no refund.

SECTION III

CLASSES FOR THE ARIZONA STATE 4-H HORSE SHOW

Show classes will be as follows, with Junior and Senior divisions in each.

ENGLISH

1. English Showmanship
2. English Pleasure
3. Hunt Seat Equitation (Flat)
4. Hunter Hack
5. Hunt Seat Equitation (Over Fences)
6. Working Hunter
7. English Bareback Equitation

WESTERN

1. Western Showmanship
2. Western Pleasure
3. Western Equitation
4. Western Bareback Equitation
5. Western Riding
6. Reining
7. Trail

TIMED EVENTS

1. Barrel Racing
2. Pole Bending
3. Goat Tying

ROPING

1. Breakaway Calf Roping
2. Tie-Down Calf Roping
3. Team Roping – Heading
4. Team Roping – Heeling

RANCH SORTING

SECTION IV – ENGLISH GENERAL RULES

At no time shall the 4-H exhibitor be penalized for not having a thoroughbred for hunt seat. The 4-H horse is often a family do-everything horse. Riders will be judged on their ability to ride the correct seat, regardless of the breed of horse.

- Juniors will not be required to dismount and mount.
- The number of exhibitors asked to hand gallop at a given time would be left to the judge's discretion.
- Martingales are prohibited in the Hunter Hack Class. All English flat classes will enter the ring at a posting or rising trot.
- Bits – English exhibitors who have horses that cannot take a bit must submit a veterinarian note by August 1st each year to the State 4-H Horse Show committee and Arizona 4-H Director, Kirk Astroth. Notes could be mailed to: Arizona 4-H Director, Kirk Astroth, 301 Forbes Building, PO Box 210036, University of Arizona, Tucson, AZ 85721-0036 or emailed to: kastroth@cals.arizona.edu. Exceptions must be approved by the State 4-H Horse Show committee and Arizona 4-H Director, Kirk Astroth and will be determined prior to the close of registration. *** Bring this veterinarian note to the show.***

Over Fences:

1. Three refusals, cumulative, will eliminate.
2. If refusal or run-out occurs in a double or triple, exhibitors will re-jump all elements of the combination.
3. Exhibitor may circle once before the first jump of the course.
4. Jump Courses will not be used as practice courses at any time.

Contestants will be given an opportunity to walk (on foot, not on horseback) the jump course and/or measurements of the course will be shown on the posted pattern for the course. If there is a walk through, it will be at a time designated by the show management prior to the start of the jumping competition. It will be the show management's decision if there is a walk through or the measurements are posted on a pattern.

Suggested obstacles to be used:

1. In and Out
2. Brush jumps
3. Oxer
4. Rails
5. Coop
6. Cross bar
7. Gate
8. In areas of question, 4-H rules will defer to the AHSA (American Horse Show Association) Rule Book.

Prohibited obstacles:

1. Triple bar
2. Bales of hay or straw
3. Hog backs
4. Pole over brush (working hunters are to brush through)
5. PVC Pipe

HUNT SEAT

Judging Requirements:

Appointments

1. Tack

- a) Bridles and bits shall be of standard English type, i.e. English snaffle, Pelham (with four reins) or Kimberwick, all with a cavesson, noseband and browband. Full bridles are not allowed in Hunt Seat Classes.
- b) Saddles will be English Hunt Seat, Flat or forward seat. Saddles may have a suede seat and/or a suede insert on the skirt
- c) Helmets – See Attire below.
- d) Crops and breastplates are optional. Crops will not be carried in Equitation flat classes.
- e) Spurs are optional but shall be of the unroweled type.
- f) Martingales are permitted in over-fences classes, but not permitted in flat classes, hunter or equitation.
- g) Splint boots or galloping boots are permitted in over fences classes only. Bell boots, bandages, draw reins or jumping hackamores are not permitted in any classes.

2. Grooming

Hunters are normally braided but mane and tail braiding is optional. Braiding must be done correctly.

3. Attire

- a) Hunt seat riders must wear ASTM approved protective **headgear with three point harness**. Gatekeepers will check before allowing competitors to enter the arena. Refusal to wear a helmet is an automatic disqualification.
- b) Appropriate Hunt type breeches, boots and coat must be worn. Gloves are optional but recommended in Equitation classes.

The show management will provide at least one practice jump in the warm-up area.

SECTION V – ENGLISH CLASSES

ENGLISH SHOWMANSHIP

Class Description:

The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well-groomed and conditioned horse that quickly and efficiently performs the requested pattern with promptness, smoothness and precision.

The Ideal:

Listed below are points on which 4-H English Showmanship is to be judged. Only the exhibitor is judged. The horse is merely a prop to show the exhibitor's ability to fit and show a horse or pony.

Judging Requirements:

Appointments

1. Tack
 - a) Bridle only, according to breed being shown
 - b) Whips not permitted

Fitting of Horses:

1. Condition and thriftiness
2. Grooming
 - a) Hair coat must be clean and well brushed
 - b) Mane and tail must be clean and free of tangles.
 - c) Hoofs must be trimmed properly. If shod, shoes must fit properly and clinches should be neat.
 - d) Hoof oil, or polish is recommended.
3. Trimming
 - a) Horse's mane may be roached, but should be left according to breed being shown.
 - b) Horse's tail should be properly prepared according to the breed or type of horse
 - c) Inside of ears may be clipped but exhibitor will not penalized for not clipping the inside.
 - d) Long hair on jaw, legs and pasterns should be clipped.
4. Tack should be neat, clean and in good repair.

Appearance of Exhibitor

1. Clothes and person – neat and clean
2. Suitable attire (See ENGLISH GENERAL RULES – Appointments)

Showing Horse in Ring

The system of showing used will be the general standard for that breed.

1. Leading
 - a) Exhibitor should enter ring leading animal at an alert walk according to the judge's directions
 - b) Exhibitor should walk at the animal's left side, holding reins in the right hand, according to the breed being shown.
 - c) The remaining portion of the rein should be held neatly and safely in the left hand.
 - d) Animal should lead readily at the walk and trot.
 - e) The judge will line up the class with the aid of the ring steward.
 - f) All exhibitors will be required to do individual work

2. Posing

- a) When posing your horse, stand toward the front facing the horse, but always in a position where you can keep your eye on the judge.
- b) Pose horse according to the breed being shown. (See GLOSSARY)
- c) Do not crowd the exhibitor next to you when in a side-by-side position. Do not crowd the exhibitor in front when lined up head to tail.
- d) When Judge is observing other animals, let horse stand if posed reasonably well.
- e) Be natural. Overshowing, undue fussing and maneuvering are objectionable.

3. Poise, Alertness and Merits

- a) Keep alert and be aware of the position of the judge at all times.
- b) Don't be distracted by persons or things outside the ring.
- c) Respond quickly to requests from the judge and officials.
- d) Be courteous at all times.
- e) Recognize quickly and correct faults of your horse.
- f) Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed otherwise. The judge may take an award away from any contestant for unsportsmanlike-like conduct even after the class has been placed and the contestant is still in the arena.
- g) Judges may instruct exhibitors to stand at ease at their discretion.

4. There will be a minimum 20 minute break between showmanship and the next class in each arena to allow for adequate warm-up.

ENGLISH PLEASURE

Class Description:

This is an English Pleasure Class.

Judging Criteria:

Horses are to be judged on performance, apparent ability to give a good pleasurable ride, and manners according to the breed being shown.

Class Routine:

1. All exhibitors will enter the ring at a posting trot or intermediate gait in a counter-clockwise direction. They shall then go at least once around the ring at each of the three gaits: walk, trot and canter. They will then be asked to reverse and repeat the procedure.
2. The judge may ask for an extended gait.
3. At the extended gait, the judge may ask for the halt and for horses to stand quietly on a free rein.
4. Horses may be required to back.
5. Junior riders will not be asked to dismount.
6. Horses may be required to reverse at walk, trot or intermediate gait at the discretion of the judge. Rider shall not be asked to reverse at the canter or hand gallop.

HUNT SEAT EQUITATION (Flat)

Class Description:

This performance class is judged on the ability and the style of the rider.

Judging Criteria:

1. Exhibitors will be judged on seat, hands legs and ability to show the horse.
2. Exhibitors will be judged on their ability to attain the desired ride or results according to the judge's instructions.
3. The performance of the horse is not to be not to be considered more important than the method used by the rider in obtaining the desired results.

Class Routine:

1. Class is to enter ring at a posting trot or intermediate gait and proceed at least once around ring at each gait, reverse and repeat.
2. Judge may then split the class for further work.
3. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification but will be scored accordingly.
4. Tests
 - a) Pick up reins
 - b) Back
 - c) Canter and halt
 - d) Figure eight at a trot, demonstrating change of diagonals
 - e) Figure eight at the canter on correct lead, demonstrating simple change of lead
 - f) Dismount and mount (Seniors only)
 - g) Ride without irons for a brief period of time. Irons may be crossed over the saddle
 - h) Figure eight at the canter on correct lead, demonstrating a flying lead change.
 - i) Change leads down center of ring, demonstrating simple change of lead
 - j) Execute serpentine at a trot and demonstrate correct change of diagonals
 - k) Canter on the counter lead
 - l) Half-turn on the forehand and/or half-turn on the haunches
 - m) Demonstrate side passing and/or two tracking
 - n) Performance on rail
 - o) Any appropriate tests of the judge's choosing, following 4-H guidelines

Special Instructions:

- The judge's instructions will be announced to the exhibitors and to the public before implementation of the individual
- The judge may excuse part of the class rail and individual work and require further rail and/or individual work of the remaining exhibitors.
- Individual work will be performed by all exhibitors.

