NEW YORK STATE 4-H HORSE PROGRAM "EQUINE SHOW" RULE BOOK

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Cornell University
Cooperative Extension

Cornell CALS College of Agriculture and Life Sciences
Animal Science

This rule book is prepared by the NYS 4-H Horse Program (in association with Cornell Cooperative Extension), Department of Animal Science, 126 Morrison Hall, Cornell University, Ithaca, NY 14853

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2019 NYS 4-H HORSE PROGRAM
A GREAT PROGRAM FOR YOUTH!!!

2018 was a GREAT year in the NYS 4-H Horse Program with FUN-FILLED educational programs that were held all year long for the youths involved!! The educational opportunities were once again this year - excellent and many!! Youths are involved in almost every county in the state through the Cornell Cooperative Extension system. **Here's to another great year in 2019!**

The NYS 4-H Horse Program is offered through the leadership of **outstanding Extension staff** in each county. ***THANK YOU*** to each of them for their continued support of this very **valuable youth education program!**

The Cornell Cooperative Extension system, in every county and across the state, **relies heavily on volunteers** to provide these excellent educational programs. **THANK YOU** to all of the many volunteers and 4-H leaders, as well as parents who support this very positive program for youth. "**If it weren't for volunteers, there would be no 4-H Horse Program in New York State!"**

THANK YOU to all the members of the NYS 4-H Horse Education Committee (HEAC) for providing leadership to the NYS 4-H Horse Program.

SPECIAL THANKS to each of the "**Horse Show" Division Chairs** and the program support team for all of their hard work:

Chairs:

Western – Joe Schwartz
Saddle Seat – Maureen McCleary
Dressage – Judy Hoose
Gymkhana – Lisa Brunner
Donkey/Mule – Open Position
Draft – Tamara Healy
Cross Divisional – Dona Scharping
Ranch Horse – Ann Marie Kyes
Hunt Seat – Debbie Brown-Moon
Driving & Miniature - Roger Parulski
Mounted Games – Lynn Whitney
Drill/Parade – Denise Parrotte
Media and Press – Lisa Brunner
Public Relations – Open Position
Fund Raising – Elyse Scott

NYS Fair 4-H Horse Program Superintendent: Robin Bartholomew

A GREAT BIG THANK YOU to Barb Jones who is constantly working behind the scenes and for getting the **2019 NYS 4-H Horse Show Rule Book** posted to the web site at:

https://4h.ansci.cornell.edu/animal-programs/horses/equine-show-rule-book/

Have another wonderful year!! Keep them positive!!

Diversity and Inclusion are a part of Cornell University's heritage. We're a recognized employer and educator valuing AA/EEO, Protected Veterans, and Individuals with Disabilities.

EVENT POLICY

Please remember, as you work with the 4-H youth this year, that the program is about the YOUTH, not about winning ribbons.

- **We are here to have FUN. If we do well, then we had more FUN!**
- **If you don't want the judge's opinion, don't go through the gate.**
- **You win some, you lose some, and some get rained out!**
- **In 20 years from now, is it going to make a difference?**
- **Youth and Horses are a Natural Combination!**
- **Learning + Fun = Positive Self Esteem**
- **Youth Development Through Positive Life Experiences**

We believe that the NYS 4-H Horse Program can and should be a positive life experience for youth - PLEASE HELP MAKE IT HAPPEN!

NYS 4-H HORSE PROGRAM THEMES

1995 - *"EXCELLENCE"*

1996 - *"COMMUNICATIONS AND COALITION BUILDING"*

1997 – *"LIGHTEN UP THE LOAD"*

1998 – *"EVALUATION"*

1999 – *"KEEPING THE FUN IN 4-H"*

2000 – *"MOVING FORWARD"*

2001 – *"I THINK WE'VE GOT IT!!"*

2002 – *"PRIORITIES"*

2003 – *"PERSEVERANCE"*

2004 – *"VOLUNTEERS ARE GREAT!!"*

2005 – *"LET'S KEEP THIS BOAT AFLOAT!"*

2006 – *"KEEP PRESSING FORWARD"*

2007 – *"RAISING THE BAR"*

2008 – *"RENEWED SPIRIT"*

2009 – *"LET THE GOOD SHINE THROUGH"*

2010 – *"CHANGE CAN BE GOOD"*

2011 – *"ONE STEP AT A TIME"*

2012 – *"CREATIVITY WILL BRING US THROUGH"*

2013 – *"HOLDING THE COURSE"*

2014 – *"TRANSITION"*

2015 – *"FORGING AHEAD"*

2016 – *"LEARNING AS WE GO"*

2017 – *"DISCOVER AND SHARE, CHANGE CAN BE GOOD"*

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I - NEW YORK STATE 4-H HORSE EDUCATIONAL EVENT POLICY

The rules, regulations and procedures contained in this section of the manual represent a combination of the rules and policies derived from national and interstate 4-H education events modified only enough to reflect the philosophy of the New York State 4-H Horse Education Committee and its subcommittee membership.

The information contained in this manual has been designed to serve two functions. The primary function is that of representing a single source of rules, regulations and procedures for all Animal Science 4-H horse educational events conducted at the state level, in particular, the events conducted at the New York State Fair. The secondary purpose is that of providing a set of guidelines or suggestions to counties, districts and regions for their competitive events and to serve in a similar manner for non-4-H organizations and agencies in organizing and conducting events open to 4-H'ers and to which 4-H'ers are specifically invited. The information contained herein is subject to annual review. It is the responsibility of the users of this information to be sure that this manual is kept up to date. It is also the responsibility of each participant in these events, especially in state level events, to be knowledgeable of all aspects of the rules, regulations, and procedures governing the events in which they participate.

NEW YORK STATE 4-H GENERAL EQUINE SHOW RULES

It is the responsibility of the rider, or the parent or guardian of the exhibitor to see to it that the head gear worn complies with the appropriate safety standards as set forth in the official 4-H policy. A memo will be sent to all CCE/4-H offices each year specifying the "official" 4-H Equine Program head gear.

Cornell Cooperative Extension, NYS 4-H, and the New York State Fair make no representation or warranty expressed or implied about any protective head gear, and caution riders that death or serious injury may result despite wearing such protective head gear, as all equestrian sports involve inherent dangerous risk and as no helmet can protect against all foreseeable injuries.

Proper equestrian footwear with a distinguishable heel and an approved helmet shall be worn at all times that a rider is mounted on an equine, sitting in a cart or handling an equine in a riding arena (whether on the ground, mounted or seated in a cart) at a 4-H sponsored clinic or show.

Exhibitors are responsible for the humane treatment and well-being for any equine in their care. They are to be treated humanely and with dignity and respect. Showing competitively is of secondary importance.

Since 2004!!** Donkey and Mules will be considered an "equine" and can be shown in any horse or pony classes in all Divisions at the NYS Fair 4-H Horse Show. They must meet all qualification requirements as stipulated in the NYS 4-H Equine Show Rule Book and the State Fair Youth Animal Exhibits book. They must qualify in their county and/or region for any class that they enter in any of these Divisions that are not part of the Donkey/Mule Division. The Donkey/Mule Division rules and qualification requirements do not change.

I. EQUINE

A. All equines must be at least 24 months of age. No intact stallion or jack over 12 months of age may be present at a 4-H event, show, clinic, etc.

B. All equines shown in ridden and driven classes must be 3 years of age and older.

C. Project Animals

1. All equines must have been officially designated as the member's project animal by **June 1** of the current year. A copy of the completed Equine or Donkey/ Mule Certificate must be on file with your County Cooperative Extension office.
2. Members may designate all personally or family owned equines as project animals. Family will be defined as the legal guardian, as well as husband, wife, parent, step-parent, step child, brother, sister, half brother and sister, grandmother and grandfather and in-laws of the same relation.
3. Members not owning or not using a family owned equine may designate two non-owned equines as their project animals, but only show one.

a) Animals that are leased need to be designated as non-owned on the project animal certificate.
b) For all "non-owned" animals, the 4-H member and the owner of the animal have entered an agreement. A lease agreement allows a 4-H member to use the specified animal as a 4-H project. CCE encourages the use of written lease agreements, but is not legally involved in writing, implementing or terminating and lease agreements.
c) Non-owner/lease opportunities are intend for youth who do not already own an animal of this type. For exhibition purposes, youth are limited to one non-owned breeding class animal of this type (in existence since 1987).
d) The only approved NYS Horse Program exceptions are donkey, mule, miniature equine, driving equine (used only for driving) and equine used for Drill, Quadrille, Parade or Mounted Games (Drill/ Quadrille/ Parade/Mounted Games has a team learning focus and not all horses are suitable for this use).

Examples:

- If a 4-Her owns one equine, they may lease a donkey, mule, mini, driving horse for being used for Drill, Quadrille, Parade or Mounted Games.
- If a 4-Her leases two equines, they can only show one and they can lease a donkey, mule, mini, driving horse or one for use in Drill or Quadrille or Parade or Mounted Games.
- If a 4-Her owns two equines they may show both of the horses not in the same division (Huntseat, Western, Dressage, Gymkhana, Saddleseat, Miniature Equine, and Driving) and they can lease a donkey, mule, mini, driving horse or one for use in Drill or Quadrille or Parade or Mounted Games.

D. Each exhibitor shall present to show officials at the time of check-in a copy of the 4-H Equine Certificate or its equivalent completely filled out and signed by <u>all</u> parties.

E. All equines entered as ponies will be measured at check-in. USEF Pony Cards will be accepted. All ponies without USEF Pony Card are required to be measured with the following guidelines. This measurement will supersede all previous measurements and will be the sole basis for determination of status. There is no minimum size for equines entered as horses.

For all Divisions, ponies = 14.2 hands or less.

No equine, regardless of the number of exhibitors using that equine, may be shown by one exhibitor as a horse in one division and as a pony by the same or different exhibitor in the same or different division. Where pony classes are sectioned in large and small divisions, small ponies are to be less than 13.0 hands.

How ponies will be measured

1. A level, flat surface should be used -- preferably a concrete slab or other paved surface or a plywood sheet at least 1" thick. Check the surface for inaccuracies to insure the surface is level. Under no circumstances should animals be measured on dirt or gravel.
2. A maximum of two handlers may present the pony for measurement but they must not interfere with the animal in any way that could influence the measurement, except that they may cover its eyes. There is to be no altering of the pony's position by application of pressure on any part of its body.
3. Check the measuring stick for proper assembly and make sure it is fully extended and locked. It is recommended that the stick be assembled with the ruler facing away from the individual performing the measurement.
4. The pony must stand square. All four legs should be perpendicular to its body and the lead should be in a level position at approximately the same height as the withers.

   Familiarize the pony with the measurement stick.

5. Be patient with the pony and give it adequate time to relax. If the pony appears frightened or unruly, let it stand with its attendant until it is comfortable with the situation.
6. The stick should be placed on the highest point of the pony's withers. (To find the highest point, drop the pony's head below its withers and feel for the point with your hand. Return the pony's head to the level position before measuring.)
7. Lower the cross-arm so it rests lightly on the withers. Do not apply pressure to the cross-arm.
8. Check both the levels on the stick to ensure that it is straight.
9. Only when the stick is properly positioned, should the measurement be read. Note this information on the form.