HUNTER HACK**Class Description:**

Hunter hack is a type of English pleasure class where exhibitors in Hunt seat tack and attire perform on the flat at a walk, trot, canter and hand gallop, and then jump two low fences.

Judging Criteria:

The horse should be obedient, alert and responsive, and should move freely. The style of jumping should be smooth and consistent such that it could be relied on to take a ride over fences in a safe, obedient manner at an even –hunting pace.

Class Routine:

1. All exhibitors will enter the ring at a posting trot. They shall then go at least once around the ring at each of the three gaits: walk, trot and canter. They will then be asked to reverse and repeat the procedure.
2. The judge may ask for a hand gallop.
3. At the hand gallop, the judge may ask for the halt, and horses will stand quietly on a free rein.
4. Horses will back in a straight line.
5. Horses will jump two fences.
 - Height: Juniors, maximum height will be 2 feet
 - Seniors, maximum height will be 2 feet 6 inches
 - Distance between jumps or fences will not be less than 48 feet.

HUNT SEAT EQUITATION (OVER FENCES)

Class Description:

This is an Equitation Over Fences class. The exhibitors will demonstrate their ability in controlling their horses while going over fences at a balanced, even pace, while maintaining a safe and suitable Hunt seat position.

Judging Requirements:

1. The performance of the horse is not to be considered unless it is the result of the exhibitor's ability.
 2. Classes shall be held over reasonable jumps. Types shall be left to the discretion of the management.
Height:
 - a) For Juniors, jumps shall not exceed 2'; wings at least 30" wide are compulsory
 - b) For seniors, jumps shall not exceed 2'6"; wings are optional.
 3. Exhibitor shall proceed once or twice around, but over not less than six 2' 6" jumps, keeping an even pace throughout.
 4. Any or all exhibitors may be called back to perform at a walk, trot or canter, or to execute any appropriate tests included in the class requirements
 5. Tests
 - a) Jump low fences at walk, trot and canter
 - b) Pull off between fences except in a combination
 - c) Jump fences on figure eight course
 - d) Jump fence in middle of ring, at right angles to course
 - e) Jump serpentine course, demonstrating change of lead at each change of direction
 - f) Any appropriate tests the judge chooses, following 4-H guidelines.
- After the course has been set, the heights cannot be changed, but setting the height is at the discretion of the judge.

WORKING HUNTER

Class Description:

The Working Hunter class is designed to test the horse and rider in their performance over obstacles found in the hunting field. Manners, style, and way of going at a hunting pace will be judged.

Judging Criteria:

1. Horses must be placed first on performance, before examination for soundness.
2. Further placing will be based on soundness. Horses will be trotted in hand for soundness.

Procedures

1. Judging will start when the exhibitor enters the arena. The performance is over when the exhibitor leaves the arena.
2. Light touches are not to be considered in the judging, but may be recorded for reference in extremely close competition. Touching brush only on brush jumps, is not to be scored as a touch.
3. Course must have a minimum of four (4) different obstacles, and horse must make at least eight (8) jumps with at least one change of direction. An obstacle may consist of one or more elements, such as an in and out.
4. Fences shall simulate obstacles found in the hunting field.
5. Obstacles should be set at least 72' apart and in 12' increments.
6. Maximum height:
 - a. Juniors – 2 feet
 - b. Seniors – 2 feet 6 inches
7. Distance between elements of an obstacle containing more than one element will be set at 24' to 36'.

ENGLISH BAREBACK EQUITATION

Class Description:

This is an English Equitation class, to be ridden with bridle only without the use of any type of saddle or bareback pad. Exhibitor will be judged on seat, hands, legs and exhibitor's ability to show the horse.

Judging Criteria:

1. Horses are to be judged at the walk, trot or intermediate gait and canter both ways of the ring.
2. The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.
3. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification but will be scored accordingly.

Exceptions:

1. Exhibitors will not be asked to dismount for any reason.
2. Exhibitors will be asked to perform individual work from tests listed in Hunt Seat Equitation

Class Routine

1. Class will enter the ring at a rising/posting trot or intermediate gait according to the breed being shown and will proceed at least once around ring at each gait, on command, reverse and repeat.
2. Judge may then split the class for further work.

SECTION VI – WESTERN GENERAL RULES

Appointments:

1. Tack

Permissible:

- a) Western stock saddle without tapaderos
- b) Western headstall and acceptable western shanked bit. Horses six (6) years and older must show in a curb bit with a solid or broken mouth piece with shanks; and which acts with leverage. A horse five (5) years and under may show one handed in a curb bit or two (2) handed in a snaffle or bosal, however, once shown in a curb bit, the horse may not be shown at future shows in a snaffle or bosal, but must stay in a curb bit.
- c) A flat curb strap, at least one-half inch wide, is allowed with any regular western-type bit (see illustration)

Not Permissible:

- a) Martingales
- b) Draw reins, tie-downs (except in gymkhana and roping events)
- c) Wire used in any manner, regardless of how padded or taped
- d) Taping or padding of curb-chains in manner
- e) Mechanical hackamore, except in gymkhana or roping events

Optional:

General Western Classes

- a) Spurs
- b) Ropes or riatas
- c) Hobbles

Western Riding, Reining, Timed Events, Roping Classes

- a) Splint or skid boots
- b) Bell boots

Timed Events and Roping Classes

- a) Gag and snaffle bits

Bits - Western exhibitors who have horses that cannot take a bit must submit a veterinarian note **by August 1st** each year to the State 4-H Horse Show committee and Arizona 4-H Director, Kirk Astroth. Notes could be mailed to: Arizona 4-H Director, Kirk Astroth, 301 Forbes Building, PO Box 210036, University of Arizona, Tucson, AZ 85721-0036 or emailed to: kastroth@cals.arizona.edu. Exceptions must be approved by the State 4-H Horse Show committee and Arizona 4-H Director, Kirk Astroth and will be determined prior to the close of registration. *** Bring this veterinarian note to the show.***

CURB STRAPS

Acceptable (Legal)



Flat leather over 1/2" wide.



Flat nylon over 1/2" wide.



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



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



Double welded chain links over 1/2" wide.



Very wide flattened chain links - hunt and polo.



Single link chain over 1/2" wide.

Unacceptable (Illegal)



Round leather (too narrow at chin, not flat).



Round braided leather (wide enough, but rough and not flat).



Round leather (too narrow all across, not flat).



Braided rawhide (too narrow and too rough).

2. Attire

There is no specific dress policy other than clothing that is required for safety. This includes long-sleeved shirts, full-length pants and sturdy riding boots with heels. There will be no penalty awarded to any exhibitor/contestant as long as dress meets safety requirements.

- a) Long sleeved shirt. Stand-up or tuxedo collars will be permitted.
 - i) No polo shirts
 - ii) Sleeves will be rolled down and fastened
 - iii) Shirt tails will be tucked in
- b) Western Boots with heel - no riding sneakers
- c) **All riders must wear ASTM/SEI approved protective headgear with three point harness.** Gatekeepers will check before allowing competitors to enter the arena. Refusal to wear a helmet is an automatic disqualification.
- d) Optional – gloves, chaps or chinks, belt

Note: The purpose of the dress code is to provide safety and a simple, affordable means for all exhibitors to dress neatly in good working attire.

3. Hands

- a) Bosal type hackamores and snaffles may be used on horses five (5) years or younger in age. Two hands will be used.
- b) Romal Reins – The non-reining hand will hold the romal 16 inches from the reining hand. The non-reining hand will rest on the rider's thigh.
- c) Split reins – One finger may be between the reins. Tails will be on the side holding the reins.
- d) Only one hand will be used for reining during a performance, and hands must not be changed.
- e) Hands will be clear of the saddle while in motion.

Exceptions:

Timed Events, and Roping – Two hands may be used.

Trail-In trail, it is permissible to change hands to work on obstacle.

Reins are to be held above and as near to the saddle horn as possible.

4. Feet

- a) Feet will be placed in stirrups with weight on the ball of the foot.
- b) Stirrup should allow heels to be lower than toes.
- c) Consideration will be given regarding the width of the stirrup; wide stirrups give the appearance of being "home".

5. Patterns

- a) All individual work patterns will be posted at least one hour before the class.
- b) Judge's instructions will be announced to the exhibitor and the public before implementation.

SECTION VII – WESTERN CLASSES

WESTERN SHOWMANSHIP

Judging Requirements and Class Description:

Listed below are points on which 4-H Showmanship is to be judged. Only the exhibitor is to be judged. The horse is merely a prop to show the exhibitor's ability to fit and show a horse or pony.

Appointments:

See WESTERN GENERAL RULES

1. Tack
 - a) Tack for this class is halter only, according to the breed being shown.
 - b) Whips are not permitted.

Fitting of the Horse:

1. Condition and thriftiness
2. Grooming
 - a) Hair coat must be clean and well brushed.
 - b) Mane and tail must be clean and free of tangles.
 - c) Hoofs must be trimmed properly. If shod, shoes must fit properly and clinches should be neat.
 - d) Hoof oil or polish is recommended.
3. Trimming
 - a) Horses mane may be roached - foretop and tuft over withers should be left according to breed.
 - b) Horses tail should be properly prepared to the breed or type being shown.
 - c) Inside of ears may be clipped, but exhibitor will not be penalized for not clipping the inside.
 - d) Long hair on jaw, legs and pasterns should be clipped.
4. Tack should be neat, clean and in good repair.