II. EXHIBITOR AND ENTRIES

A. Exhibitors must meet age and membership requirements as specified for all NYS Fair Dept. L participants. Riders must show at the level in which they have shown in the 4-H year leading up to the NYS Fair. For example, a rider that has shown in senior classes in open and breed shows throughout the year cannot show in junior classes at the NYS Fair and vice versa.

Junior - Youth who are at least eight years of age by January 1st of the current club year and in the third grade or higher should enroll as a 4-H member. Junior contestants must not have reached their 14th birthday prior to January 1st of the current club year.

Senior - Senior contestants must be at least 14 years of age by January 1st of the current club year. Youth who have reached their 19th birthday before January 1st of the 4-H club year may not enroll as a 4-H member.

Please Note: These are the age requirements for State Fair activities. County, regional and national events may have additional age requirements.

B. All entries will be submitted on a county basis and must be verified for accuracy and signed by the County CCE Educator/Staff before being sent to the State Fair Entry Department and must have been received in the State Fair Entry Office, Syracuse, 5:00 p.m., on the published deadline date. No phoned in entries will be accepted. Entries must be made on official forms which will be supplied. No additions or subtractions of entries will be accepted after the entry deadline.

C. Selection of exhibitors from each region shall be at the discretion of the county agent/staff, county Horse Education Committee, and/or the region's 4-H Horse Education Committee, subject to the following limitations:

1. Owned Equines - Each exhibitor shall exhibit no more than two (2) equines in the state show with minis and donkey/mules not being included in the maximum number of equines.
2. Non-Owned Equines - Exhibitor shall exhibit no more than one (1) non-owned equine in the state show. Multiple exhibitors may show the same equine, but must exhibit the animal in different state equine show divisions. Different divisions mean Saddle Seat, Western, Gymkhana, etc., NOT junior or senior exhibitor.
3. No more than one (1) equine may be entered in any one division and no more than two (2) equines may be stabled in the pole barns at the same time.
4. Entries in the various divisions are based on the following quotas:
   a) County Parade Team Two teams per county or group of counties represent a team
   b) County Drill Team Two teams per county or group of counties represented as a team
   c) County Mounted Games Team One Jr. and one Sr. team per county or group of counties represented as a team

   Note: The quota for d-j below will be 4 per county in each division if selected on a county basis, 4 times the number of counties in the region in each division if selected on a regional basis. If a region has more qualified exhibitors than they have slots for in their region quota they may petition the 4-H Horse Show Superintendent to utilize unused slots from other regions. The slots will be allocated on a first come first served basis.

   d) Gymkhana
   e) Driving
   f) Dressage
   g) Hunt Seat
   h) Miniature Equine
   i) Saddle Seat
   j) Western

D. Each exhibitor may enter no more than five (5) classes in any division and no more than fifteen (15) in the show regardless of the number of equines being exhibited. Any shared equine may enter in no more than 6 classes per division, excluding showmanship and costume. Fitting and showmanship does count as one of the five (5) classes per division. Drill/Parade, Mounted Games and Costume Classes do not count in determining the number of classes in a division or in the show.

1. Exhibitors must always use the same equine(s) in the state show event as they used at the regional/county selection show(s).
2. Exhibitors may enter only those classes in the state show in which they received a "blue-excellent" award or its equivalent in the same or similar classes at the county and/or regional selection show(s). If consecutive order placing ribbons are used in the selection show(s), it shall be the responsibility of the county/regional staff or committee to determine the number of entries in each class deemed to merit the "blue-excellent" rating:
   a) One (1) class may be entered in which a "red-good" rating was awarded in the same or similar class at the regional/county selection show(s) in order to assist meeting the suggested minimum of three classes per exhibitor except for over fences classes in the Hunt Seat Division, or Reining and Western riding in the Western Division.
3. Exhibitors may not enter a State show class in which, in the same or similar class at the regional/county selection show(s), they were dismissed from the ring, received no score or time, or received a "no-award" regardless of the reason.
4. No equine may be entered by more than one exhibitor in any class.
   a) No non-owned equine may be shown by more than one exhibitor.

E. Entries may not be submitted for nor will they be accepted from exhibitors who, during their participation in the previous year's State event, received an official reprimand for rule violation from the Extension Specialist/Horse, Horse Show Superintendent, Chair of the Division, Show Committee or the 4-H Cooperative Extension Agent of their county of membership.

III. PROCEDURES

A. All exhibitors must wear their numbers on their backs or on both sides of the equine on the saddle pad or on the vehicle seat for Driving Division at all times when mounted on the equine show grounds. Numbers must be clearly visible at all times. No handwritten numbers are allowed, commercially prepared number only.

B. All tack and equipment shall be of appropriate design, well fitted and indicate proper care. Improper, poorly cared for, poorly fitted and unsafe tack or non-standard shoes shall be penalized as prescribed or at the judge's discretion. Broken tack in a class will result in a disqualification from the class. Silver and new equipment shall not count over a good working outfit in good condition.

C. Fake tails will be allowed.

D. A fall in the arena for whatever reason will result in immediate disqualification. A fall will have occurred when an equine's shoulder touches the ground or when a rider comes in contact with the ground except as in the execution of a required and traditional dismount.

E. Any equine not following the pattern required in any class, including the specified gaits, may be disqualified as specifically prescribed or, in the absence of specific guidelines, at the judge's discretion.

F. Unless there is an official veterinarian available, the judge has the authority to dismiss from any class or the show any equine judged to be unsound or is apparently carrying a disease or other condition which would preclude appropriate or safe performance.

G. The judge, ring master, division chair or equine show superintendent may dismiss from any class, the show or the grounds any exhibitor who is cruel and abusive of an equine, fails to follow or obey instruction, cannot maintain control of an unruly or inadequately trained equine, or fails to cooperate with show management or other exhibitors. A kicking equine shall be considered to be unmanageable.

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

I. In case of ties, a judge may require additional work, but contestants other than in Gymkhana or Mounted Games cannot be required to repeat an entire performance.

J. A judge, technical delegate or division chair shall have the authority to inspect all tack and equipment and to require the removal, replacement or alteration of any piece of equipment deemed by the judge, technical delegate or division chair to be unsafe, inappropriate for a 4-H show or which would give the equine or the exhibitor an unfair advantage.

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

L. No exhibitor shall be asked or permitted to perform any maneuver or execute any part of a class routine on or with an equine other than their own.

M. Except in those classes where whips and crops are required or permitted, striking the equine with any object, including the hand, shall be caused for immediate disqualification. In classes where whips and crops are permitted or required, exhibitors must use great discretion.

N. Delay of classes:

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

2. In classes in which equines compete individually, an order of go will be established and one minute will be allowed for an entry to enter the ring. ***Note**: In dressage the rider has 45 seconds to enter the ring after the judge blows the whistle. If jump order is used, it must be posted 30 minutes prior to the start of the class.
3. If a class in which equines compete together is in progress and must be stopped due to a storm, accident or other emergency, it is recommended that the class will be held over in its entirety and no consideration will be given to the performance during the original session.

O. No patterns or course will be used that will jeopardize the safety of the equine or the exhibitor. All patterns and courses for classes other than those contained in the rule book are to be posted at a reasonable time prior to the start of that class and there is to be no variation from the posted pattern or course.

P. Classes in which there are fewer than four exhibitors may be combined with other classes as deemed appropriate by the show officials. Classes may be sectioned by age of rider.

Q. Mounting/Dismounting - Youth may be asked to mount or dismount at the judge's discretion. If a child has special needs, please talk with the Division Chairperson or Equine Show Superintendent. The Equine Show Committee will make a decision in these instances.

R. No bareback classes will be held in any division. No bareback riding will be allowed on the NYS 4-H grounds.

S. All 4-H exhibitors must have their show number visibly displayed at all times when mounted on the equine show grounds.

IV. SUPERVISION AND CONDUCT

A. Protests must be made by an exhibitor or group captain, not by parents, coaches or any outside party. Protests must be confined to the exhibitor or group's own performance or placing, and in no case may a protest be made of another exhibitor's or group's score, placing or performance.

B. Protests are to be lodged with the Technical Delegate or the chair of the division prior to the beginning of the next event or class. The Technical Delegate and/or Division Chair will then determine the necessity of approaching the judge through the ring master and/or the Division Chair. The name of the Technical Delegate and the Division Chair will be posted and/or announced.

C. No parent, coach, visitor or exhibitor may approach, question, or direct public comment to or about the judge. Violations will be handled on an individual basis by the Technical Delegate, Division Chair, Equine Show Superintendent, Show Committee and, in extreme or flagrant cases, the NYS 4-H HEC.

D. Conduct unbecoming to a parent, supervisor, or exhibitor will be subject to immediate disciplinary action.

E. No coaching from ring side please.

F. No exhibitor or other youth will be permitted to sleep in the barns.

G. There shall be no riding or other using of equine within the rings or pole barn area after the rings are officially closed for the day.

H. No smoking, cooking or use of any heat generating device may take place in the barns or immediately adjacent to the barns.

I. No one other than exhibitors may ride, school or train an equine entered in the show while on the 4-H show grounds. If a youth is having a problem with an equine, please talk with the Equine Show Superintendent or Division Chairperson. With Equine Show Committee approval, exceptions may be made. Safety of the youth will always be of primary concern.

V. SPECIFIC COMPETITIVE EVENT RULES

A. Each specific division is governed by rules developed for that specific event (see rules for each event for details).

B. The rules developed for each specific division will take precedence over general rules or the seat you may be riding if there is any variation.

C. Due to the many different breeds, types and quality of animals exhibited by 4-H youth in New York State, as much as possible the NYS 4-H Equine Show rules are patterned after those of the United States Equestrian Federation (USEF) rules. When this has not been possible, other appropriate rules have been utilized as a guide. Dressage Division will use United States Equestrian Federation (USEF) rules as guidelines.

D. **PLEASE** remember that the NYS 4-H Equine Program is about youth, NOT about winning!

VI. CLASS LIST, SCHEDULE OF EVENTS AND ORDER OF GO

See your State Fair Book

NEW YORK STATE 4-H SHOWMANSHIP AT HALTER

I. PERSONAL ATTIRE AND APPOINTMENTS

PLEASE NOTE: Since the 4-H Showmanship at Halter class is offered in the Western, Hunt Seat, Saddle Seat, Draft Horse and Donkey/Mule Divisions, Miniature Equine, you need to know the personal appointment and attire for the seat you are riding. If there is a conflict in the listings, the Showmanship at Halter list will take priority.

WESTERN

A. Required

1. Approved protective helmet
2. Long sleeved western **attire** or short sleeved shirt with jacket
   shirts must have collars
3. Western type boots with distinguishable heel
4. Western riding pants or denims

B. Optional

1. Western style tie
2. Vest - to be worn with long sleeved shirt only
3. Jacket
4. Sweater
5. Gloves

C. Prohibited

1. Western hats
2. No T-shirts, sweatshirts or crew type necklines
3. Chaps
4. Spurs

HUNT SEAT

A. Required

1. Approved protective helmet
2. Breeches or jodhpurs
3. Shirt **and/or dickies**
4. Coat
5. Hunt, field or jodhpur boots with a distinguishable heel
6. Tie or choker
7. Hair neatly contained, preferably in a net