Appearance of Exhibitor:

1. Clothes and person – neat and clean
2. Suitable attire

Showing Horse in Ring:

The system of showing used will be the general standard for that breed.

1. Leading
 - a) Enter ring-leading animal at an alert walk, according to the judge's directions.
 - b) Walk at the animal's left side, holding lead shank in the right hand, according to the breed being shown.
 - c) The remaining portion of the lead should be held neatly and safely in the left hand.
 - d) Animal should lead readily at the walk and trot.
 - e) The judge will line up the class with the aid of the ring steward.
 - f) All exhibitors will be required to do individual work.
2. Posing
 - a) When posing your horse, stand toward the front facing the horse, but always in a position where you can keep your eye on the judge.
 - b) Pose horse according to the breed being shown
 - c) Do not crowd the exhibitor next to you when in side-by-side position. Do not crowd the exhibitor in front when lined up head-to-tail.
 - d) When judge is observing other animals, let horse stand if posed reasonably well.
 - e) Be natural. Overshowing, undue fussing and maneuvering are objectionable.
 - f) Judge may instruct exhibitors to stand at ease in a large class.

3. Poise, Alertness and Merits

- a) Keep alert and be aware of the position of the judge at all times.
- b) Do not be distracted by persons or things outside the ring.
- c) Respond quickly to requests from the judge and officials.
- d) Be courteous and sportsman-like at all times.
- e) Recognize quickly and correct faults of your horse.
- f) Keep showing until the entire class has been placed and excused from the ring, unless the judge has instructed

4. There will be a minimum 20 minute break between showmanship and the next class in each arena to allow for adequate warm-up.

WESTERN PLEASURE

Class Description:

Emphasis is placed on the horse's performance.

Judging Criteria:

Horses are to be judged on performance, apparent ability to give a good pleasurable ride and manners, according to the breed being show.

Class Routine:

1. Horses are being judged at the walk, jog or intermediate gait and lope both ways of the ring.
2. Horses will be required to back. Horses are to back readily and stand quietly.
3. Horses may be required to reverse at the walk, jog or intermediate gait, but not the lope.
4. Exhibitors may be asked for an extended gait.
5. At the extended gait, horses may be required to halt.
6. The number of exhibitors required to extend the gait will be at the judge's discretion.
7. Junior riders shall not be required to dismount.

Appointments:

See WESTERN GENERAL RULES

WESTERN EQUITATION

Class Description:

Emphasis will be placed on the exhibitor's ability to attain the desired ride or results, according to the judge's instructions.

Judging Criteria:

1. **The performance of the horse is not to be considered more important than the method used by the rider in obtaining the desired results.**
2. Exhibitors will be judged on seat, hands and legs, and exhibitor's ability to show the horse.
3. Exhibitors are to be judged at the walk, or jog and lope both ways of the ring.
4. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification, but will be scored accordingly.
5. Judges may select from the list of individual tests or others of their choosing, following 4-H guidelines.

Class Routine:

After going both ways in the ring:

1. Horses will be required to back. Horses are to back readily and stand quietly.
2. Horses may be required to reverse at the walk, or jog but not the lope.
3. Exhibitors may be asked for an extended gait or extended lope.
4. Junior exhibitors will not be required dismount.

5. Test

- a) Back
- b) Lope and halt
- c) Figure eight at a jog
- d) Figure eight at a lope on correct lead, demonstrating simple change of lead
- e) Dismount and mount (Seniors only)
- f) Ride without stirrups
- g) Figure eight at the lope on correct lead, demonstrating a flying change
- h) Change leads down center of ring, demonstrating simple or flying change of lead
- i) Lope on the counter lead
- j) Half turn on the haunches or half turn on the forehand
- k) Execute serpentine demonstrating changes of leads
- l) Demonstrate side passing and/or two tracking
- m) Any appropriate tests of judge's choosing, following 4-H guidelines

Special Instructions:

1. Patterns will be posted at least one hour before the class, if a pattern is going to be required by the judge.
2. The judge may excuse part of the class after rail and individual work and require further rail and/or individual work of the remaining exhibitors.
3. Individual work will be performed by all exhibitors.

Appointments:

See WESTERN GENERAL RULES

WESTERN BAREBACK EQUITATION

Class Description:

This is a Western Equitation class, to be ridden with bridle only, without the use of any type of saddle or bareback pad.

Judging Criteria:

1. **The performance of the horse is not being considered more important than the method used by the rider in obtaining the desired results.**
2. Individual work will be performed by all exhibitors. Failure to complete the pattern will not be a disqualification, but will be scored accordingly.
3. Exhibitors will be judged on seat, legs, hands and exhibitor's ability to show the horse.
4. Exhibitors will be judged on their ability to attain the desired ride or results according to the judge's instructions.
5. Exhibitors will not be asked to dismount for any reason.

Class Routine:

1. Exhibitors are to be judged at the walk, jog or intermediate gait and lope both ways of the ring.
2. Horses will be required to back. Horses are to back readily and stand quietly.
3. Horses may be required to reverse at the walk, jog or intermediate gait, but not the lope.
4. Exhibitor may be asked for an extended gait or lop.
5. Judges may select from the list of individual tests or others of their choosing following 4-H guidelines, and patterns must be posted one hour before the class if a pattern is going to be required by the judge.
6. Exhibitors will be asked to perform individual work from tests used in Western Equitation.

Appointments:

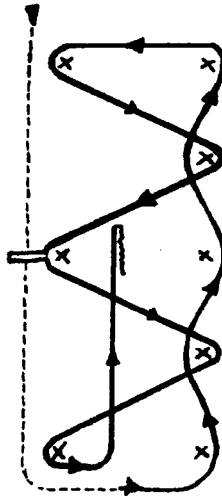
See WESTERN GENERAL RULES

WESTERN RIDING

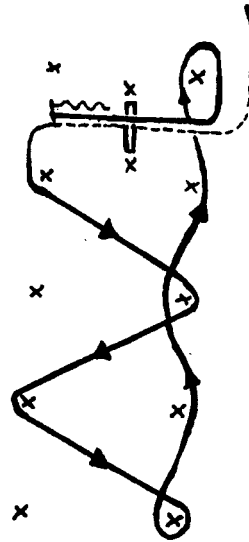
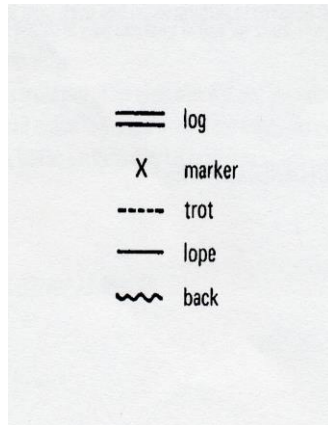
Class Description:

This is a class to show the performance of a sensible, well mannered, free-moving ranch horse in one of two required patterns that can get its rider around for the usual ranch chores, and over trails or obstacles. Western riding is not a stunt or a race.

Western Riding Pattern "A"



Western Riding Pattern "B"



Class Routine:

NOTE: Measurements are at the judge's discretion.

Judging Requirements:

1. Riding qualities at the jog and lope.
2. Change of leads
 - a) Flying lead changes shall count over simple changes.
 - b) Simple lead changes
 - c) Consistency of lead changes throughout pattern
3. Exhibitor's ability to attain desired response from horse.
4. Manners of the horse
5. Judge may ask exhibitor to repeat or reverse any part of the pattern
6. Any exhibitor not following the exact pattern will be faulted.

Appointments

See WESTERN GENERAL RULES

REINING**Class Description:**

This class will demonstrate the ride's ability to achieve one of the three (3) required reining patterns fluently, effortlessly and with reasonable speed throughout. Flying lead changes should count over simple changes. Reining patterns will be posted. The judge will select one of these patterns at the show.

The patterns shown below are taken from the N.R.H.A. (National Reining Horse Association) book. The patterns are divided between those patterns for Junior level members and those patterns for Senior level members.