CONTINUE HUNT SEAT

B. Optional

1. Gloves

C. Prohibited

1. Chaps
2. Spurs

SADDLE SEAT

A. Required

1. Approved protective helmet
2. Saddle suit of conservative colors or Kentucky jodhpurs with matching jacket (informal attire)
3. Jodhpur boots with a distinguishable heel
4. Tie
5. Shirt

B. Optional

1. Gloves

C. Prohibited

1. Derby or soft hat
2. Chaps
3. Spurs
4. No colored day coats

DRAFT HORSE

A. Required

1. Approved protective helmet
2. Long pants or slacks (skirts not recommended for safety purposes)
3. Long or short sleeved shirt
4. Work boot or equestrian footwear (keep foot protection in mind)

B. Optional

1. Gloves

CONTINUE DRAFT HORSE

C. Prohibited

1. No t-shirts, sweatshirts or crew type necklines
2. Spurs

MINIATURE EQUINE

Please note: You may show your miniature equine Western, Hunt Seat or Saddle Seat. **(Refer to Personal Attire and Appointments for Western, Hunt Seat or Saddle Seat in the Showmanship at Halter section of this rule book on previous pages).**

DONKEY/MULE

Please note: You may show your donkey or mule Western, Hunt Seat or Saddle Seat. **(Refer to Personal Attire and Appointments for Western, Hunt Seat or Saddle Seat in the Showmanship at Halter section of this rule book on previous pages).**

II. TACK AND EQUIPMENT

PLEASE NOTE: Since the Showmanship at Halter class is offered in the Western, Hunt Seat, Saddle Seat, Draft Horse and Donkey/Mule Divisions, you need to know the tack and equipment for the seat in which you are riding. If there is a conflict in the listings, the Showmanship at Halter list will take priority.

PLEASE NOTE: Fake tails will be allowed.

WESTERN

A. Required

1. Nylon, leather or show halter
2. Nylon, cotton rope, leather or show lead

B. Optional

1. Chain on lead-**must be under the chin**

C. Prohibited

1. Western bridles, hackamores and bosals
2. Whips, quirts, bats, etc.
3. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices. (This includes use for practice or warm-up.)
4. **Lead chain over the nose**

HUNT SEAT

A. Required

1. Halter (nylon or leather) and lead (nylon, cotton rope or leather) or bridle (snaffle, pelham, kimberwicke or full)
2. All bridles must have cavesson nosebands

B. Optional

1. Crops
2. Chain on lead-**must be under the chin**

C. Prohibited

1. Chin straps or curb chains less than 1/2" in width
2. Figure 8 noseband
3. Dropped noseband
4. Wire curbs
5. Converters
6. Protective boots, leg wraps and bandages
7. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices. (This includes use for practice or warm-up.)
8. **Lead chain over the nose**

SADDLE SEAT

A. Required

1. Halter (nylon or leather) and lead (nylon, cotton rope or leather) or bridle (full or pelham)
2. All bridles must include cavesson, browband, throatlatch, and appropriate curb chain.

B. Optional

1. Whips

C. Prohibited

1. Chin straps or curb chains less than 1/2" in width
2. Dropped noseband
3. Kimberwicke
4. Bit converter
5. Protective boots
6. Draw reins, side reins, chambon, nose reins, gogue and other similar

training devices. (This includes use for practice or warm-up.)
7. Day coats
8. **Lead chain over nose**

DRAFT HORSE

A. Required

1. White nylon or white show bridle
2. White nylon or white show lead with chain under chin
3. Show stick (proper use is essential)
4. Straight Draft Horse bit

B. Optional - None

C. Prohibited

1. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices. (This includes use for practice or warm-up.)

MINIATURE EQUINE

Please note: You may show your miniature equine Western, Hunt Seat or Saddle Seat. **(Refer to Tack and Equipment for Western, Hunt Seat or Saddle Seat in the Showmanship at Halter section of this rule book on previous pages).**

DONKEY/MULE

Please note: You may show your donkey or mule Western, Hunt Seat or Saddle Seat. **(Refer to Tack and Equipment for Western, Hunt Seat or Saddle Seat in the Showmanship at Halter section of this rule book on previous pages).**

III. GENERAL SPECIFICATIONS

This class is to be judged on the cleanliness and condition of the equine, the training and manners of the equine and the way in which the exhibitor presents the equine to the judge. **4-H exhibitors will not be penalized nor gain extra points due to the expense of the equine, equipment, or clothing that they will be utilizing to exhibit in this class.**

The 4-H rules for this class were patterned after the 1995 NYS 4-H Fitting and Showmanship rules and the January 1996 AQHA Showmanship at Halter rules.

A. Class Requirements

1. If a pattern is to be used, the judge or show management must post

the pattern for the class at a reasonable time before the class. The judge has the option to bring back exhibitors for consideration for final placing; the final pattern need not be posted.

2. Posing: The exhibitor will move back and forth across the front of the equine in accordance to the "Quarter" System (see illustration at the end of the Showmanship at Halter rules) depending on the position of the judge, regardless of the method of evaluation. In general, if the judge is positioned toward the front half of the equine, the exhibitor is to be on the opposite side; if the judge is positioned toward the rear half of the equine, the exhibitor is to be on the same side. The exhibitor should at all times remain in front of a line perpendicular to the long axis of the equine's body at the equine's nose, facing the shoulder. The exhibitor's body should remain stationary but the head may be turned to keep the judge in view.

B. Judging the class - No score cards will be kept or available to the exhibitor; the judge has the option to use a score card for their use as a judging tool.

PLEASE NOTE: Fake tails will be allowed.

1. **Appearance of the equine (40 points)**
   a) Condition and Thriftiness (15 points)
   b) Grooming (15 points)
      - Hair coat clean, well brushed
      - Mane, tail, foretop and wither tufts free of tangles and clean. It is prohibited to use ornaments of any kind, except in divisions in which this is acceptable, ie: Draft and Gaited Horse classes. Manes, tails, fore tops, and wither tufts may be braided or banded in English or Western. French or other style as appropriate to breed and/or style of riding.
      - Hooves should be trimmed properly. If shod, shoes must fit properly and clinches should be neat.
   c) Trimming (5 points)
      - Manes and foretop should be trimmed according to breed type and/or division shown. Wither tuft must be left.
      - Inside of ears may be clipped.
      - Long hair on jaw, legs, and pasterns should be clipped.
   d) Tack (5 points)
      - Tack should be neat, clean, and in good repair.
      - Tack should be appropriate for the division shown.
2. **Appearance of Exhibitor (10 points)**
   a) Clothes and exhibitor are to be neat and clean.
   b) Appropriate clothes should be worn for the division shown.
3. **Showing the equine (50 points)**
   a) Leading (15 points)
      - Enter the arena leading the animal at an alert walk in a counter-clockwise direction unless otherwise directed by the judge. Walk

on the animal's left side, holding the lead/reins in the right hand, 8 to 12 inches from the animal's head. The remaining lead/rein is held neatly and safely in the left hand. **A tightly coiled or rolled lead/rein will be considered a fault at showmanship.** The equine should lead readily at the walk or jog/trot.

- After the judge has lined up the class, he/she will call on each exhibitor to move their equine individually. When moving the equine, be sure that the judge gets a clear, unobstructed view of the equine's action. Allow the equine sufficient lead/rein so that it can move freely and in a straight line. Lead the equine from its left side to the required distance; stop; and turn to the right around the equine. Follow the judge's pattern.

b) Posing (15 points)
- When posing the equine, stand toward the front facing the equine, but not directly in front of the equine, and always in a position where you can keep your eye on the judge.
- Pose the equine with their front feet squarely under them. Rear legs should be placed squarely under the equine or according to breed type. Do the positioning with the lead/rein. Do not use your hand or foot to position your equine. Never kick an equine's leg into position.
- Do not get too close to the equine and exhibitor next to, in front, or behind you. **THIS IS A SAFETY ISSUE!!! STAY OUT OF KICKING AND BITING RANGE OF ANOTHER ANIMAL!!**
- While the judge is observing other animals, keep your animal posed as well as possible.
- Be natural; overshowing or undue fussing and maneuvering are objectionable.

c) Poise, alertness, and merits (20 points)
- Keep alert and be aware of the position of the judge at all times. Do not be distracted by persons or happenings outside of the ring.
- **Show your equine at all times**, not yourself.
- Respond quickly and politely to the requests of the judge, show officials **and current styles of showing.**
- Be courteous and sportsmanlike at all times.
- Quickly recognize and correct faults of your equine.
- Keep showing until the entire class has been placed and you are excused from the ring.

4. **Soundness**

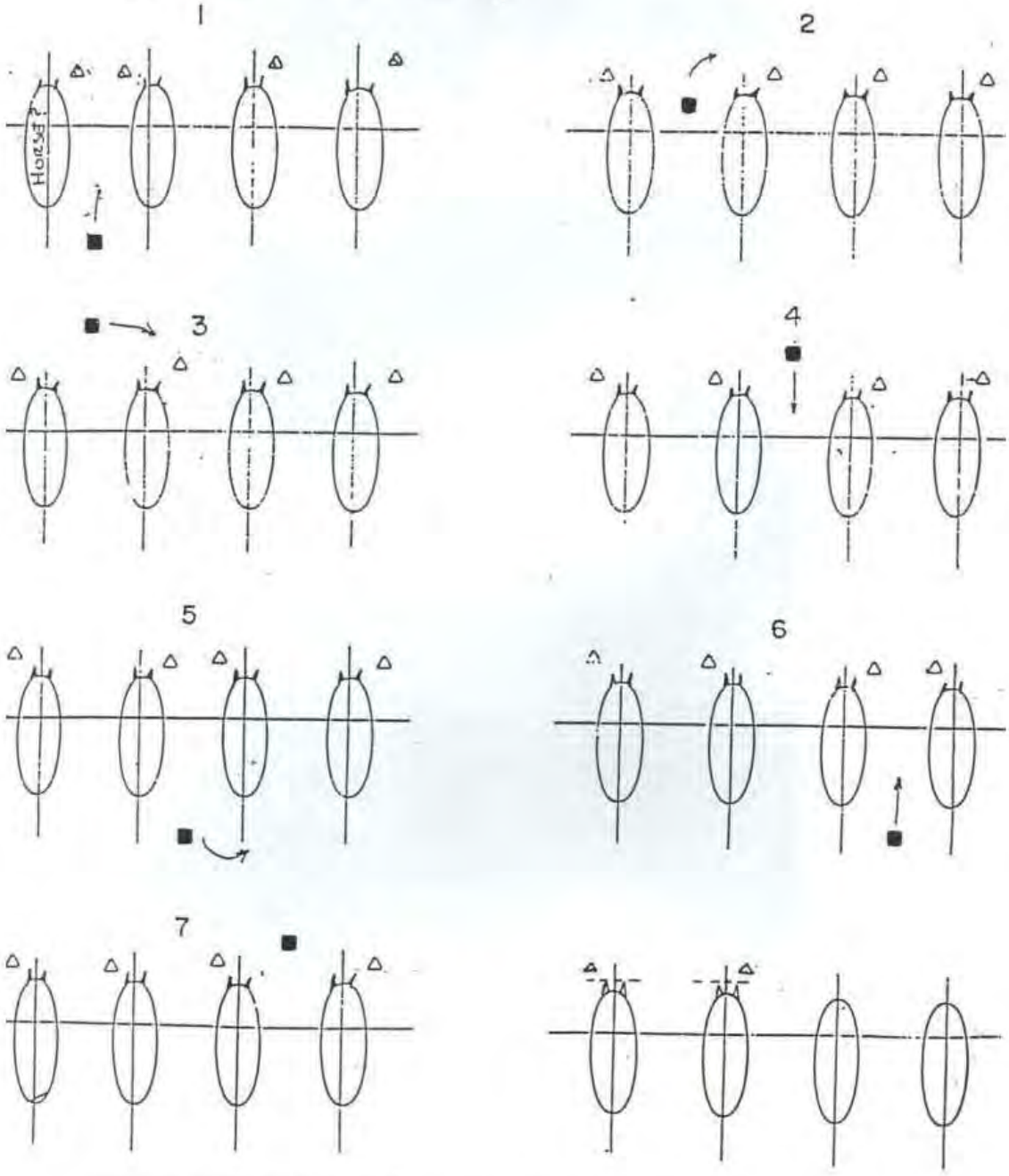
a) Unsoundness of the equine being shown shall not penalize a handler unless it is sufficiently severe as to impair the required performance, in which case penalty is at the judge's discretion.