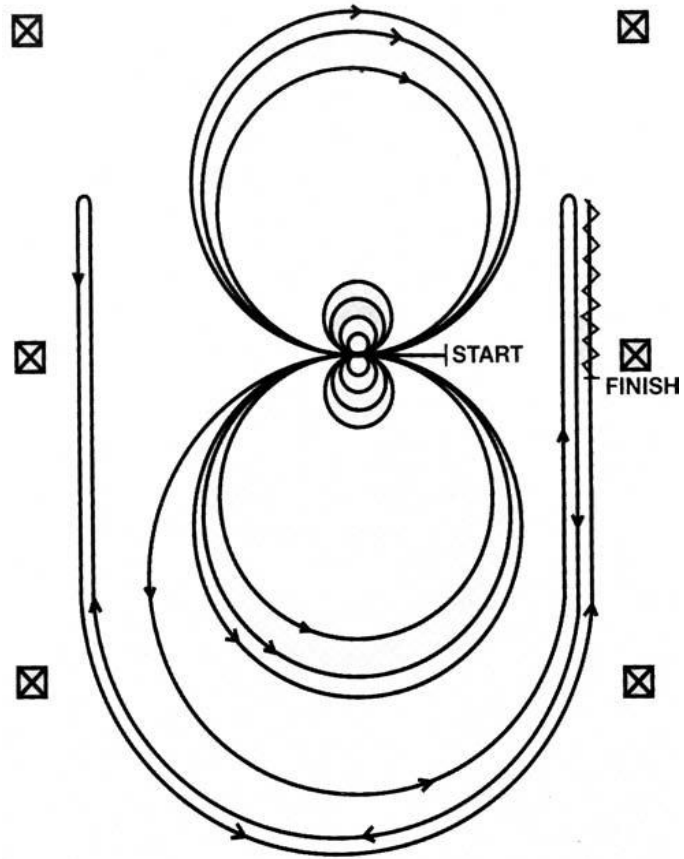
Junior

Pattern 1

Horses may walk or trot to the center of arena.
Horses must walk or stop prior to starting pattern.
Beginning at the center of the arena facing
the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. 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. 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 right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

Rider must dismount and drop bridle to the designated judge.



Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. 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. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.

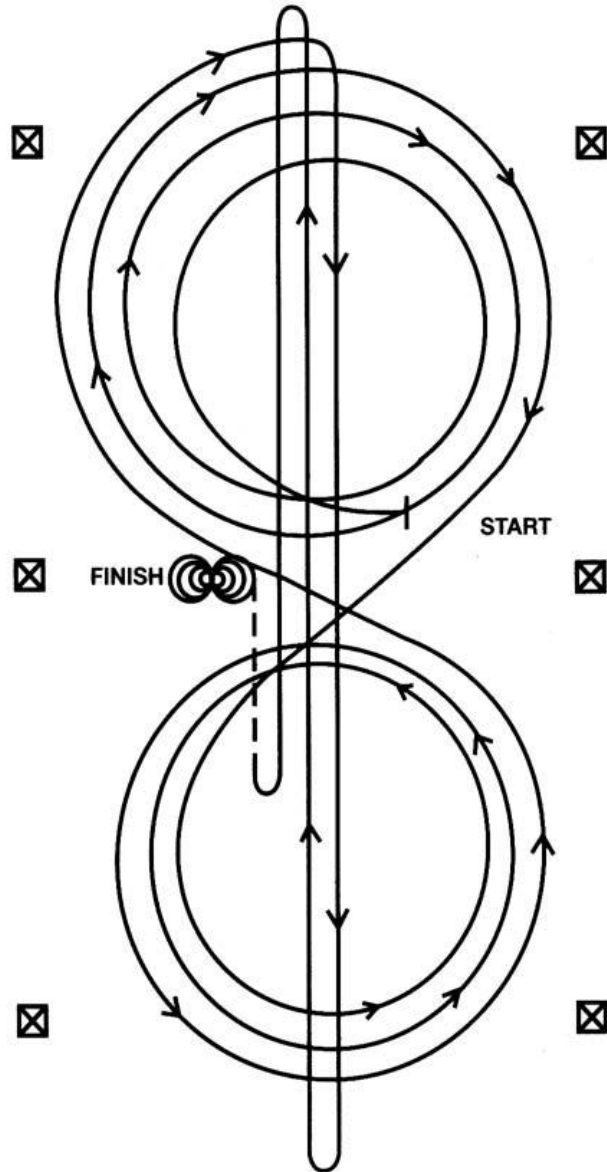
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.

5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.

6. Complete four spins to the right. Hesitate.

7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider must dismount and drop bridle to the designated judge.



Junior

Pattern 3

1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, 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 circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation.

3. Continue up the left side of the arena to the center marker. AT the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

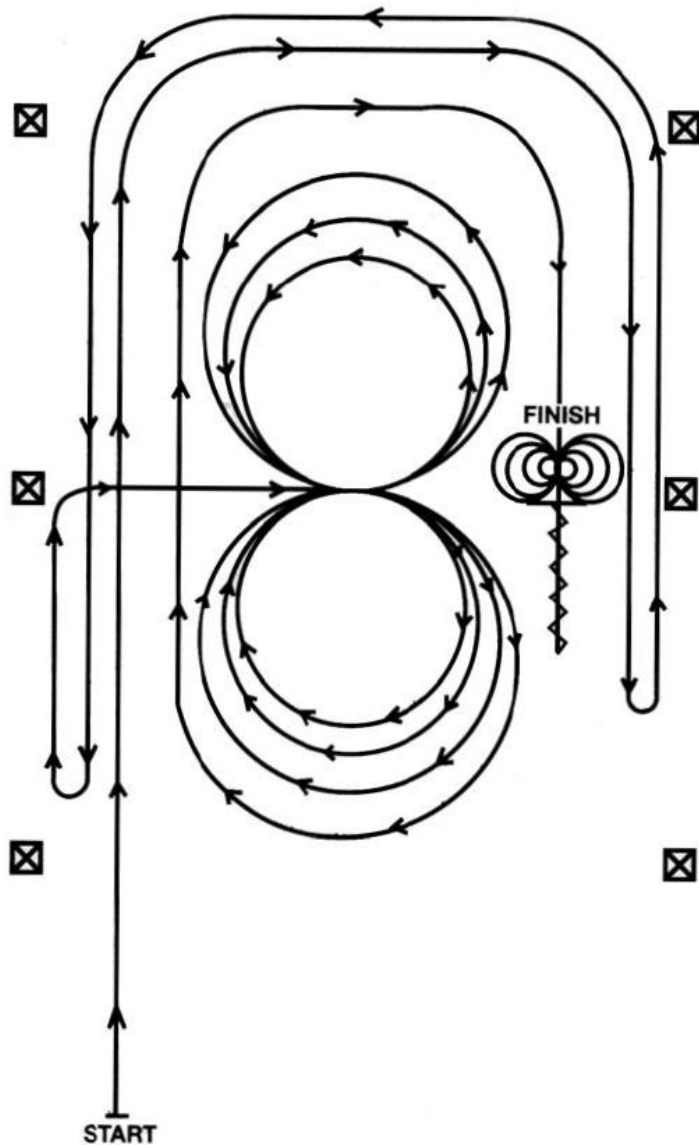
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.

5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate.

6. Complete four spins to the right. Hesitate.

7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

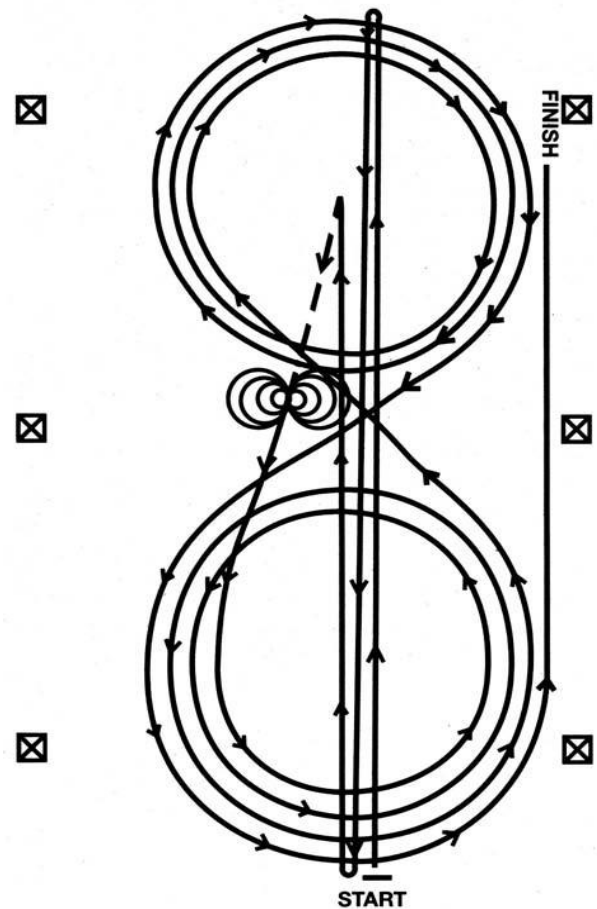


Senior

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

Rider must dismount and drop bridle to the designated judge.

Pattern 1



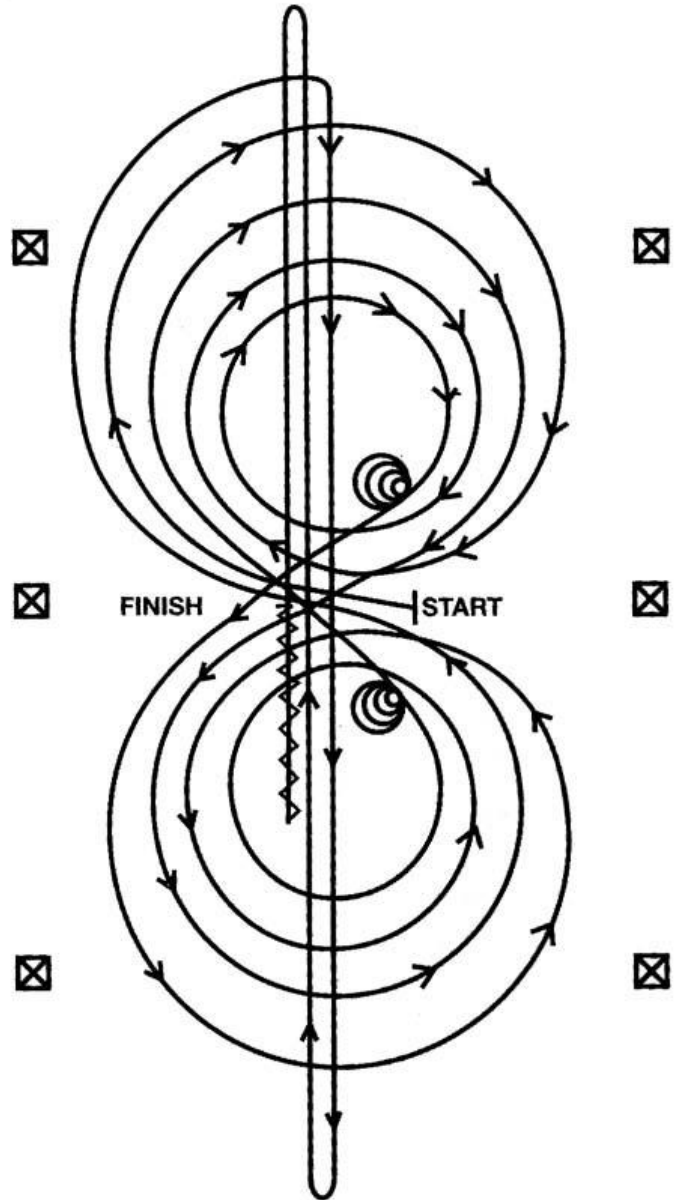
Senior

Pattern 2

Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting pattern. 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 large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
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. Hesitate.
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. (Figure 8)
6. Continue around previous circle to the right. AT the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
7. Run up the middle 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 to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.



Senior

Pattern 3

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.

2. Complete four spins to the right. Hesitate.

3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.

4. Beginning on the left lead, 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.

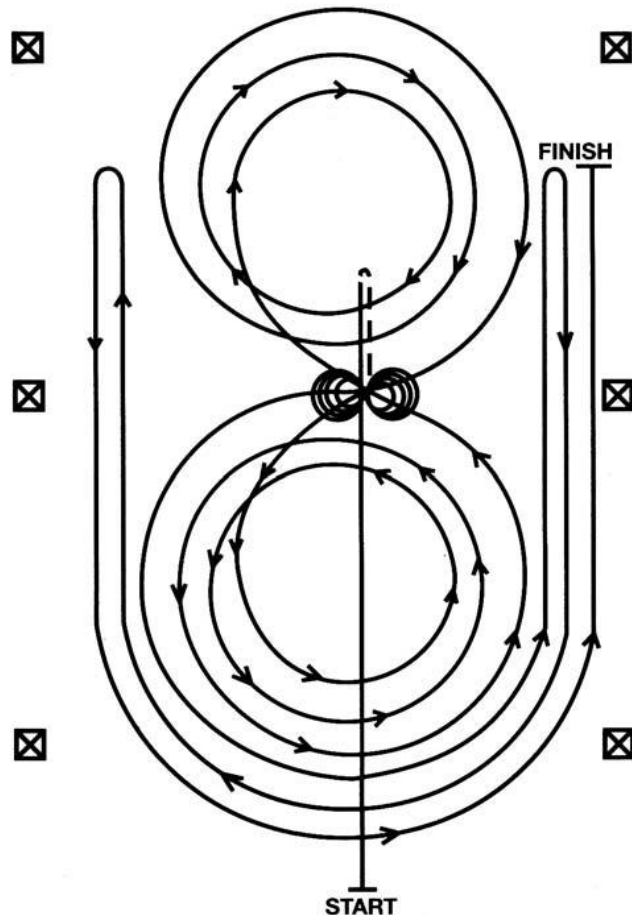
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

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 twenty feet (six meters) 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 twenty feet (six meters) from the wall or fence – no hesitation.

8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.



Class Routine:

Each exhibitor will perform the required pattern individually. The judge shall indicate, with markers on arena fence or wall, the length of the pattern. Markers within the area of the pattern will not be used.

Judging Requirements:

1. Any exhibitor not following exact pattern will be faulted.
2. Horse shall rein and handle easily.
3. Horse must have proper manners
4. The judge may require contestants to repeat all or portions of their runs.

Faults Against The Rider:

1. Not following exact pattern.
2. Changing hands on reins.
3. Two hands on reins, refer to Appointments 1B on Page 14
4. Losing stirrup or holding on.
5. Any unnecessary aid given by the rider (such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.)

Faults Against The Horse:

1. Excessive jawing, opening mouth.
2. Excessive head raising on the stop
3. Breaking gaits.
4. Lack of smooth, straight stop on haunches; bouncing or sideways stop.
5. Refusing to change leads
6. Anticipating signals. Stumbling or falling
7. Wringing tail
8. Knocking over markers.

Appointments:

See WESTERN GENERAL RULES

Tack and Attire:

Chinks, skid or splint boots are acceptable.

TRAIL

Class Description:

This is a class to demonstrate the exhibitor's ability to perform over and through various obstacles, and the horse's manner, maneuverability, attitude and response to the rider at the walk, or jog and lope according to the judge's directions or the posted trail course.

Class Routine:

1. Trail courses will be posted at least one hour before the class.
2. A minimum of six obstacles will be used.
3. Perform the walk, or jog and trot.
4. Perform correct leads as per trail course requirements.
5. All test will be performed according to the posted trail course or judges' instruction.
6. Rail work may be required.

Judging Requirements:

Any obstacle used must be safe.

Optional Obstacles:

- a) Gate
- b) A minimum of four logs, raised no more than 12 inches.
- c) Wooden bridge – minimum width 36 inches.
- d) Water hazard (ditch or shallow pond) – containing no plastic or slippery bottom.
- e) Carry object from one area to another – only objects that could reasonable be carried on a trail ride.
- f) Pick-up slicker – may be carried over or through obstacles.
- g) Jump over obstacles – maximum height 24 inches.
- h) Sidepass – any combination of directions.
- i) Back around – minimum width 30 inches.
- j) Sidepass – any combination of directions.
- k) Side pass over obstacle – if raised, maximum height 12 inches
- l) Any other safe obstacles approved by 4-H Horse Show Committee

Obstacles that are considered unsafe and will not be used are:

- a) Plastic or garbage bags.
- b) Lining water hazards with plastic or slippery substances
- c) Tires requiring exhibitor to put horse's feet inside.
- d) Teeter-totter bridges
- e) Dismount and jump over an obstacle.

Penalties:

1. The judge may institute a time limit per obstacle or for the course.
2. Three refusals per obstacle will be allowed. Exhibitor must then move on to the next obstacle.

Appointments:

See WESTERN GENERAL RULES

Tack and Attire:

Chinks are acceptable

SECTION VIII - TIMED EVENTS GENERAL RULES

1. A five-second penalty will be added for each barrel or pole knocked down.
2. In the event of a tie, the exhibitor declared the winner, in the run-off, must run in the pattern within two seconds of its original time, or the run-off must be held again.
3. Failure to follow the course in barrels, poles and goats will cause a disqualification and a “no time” will be given.
4. Barrel and pole courses may be run to the left or right.
5. A clearly visible start and finish line will be provided by:
 - a) Flags tied to the fence at eye level.
 - b) A line marked by lime.
 - c) An electric timer and flags.
6. All courses must be set to provide ample room to turn and stop.
7. In Barrel Racing and Pole Bending courses must be measured exactly.
8. Measurement:
 - a) In barrel racing, measurements may be reduced five yards at a time in consideration of arena size. (Final barrel need not be reduced.)
 - b) In Goat Tying, only flagger or person handling the goat may be within 20 feet of the stake at any time during an exhibitor’s run.
9. The following timers will be used:
 - a) One electric timer and two hand-held digital stop watches as backup, or two (2) electronic timers or 3 handheld digital stopwatches.
 - b) Goat tying will be timed by three hand-held digital stopwatches or 2 electronic timers
 - c) In the event that the electric timer fails, or the hand-held timers must be used, the average time of the hand-held timers will be used as the official time.
 - d) Hand –held timers of the above description will be provided for the field judge in goat tying and tie-down calf roping. A flag person will be provided at the start and end of each run as a backup.
10. Times will be recorded to include hundredths of a second if possible.
11. Two hands may be used on the reins.
12. Roping reins, mechanical hackamores, tie-downs, bell, skid and splint boots are optional.
13. No exhibitor will begin the run without first hearing the signal such as, “Timers or flaggers are ready,” from the announcer. (See GLOSSARY -- “Start of Run”).
14. In Gymkhana events or roping events, all riders must wear ASTM approved protective headgear with three point harness Gatekeepers will check before allowing competitors to enter the arena. Failure to wear an helmet is an automatic disqualification.
15. Raking will be consistent throughout the class. Show management will decide the numbers of times the arena is to be raked based upon the current condition of the arena prior to the class starting. The number of times to be raked will be announced at the beginning of the class. However, there will be a **maximum** of ten runs without raking.

Appointments:

See WESTERN GENERAL RULES

SECTION IX – TIMED EVENTS

BARREL RACING

Class Description:

This is a timed event. The clover-leaf pattern is designed to test the speed and maneuverability of the horse and the ability of the exhibitor to attain the smoothest, fastest possible run against the clock.