C. Suggestions for Exhibitors

1. Always respond to judge's comments and questions quickly and politely.
2. Avoid excessive make up.
3. Choose conservative clothing and appointments.
4. Look alert, interested, keep head up.
5. Smile.
6. Follow instructions, be ready.
7. Be courteous to judges and other exhibitors.
8. Know where the judge is at all times.
9. Keep the equine alert and properly posed.
10. Be sure your exhibitor number is clearly visible; be sure long hair does not cover your number.

THE "QUARTER" SYSTEM

■ = JUDGE ◢ = EXHIBITOR



JUDGE ON FRONT HALF OF HORSE = EXHIBITOR ON OPPOSITE SIDE.
JUDGE ON REAR HALF OF HORSE = EXHIBITOR ON SAME SIDE.

NEW YORK STATE 4-H TRAIL CLASS

I. PERSONAL ATTIRE AND APPOINTMENTS

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

II. TACK AND EQUIPMENT

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

III. GENERAL SPECIFICATIONS

The Trail equine will be tested for manners and obedience over and through a series of obstacles that insofar as possible are limited to those that might be encountered in normal riding. The equine should handle each obstacle quietly and willingly, but not without showing some curiosity about the obstacle. A good trail equine should be relied upon to investigate obstacles to determine the safety of proceeding over or through them. The equine should not forge ahead without inspecting the obstacle.

A. Class Routine

1. Contestants may be asked to ride an elimination course from which finalists may be selected.
2. Finalists will be required to work through another series of obstacles and may in addition be asked to work on the rail.
3. The class may be judged by combining scores of a series of independent judges.
4. Obstacles used may include but will not be limited to:
   a) Gate
   b) Logs or ground poles
   c) Bridge
   d) Back-up with at least a 30 degree turn
   e) Obstacle to be walked over or jumped, at least 14" high but not more than 24" high
   f) Slicker to be picked up and put back, while mounted
   g) Carrying a bucket or pail
   h) Side passing over L- or T-shaped rails demonstrating ability in both directions. Rails may be elevated up to 12" to 18".
   i) Mailbox to be opened and closed
   j) Dragging a log or sack with a rope k) Passing tractor, truck or motorcycle
   l) Water hazards

PLEASE NOTE: Youth will not be asked to mount or dismount. See General Equine Show Rules - "Procedures".

5. It is strongly recommended that obstacles used other than those mentioned should be similar to those that would actually be found while trail riding. Bizarre obstacles such as fresh animal skins, flares, fires, car horns, etc. should be avoided.
6. If an entry fails to completely negotiate an obstacle in one minute, only partial points will be awarded. Failure to begin to negotiate an obstacle with 30 seconds of arrival at that obstacle, or three refusals, regardless of the length of time, will result in a zero at that obstacle. Failure to follow the prescribed order of obstacles will result in **disqualification**. Failure to score at any three obstacles will result in **elimination**. No obstacle may be passed without permission of the judge.

B. Scoring

1. Emphasis will be placed on the equine's suitability as a safe, dependable trail equine. Scoring will be based entirely on scores given at each obstacle.
2. A trail class will be composed of up to 8 obstacles. A score of 0 to 10 will be given for each obstacle. A score of 5 would indicate that an average job was done at that obstacle. A score less than 5 would indicate grades of a poor job. A score higher than a 5 would indicate grades of a good job. Any score between 0 and 10 can be assigned, no 1/2 points.
3. a) Trail Class cannot be ridden using two hands. The only exceptions would be:
   - riding a junior equine with two hands
   - riding in Hunt Seat or Saddle Seat Division Trail Classes

   b) It is permissible to change hands to work an obstacle.
4. Ties may be broken on the basis of performance at one or more predetermined obstacle(s) or on appointments, 30%; conformation, 40%; and suitability of mount to rider, 30%.
5. See the score card on the following page.

AQHA
AMERICAN QUARTER HORSE ASSOCIATION

TRAIL SCORE SHEET

JUDGE
CLASS
DATE

OBSTACLE SCORES: -1½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, +1½ Excellent

WORKING ORDER	ENTRY NUMBER	OBSTACLE / OBSTACLE DESCRIPTION	1	2	3	4	5	6	7	8	9	10	11	12	PENALTY TOTAL	FINAL SCORE
		PENALTY														
		OBSTACLE SCORE														
		PENALTY														
		OBSTACLE SCORE														
		PENALTY														
		OBSTACLE SCORE														
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JUDGES SIGNATURE _____

TRAIL OBSTACLE SCORES:
+1 1/2 – Excellent, +1 – Very

Good, +1/2 – Good, 0 – Correct, -1/2 – Poor, -1 – Very Poor, -1 1/2 – Extremely Poor

PENALTY 1/2: Each tick of log, pole, cone or obstacles.