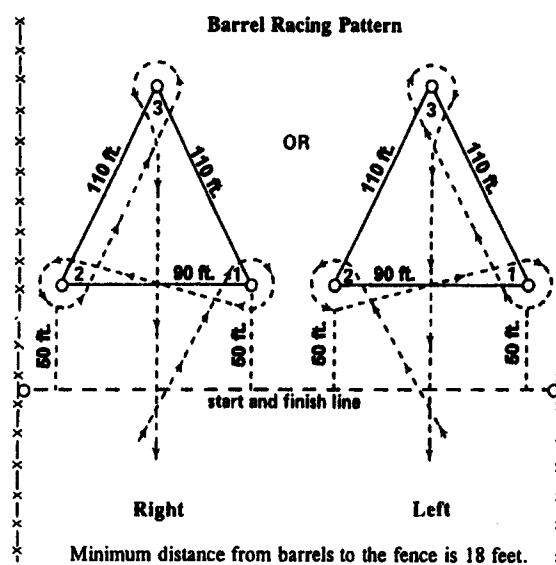
Class Routine:

1. At a verbal signal from the announcer, such as, "Timers are ready", the exhibitor will begin the run.
2. The exhibitor is allowed a running start
3. Time will start as the horse's nose crosses the starting line, and time will stop when the nose passes over the finish line.
4. Failure to follow the exact course will cause disqualification.

Appointments:

See WESTERN GENERAL RULES

See GYMKHANA GENERAL RULES



POLE BENDING

Class Description:

This is a timed event. The pole bending (Washington poles) is designed to test the speed and agility of the horse and the ability of the rider to attain the smoothest and fastest possible run against the clock.

Class Routine:

See BARREL RACING CLASS ROUTINE

Appointments:

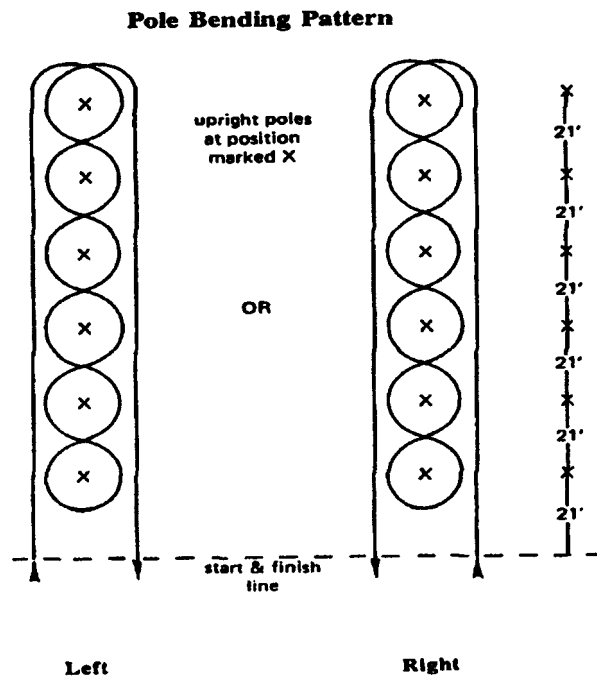
See WESTERN GENERAL RULES

See TIMED EVENTS GENERAL RULES

Patterns:

1. Poles shall be set on top of the ground
2. Poles will be six feet in height

Pole Bending Pattern



GOAT TYING

Class Description:

This is a timed event and is considered a game on horseback in the West. The event tests the ability of an exhibitor to ride to the goat, dismount and tie in the fastest possible time.

Class Routine:

1. Ride from behind the starting line to the goat.
2. Dismount.
3. Throw and tie the goat.
4. Tie any three legs with a rope or leather string.
5. Time will stop when exhibitor releases the string or rope and signals completion of the tie by raising both hands.
6. Goat must stay tied for six seconds. The six seconds will start when the exhibitor's hands are up.

Class Requirements:

1. Each goat will be thrown three times before being used by exhibitors.
2. If goat is down when exhibitor reaches it, the goat must be picked up to its feet and thrown by hand.
3. Wire for tie is not permitted.
4. The goat must be untangled and taken to the end of the rope behind the stake after each run.
5. The goat must be released when the flag drops at the starting line.
6. The goat will be changed after a maximum of 5 exhibitors.
7. Exhibitor may not touch the goat in any manner after signaling for "time".
8. There is a one minute time limit.

Measurements:

1. There is no set distance from the starting line to the goat. A minimum of 50 yards is recommended
2. The goat must be tied to a stake with a rope 10 feet long.
3. The stake is to be pounded completely into the ground so that no part of it is visible.

Disqualifications:

1. Goat breaking away due to the fault of the horse.
2. Goat not staying tied for six seconds after completion of tie.
3. Any exhibitor tying the goat at the show, except during the event.
4. Exhibitor touching goat in any manner after signaling for time before field judge's signal that six seconds is up.
5. Tie not actually being tied, at the discretion of the field judge.
6. Legs not staying crossed.
7. The field judge's decision is final
8. A no-time will be assessed should the horse come in contact with the rope or the goat at any time.

Re-Runs:

1. If the goat should break away at any other time, the field judge/flagger will decide if the exhibitor will get a re-run.
2. All re-runs will be run at the end of the go-round.

Appointment:

See WESTERN GENERAL RULES

See TIMED EVENTS GENERAL RULES

SECTION X – ROPING GENERAL RULES

1. All events are judged.
2. Judging will be on the roper, as well as the horse.
3. Exhibitor will ride only one horse in a class.
4. A horse will be allowed to show in both heading and heeling.
5. Exhibitor and horse being judged must start from behind a barrier.
6. The judge may require both horses of the team roping to start from behind a barrier.
7. All adult partners will comply with the appointment rules. (See WESTERN GENERAL RULES.)
8. An eligible partner in team roping must be at least 18 years of age and a non 4-H member.
9. Only the performance and manners of the horse being judged will be considered.
10. Judging begins when exhibitor enters arena and will not end until contestant has left the arena.
11. Roping reins, mechanical hackamores, tie-downs, bell, skid and splint boots are the optional choice of the exhibitor.
12. No contestant will begin his or her run without first hearing the signal, "Timers or flaggers are ready", from the announcer.
13. In Gymkhana events or roping events, all riders must wear ASTM approved protective headgear with three point harness
14. In the final placings of all judged roping classes, no contestant who has missed both loops may place over a contestant who has made a legal catch.
15. Catch pens will be closed during the run in all roping events.
16. All contestants entered in roping classes will be scored and placed regardless of whether or not they catch unless there is a disqualification.
17. Tie breaker in judged roping events would be FIRST by time and SECOND based on an equine knowledge question provided by the judge.
18. The roper has 2 minutes with a 30-second warning in the box to begin the run. If not successful, they will be disqualified regardless of whether it is horse or rider.

Faults:

1. Breaking the barrier.
 2. Unnecessary whipping or slapping.
 3. Jerking reins
 4. Not catching
 5. Jerking the rope
 6. Any unnecessary action to induce the horse to perform better.
- Faults will be scored accordingly.

Disqualifications:

See WESTERN GENERAL RULES

Permissible Appointments:

1. Bell, skid or splint boots
2. Mechanical hackamores, tie-downs and Western-type equipment
3. See WESTERN GENERAL RULES

Timers and Timing Devices:

See TIMED EVENTS GENERAL RULES

For additional Rules and Regulations:

See BASIC RULES

See WESTERN GENERAL RULES

SECTION XI – ROPING CLASSES

BREAKAWAY CALF ROPING

Class Description:

This is both a timed and judged event. All contestants will be judged. Those who catch will have their time used as the method for placing. Placings will be done to at least 10th place. If there are not 10 contestants who caught, then the judging scores will be used to finish out the scores to at least 10th place.

Class Routine:

1. Tie rope to horn or swell with cotton string or suitable tying material provided by show management
2. Enter box at timer's signal.
3. Nod for calf.
4. Rope calf and set horse, causing string to break away.

Class Requirements:

1. Legal catch is any loop that goes over the calf's head and draws up on any part of the calf's body, causing the string to break and come away from the saddle horn or swell.
2. Field judge signals "time" when rope comes free of saddle and horse.
3. Exhibitor will carry only one rope.
4. Exhibitor may throw two loops, but must recoil rope.
5. There will be a one-minute time limit and 2 loops.

Judging Criteria:

The horse will be judged on manners entering the arena, behind the barrier, scoring, speed to the calf and stopping.

The exhibitor will be judged on ability in handling a rope and ability in handling the horse.

The ability in the box category is judged from the arena gate to the box, in the box area, and timeliness in getting out of the box.

See the illustration of the scorecard.

Exhibitor No.	Ability in the box & scoring	Position & rating	Catch	Stop	Exhibitor's Ability with Rope	Exhibitor's Ability with Horse	Total Points	Placing	
								D	A
	(10)	(10)	(10)	(10)	(30)	(30)	(100)		

Penalties:

A no-time will be assessed if the following occur.

1. Rope does not go over calf's nose, but catches another part of the calf's body.

Disqualifications:

No time given and judging score not used.

1. Rope becomes detached from saddle before calf is caught.
2. Roper cannot release rope, or in any way assist the release of the rope from the saddle by using his or her hand.
3. If rope is not tied onto saddle prior to run.

Appointments:

See WESTERN GENERAL RULES

See ROPING GENERAL RULES

TIE-DOWN CALF ROPING

Class Description:

This is a judged event that shows the ability of a horse and rider when roping, dismounting, throwing and typing any three legs of a calf.

Judging Criteria:

1. Use of jerk lines is optional; scoring will be at the judge's discretion.
2. See the illustration of score card.

Class Routine:

1. Exhibitor may throw only two loops.
2. Exhibitors will carry only one rope. Exhibitors may throw two loops but must recoil the rope for the second loop.
3. There will be a one-minute time limit.
4. Any catch that holds is legal.
5. Rope(s) must be tied hard and fast
6. Contestant must rope calf, throw calf by hand, cross and tie any three legs with not less than one wrap and a half hitch.
7. If calf is down when the exhibitor reaches it, the calf must be let up and thrown by hand.
8. Rope must hold calf until roper gets his or her hands on it.
9. Tie must hold and three legs must remain crossed until passed on by the field judge.
10. Calf must stay tied six seconds after calling for time.
 - a) Six seconds will start from the moment exhibitor remounts and moves horse so as to create slack in the rope.
 - b) Rope must remain slack until the field judge has passed on the tie.
 - c) Rope will not be removed from the calf by the roper.

TIE-DOWN CALF ROPING

Exhibitor Number	Ability In the Box-Scoring	Speed To Calf	Rating ----- Position	Stopping ----- Dismount	Backing & Rope Work	Exhibitor's Ability W/Rope	Exhibitor's Ability w/Horse	Exhibitor's Ability w/Cattle	Total Points	Ribbon	
										D	A
	(10)	(10)	(10)	(10)	(10)	(25)	(25)	(25)	(125)		

Field Judge (Flagger) Requirements:

1. Field judge will judge the time and use a stopwatch to time six seconds from the time roper mounts and moves horse forward, creating slack in the rope.
2. Rope will not be removed from the calf until the field judge has passed on the tie.
3. Watch will be stopped when calf kicks free.
4. The field judge's decision is final.

Appointments:

1. A neck rope or a metal ring attached to the headstall will be used.
2. See WESTERN GENERAL RULES
See TIMED EVENTS GENERAL RULES
See ROPING GENERAL RULES

TEAM ROPING – HEADING OR HEELING

Class Description:

This is a judged event to show the ability of the exhibitor with his or her horse, rope and cattle.

Judging Requirements:

1. The horse being judged will start from behind a barrier.
2. See illustration of scorecards

TEAM ROPING – HEADING

Exhibitor Number	Ability In the Box ----- Scoring	Speed to Cattle ----- Position	Rating & Checking ----- Dally	Handling Of Cattle Turn & Face	CATCH Horns ½ Head Neck	Exhibitor's Ability With Rope	Exhibitor's Ability With Horse	Total Points	Ribbon	
									D	A
	(10)	(10)	(15)	(15)	(25)	(25)	(25)	(125)		

TEAM ROPING – HEELING

Exhibitor Number	Ability In the Box ----- Scoring	Position	Rating & Checking ----- Dally	Stop ----- Back	CATCH 2 legs 1 leg none	Exhibitor's Ability With Rope	Exhibitor's Ability With Horse	Total Points	Ribbon	
									D	A
	(10)	(10)	(15)	(15)	(25)	(25)	(25)	(125)		

Class Routine – Heading:

1. The header being judged must dally.
2. Legal catches
 - a) Both horns
 - b) Half head
 - c) Around the neck
3. Non-legal catches:
 - a) Half-hitch
 - b) Figure eight
 - c) Any front leg
4. Any catch made by the partner not being judged is considered acceptable.

Class Requirements - Heading and Heeling:

1. The roper being judged may throw only two loops
2. Total run must be done within a one-minute time limit.
3. The non-judged partner may use two loops within the one-minute time limit.
4. For safety, only one rope will be carried per roper. If more than one loop is to be thrown, the roper must recoil and build another loop.
5. During the heeling class, the non-judged header may place the loop on the steer in the chute, or may attempt to rope the steer. If the header misses, s/he must immediately come back and the rope is placed on the steer in the chute. The one-minute time limit starts over when the parent comes back to take a second attempt at the steer.

Appointments:

See WESTERN GENERAL RULES
See ROPING GENERAL RULES

SECTION XII - RANCH SORTING RULES

Helmet Requirements:

Helmets are **REQUIRED** in **ALL** classification levels. It must be an industry approved ASTM/SEI Equestrian Helmet.

Dress Requirements:

All classifications:

1. All riders must wear ASTM approved protective headgear with three point harness. Western Boots with a well-defined heel (riding tennis or combat boots will not be allowed).
2. Long sleeve shirt with a collar and cuffs (shirts are to be buttoned or snapped, tucked into pants and closed at the wrists).
3. Tie (optional)
4. Belt
5. Spurs (optional)

Tack:

1. Western saddles and bridles must be used.
2. Roping, closed reins or split reins are permitted.
3. Gag bits are allowed.
4. Use of mechanical hackamores, tie-downs (no wire or cable type tie-downs) or other types of equipment are optional. However, show officials may prohibit equipment they consider severe or unsafe.
5. No wire device may be used in conjunction with any bit.
6. Neither wire curbs, regardless of how padded or taped nor any chinstrap narrower than one-half inch will be permitted.
7. Curb chains are permitted but must be at least one-half inch in width and of the type that lies flat against jaw of the horse.

Grounds for Disqualification:

1. Entering the arena with a baseball cap or similar.
2. Entering arena without appropriate attire.
3. Inappropriate tack for the class.
4. Misrepresentation of horse or exhibitor in any way.
5. Any riders not having his/her mount under sufficient control and is endangering the safety of the rider other horses and riders.
6. Lameness or improperly fed horses.
7. Unnecessary spurring, striking, or beating of the horse at any time.
8. Spurring, striking, beating the horse for any reason and in any manner whatsoever **Forward of the Cinch** after entering the arena.
9. Any discourtesy or use of profanity or acting unmannerly toward any Judge, Show official, other members or spectators.
10. Any infractions of the rules for a specific class.
11. Any disqualifications of one (1) team member while in the arena will result in the disqualification of the entire team.
12. In an event a team member is disqualified prior to his/her run, a replacement member must be randomly drawn from a draw pool and will not be asked to pay the entry fee.

Miscellaneous:

1. All Sorting classes are timed events.
2. All Sorting competitions will consist of two (2) timed "go's" for each team.
3. Members are allowed to enter on two (2) different teams with different partners. Open teams will be filled by voluntary draw of members qualified from each county at the state 4-H horse show, if desired.
4. If one of the team members is unable to compete the other team member will be given the option of a draw partner.
5. All 4-H warm up arena rules apply.
6. Any changes must have the approval of the majority of the Horse Advisory Board members present.
7. The judge has the authority to assess a penalty, disqualify, or give a re-ride on the following instances: Roughing calls (horses and/or cattle) (see "Cattle" in this section); Escaped calf, Mechanical failure, Un-sportsman like conduct of an exhibitor or Act of God.

Arena Entry and Exit:

1. Each Contestant must enter and exit his/her horse through the gate in a safe and orderly manner.
2. The gate will be closed after the contestant enters and will remain closed until the contestant finishes his/her run and slows the horse to a walk. (Exception: holders who must exit the arena after the working team begins their run. Holders must slow their horses to a walk before exiting the arena.)

Timing Procedures:

1. There shall be at least two (2) Timers.
2. The first timer shall be the official time and the second timer shall be the backup timer. A lap timer will be used at all times.
3. The same process of timing must be used for the entire show, insuring timing and times are as consistent as possible for contestants.

Officials:

1. The **Line Judge** will act as the start/foul line Flagger and is responsible for making sure the herd is bunched and settled prior to each team's run, dropping the flag to signal starts and finishes, watching for proper order of cattle pushed over line, making decisions regarding roughing of cattle, hazing of cattle and concerning safety issues.
2. The Timer will be responsible for starting the clock at the drop of the flag signaling the start of a run and stopping the clock at the drop of a flag signaling the end of a run.
3. The Gate official will be responsible for checking in on teams at the gate, making sure the proper team is ready to compete when called and for opening and closing the gate at the beginning and end of each run. It is not the gate official's duty to insure exhibitor readiness to enter the arena.

Class Routine:

1. A two (2) rider team (4-H member) must sort 10 of 12 cattle within 60 seconds. Time begins when the nose of the first horse crosses the start/foul line. The pen size should be no larger than 60 x 60 with corners cut and a 12' gate (opening) between both pens (this will be the start/foul line).
2. The team is on one side of the arena with the cattle on the other. The judge signals to the announcer that the team, arena and cattle are ready. The line judge drops the flag to signal the timer to start the clock. As time begins the announcer calls a start number, cattle are then sorted in numerical order. Time is taken when total body of the last numbered calf crosses start/foul line. In a single go event, the most cattle sorted in the least amount of time wins. In a multiple go round event, the team that sorts in **EACH** run will beat the teams that fail to sort or have a **NO TIME** in runs, **REGARDLESS** of the number of cattle sorted or timed. **FOR EXAMPLE:** times in three (3) **qualifying** runs; beat times in two (2) **qualifying** runs. Times in two (2) **qualifying** runs; beats time in one (1) **qualifying** run. The goal is to have the most cattle sorted in the least amount of time, without a foul or disqualification. A foul or disqualification is assessed if any part of a calf out of sequence or un-numbered, crosses the start/foul line, or any part of any calf returns back across the line.
3. Calves must be sorted in correct numerical order and total body must clear the line to be counted, but need not clear each other (may overlap in numerical order). If less than 10 heads are sorted within 60 seconds, the teams recorded time will be that number at the time the last calf crosses the start/foul line. **FOR EXAMPLE:** if the time ends while the next good calf is crossing the line; time will be given upon the previous good calf. Each calf will be timed to **ELIMINATE** the **POSSIBILITY** of a tie. At Least one judge will make final decisions from a position with a clear. View of the start/foul line. Decisions of the judges are **FINAL**

Cattle:

1. Each team works on a herd of twelve cattle. Herds will be rotated, or given a break after every ten (10) runs.
2. Contact by horse, hands, rommels, reins, or any other equipment will result in a **NO TIME**.
3. A team shall be judge a **NO TIME** by the judge for any action the judge believes to be unnecessary roughness to the cattle. In the event the judge determines the action to be inhumane treatment of the cattle, the team may be **DISQUALIFIED**.

Rule 3 Explanation:

THE JUDGE ASSUMES THAT YOU WILL EXHIBIT GOOD JUDGEMENT AND BE IN COMPLETE CONTROL OF YOUR HORSE AT ALL TIMES. ANYTHING YOU DO FROM THAT POINT FORWARD IS A RESULT OF A CONSCIOUS DECISION ON YOUR PART. A JUDGE CAN NOT CONTROL YOUR THINKING OR REFLEXES. HE CAN ONLY MAKE A CALL FROM THE RESULTS OF YOUR OWN DECISIONS AND ACTIONS.

- The rider must give the cattle an avenue of escape. If you are going down a wall toward a corner and pen the cow into a no escape situation and that cow jumps, or attempts to jump, or crashes into the wall you will be called for roughing.
- The rider must keep his/her horse off the cattle. A horse following so closely as to hock a cows back legs, or bump or push the cow: can cripple the animal as well as to cause a potential wreck.
- If a horse hocks, steps on, or knocks a cow off its feet, it will be considered roughing and the team will receive a **NO TIME**.
- Not letting up on an animal when a rider should see a collision is coming with the fence, herd, or other rider is a roughing call.

4. In the event that a sick or injured animal is in a herd, team must stop and ask for a judge. Time will be stopped, and the arena director will determine how to proceed. Often, the animal may be replaced and time then restarted. Team should make every effort to keep all previous cattle behind the start/foul line during the delay. If cattle injury is a result of an unnecessary roughness on the part of the team they will be disqualified.
5. If any cattle are brought across the start/foul line out of sequence, the judge will drop the flag signaling the timer to stop the clock. Team will receive a **NO TIME**.
6. If a good cow returns to the cattle side of the arena after it is brought across the line, the team will be given a **NO TIME**.
7. If a non-numbered cow crosses the start/foul line, the team will be given a **NO TIME**.
8. In the event a team is given a number that has already been used improperly within a given herd, a rerun must be given immediately using the correct number in the same herd.
9. In the event a mechanical or official error, the participating team may get a rerun at the end of that set of cattle with the same number cattle. If a rider falls off, that will result a disqualification.
10. If for any reason a team does not show after the order of go has been drawn, their cattle number will be drawn to avoid changing the order of go for the contestants.
11. At the end of the time limit the team will be given credit for cattle sorted within the allotted time.

Teams:

1. 4-H members may be denied participation if deemed to be unsafe by the arena director at any given contest or clinic.
2. There will be no coaching or spotting (advising the team where the next cow is, what color it is etc...) from the audience. Cheering the team on and providing positive reinforcement is encouraged. Riders need to develop into a "team" thereby relying on each other to sort the cattle in the allotted time.
3. Good sportsmanship will prevail at all times. Any acts of misconduct by any teams or team member, i.e., arguing with judges, using profanity towards judge or official, etc, will be ground for disqualification or penalty assessment to be determined by the arena director. This rule applies to adult team members also and may result in expulsion from the event and/or program.
4. Sixty seconds after the last member of the team finishing, leaves the arena, the following team must be in the arena ready to ride. Any delay will be judged a **NO TIME**, unless waived for a good cause.

SECTION XII - GLOSSARY

Appointments: Appropriate equipment, furnishing, tack and attire for a specific event or class.

Basic Rules: Rules governing the entry into Arizona State 4-H Horse Show.

Bosal (Hackamore): Use of flexible, braided rawhide or leather or rope bosal. No rigid material permitted.

Canter: Term used in English riding to describe a three beat gait of moderate speed.

Chaps: Full-length leather leg covers. May have fringe or scallops.

Chinks: Short chaps (approximately knee-length).

Class Description: Defines what is expected of both the horse and the exhibitor.

Class Routine: Procedures the exhibitors will follow in a specific class.

Conformation: The structure of the horse.

Convertible Collar: Same as traditional or standard collar; folds over with the capability of covering a tie.

Curb Bit: A bit that has a solid or broken mouth piece, has shanks and acts with leverage.

Diagonal: When posing – the rider should be posing to the outside diagonal, which means the seat is down at the same time the outside front foot is down.

Disqualification: No time given; in judged events, no score given.

Equitation: The posture or seat, hands and legs in the most proper position to obtain the desired results from the mount.

Equitation Classes: A class in which the exhibitor's ability to maneuver their horse, while exhibiting poise, confidence, maintaining balance and correct body position is judged.

Equipment: Items needed to perform a specific task – "*appointments*".

Faults: Errors made by exhibitor and/or the horse.

Fences: Obstacle over which a horse jumps in schooling or competition. Also known as jumps.

Field Judge: A person appointed by the show management to serve as a judge in events other than performance classes; this person makes decisions within the arena concerning exhibitors and rules.

Figure Eight: A figure that is closed in the center and usually started to the right, in the center, unless otherwise instructed.

Flagger: A person who signals with a hand-held signal the start and stop of the clocks; this person will not be the field judge.

Flatwork: Arena exercises of the horse in the English discipline that does not involve jumping fences.

Flying Change: A change of lead, front and back, while maintaining a lope, canter or gallop.

Full Bridle: For purpose of these rules, any bridle with two bits and four (4) reins.

Gaits: The various sequences of foot movements of the horse, such as walk, jog/trot, lope/canter and gallop.

Gallop and Hand Gallop: Lengthening of the stride from a lope/canter with a noticeable difference in speed.

Grievance Committee: A committee of three persons appointed by the Arizona 4-H Horse Show Committee, to handle grievances, rule interpretations, clarifications and procedures of the show management and exhibitors. This group will make decisions in any and all areas governed by the show. Decisions of this group will be by consensus and shall be final.

Gymkhana: Timed games on horseback, e.g. barrels, poles and goat tying.

Home: Foot is placed through stirrup or iron so as to be resting against front of heel.

Jog: Term used in Western Riding to describe a smooth two beat gait.

Judging Criteria: Basic guidelines of what the judge is looking for.

Lead: Term used to describe which foreleg is leading when the horse is in a Lope/Canter gait.

Lope: Term used in Western riding to describe a rhythmical three beat gait of moderate speed.

Mechanical Hackamore: A hackamore that has any metal, chains or hinges.

Obstacle: An item that the exhibitor must negotiate over, around or through to test the ability and maneuverability of the horse and exhibitor.

Pivot: Can be on the forehead or haunches: example – on the haunches – the front moves around while the inside hind is planted, usually performed slower than a spin.

Points: Method of keeping score for judged events. The American System will be used placing 1st through 10th place in Junior and Senior classes.

Posing:
Quarter Type – feet squarely under horse.
Thoroughbreds – feet squarely under horse.
Saddle Seat Types – hind feet stretched.
Hunter Types – front feet square and under: hind feet may be slightly off -set (one foot more forward).

Posting Trot: A rhythmic rising and sitting of the exhibitor as the horse performs the trot.

Ring Steward: A person appointed by the show management to coordinate activities for the judge within the arena or show ring.

Roping: Events in which cattle are roped in a manner governed by the particular event.

Serpentine: A series of “S” formations linked together.

Simple Change: A horse’s gait is decreased from a Lope/Canter to a Jog/Trot in order to change to the opposite lead before resuming the Lope/Canter.

Snaffle Bit: A conventional O-ring, Egg-butt or D-ring with a 2 or 3 piece.

Start of Run: For both judged and timed events, the contestant will walk their horse unaided through the gate, the horse will show it is under control and the gate will be closed prior to the horse moving past the start line. For judged events, it will be announced when timers are ready for the contestant to start. For timed events, time will start when the contestant crosses the indicated start line.

State Show: State 4-H Horse Show including all disciplines – Western, English Timed Events, Roping and Ranch Sorting.

Tack: Saddles, bridles, etc., same equipment – see “*appointments*”

Timed Event: Any event in which the exhibitor competes against the clock; example: barrel racing, pole bending, and goat tying.

Trot: Term used in English riding to describe a smooth two-beat gait.

Two Point Position: The exhibitor's seat is raised out of the saddle so that only his/her two legs make contact with the horse.

Walk: The walk is a natural, flat-footed, four-beat gait. Term used in both Western and English riding.

NOTE: For more terms and information, see your 4-H Horse project literature.



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