PENALTY 1:
Hit or step on; Incorrect gait at walk or jog 2 strides or less; Both feet in space; Skip space; Split pole, failure to meet the correct strides on trot over & lope over log, incorrect number of strides, if specified.

PENALTY 3:

Break gait at walk or jog over 2 strides; Out of lead or break of gait at lope; knockdown: Step out or jump off with 1 foot.

PENALTY 5:
Drop object; 1st refusal or evade: 2nd refusal; Loss of control at gate, use of either hand to instill fear or praise; Step out or jump off obstacle with more than 1 foot: Blatant disobedience; Failure to complete obstacle, holding saddle.

PENALTY SCORE 0:
Failure to follow the correct line of travel within or between obstacles; Use of more than 1 finger between reins; Use of 2 hands; Use of romal other than outlined; Performing obstacles incorrectly or other than specified order; No attempt to perform obstacle; Equipment failure; Excessively or repeatedly touching the horse on the neck to lower the head; Fall to ground; Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than 1/4 turn; Failure to work an obstacle other than how it is described; Outside boundary marker of arena or course area; 3rd refusal; Failure to demonstrate correct lead or gait; On line of demonstrate correct lead or gait; On line of travel, head consistently carried too low or over flexed, except in Novice classes.

SHW461. AQHA TRAIL

SHW463. SCORING. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 1/2 excellent. Obstacle scores are to be determined and assessed independently of penalty points.

SHW464. Penalties should be assessed, per occurrence, as follows:

SHW464.1 One-half (1/2) point each tick or contact of log, pole, cone, plant, or any component of an obstacle.

SHW464.2 One (1) point each hit, bite, or stepping on a log, cone, plant or any component of the obstacle incorrect or break of gait at walk or jog for two strides or less both front or hind feet in a single-strided slot or space at a walk or jog skipping over or failing to step into required space split pole in lope-over incorrect number of strides, if specified

SHW464.3 Three (3) points incorrect or break of gait at walk or jog for more than two strides out of lead or break of gait at lope (except when correcting an incorrect lead) knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle falling or jumping off or out of a bridge or a water box with one foot once the horse has got onto or into that obstacle stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360- degree box, side pass) with one foot once the horse has entered the obstacle missing or evading a pole that is a part of a series of an obstacle with one foot

SHW464.4 Five (5) points dropping slicker or object required to be carried on course first or second cumulative refusal, balk, or evading an obstacle by shying or backing letting go of gate or dropping rope gate use of either hand to instill fear or praise falling or jumping off or out of a bridge or a water box with more than one foot once The horse has got onto or into that obstacle stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360-degree box, side pass) with more than one foot once the horse has entered the obstacle, missing or evading a pole that is a part of a series of an obstacle with more than one-foot blatant disobedience (including kicking out, bucking, rearing, striking) holding saddle with either hand

SHW464.5 Disqualified O – Score use of two hands (except in snaffle bit or hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle as outlined in WESTERN EQUIPMENT, or to straighten reins when stopped, use of romal other than as outlined in WESTERN EQUIPMENT performing the obstacle incorrectly or other than in specified order no attempt to perform an obstacle equipment failure that delays completion of pattern excessively or repeatedly touching the horse on the neck to lower the head entering or exiting an obstacle from the incorrect side or direction working obstacle the incorrect direction; including overturns of more than 1/4 turn riding outside designated boundary marker of the arena or course area third cumulative refusal, balk, or evading an obstacle by shying or backing failure to ever demonstrate correct lead and/or gait as designated failure to follow the correct line of travel between obstacles excessive schooling, pulling, turning, stepping or backing anywhere on course failure to open and shut gate or failure to complete gate (except for level 1or rookie classes where they place below all who complete course correctly).

SHW464.7 Faults which will be cause for disqualification that occur on the line of travel between obstacles, except in Rookie/Level 1amateur or Rookie/Level 1 youth classes which shall be faults scored according to severity, include (1) head carried too low (tip of ear below the withers consistently); (2) over flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

NEW YORK STATE 4-H COSTUME CLASS

Costume Class was re-instated at the 12/5/09 HEC meeting. Was referred to the Horse Show Chairs and will be offered in the following divisions: Western, Driving – Mini.

I. PERSONAL ATTIRE AND APPOINTMENTS

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

II. TACK AND EQUIPMENT

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

III. GENERAL SPECIFICATIONS

Each contestant or group of not more than three contestants are to prepare themselves and their mounts to carry out a specific theme of their choice or one specified for the show. Expensive native Arabian and Indian costumes will not be given credit over an inexpensive costume which shows imagination, ingenuity and clearly represents the efforts of the exhibitor. All entries should be accompanied by a 3" x 5" card which contains the name(s) of the exhibitor(s), county and region, and the theme of the costume or an explanation of the purpose or intent. No skits or acts will be accepted. All exhibitors must design the costumes in such a manner as to permit movement at the walk and to be safe. No costume will be permitted to enter or remain in the ring, if in the opinion of the judge, ringmaster or the show committee, the costume is deemed to create a hazardous situation for the exhibitor or any other exhibitor, the equine involved is unruly to the point of being unable to manage or as the result of activity during the class, the costume is seriously damaged or deteriorated. The above will be cause for **disqualification**. Helmets must be worn at all times. Evaluation and scoring shall be at the discretion of show management and/or the judge.

More than 10 consecutively placed ribbons may be awarded for this class (i.e. - special recognition, funniest, prettiest, most creative, etc.).

***NOTE – Please use caution and good judgment when creating costumes and keep SAFETY in mind. Show committees must monitor that costumes are safe, even if it means excusing exhibitors from a class due to unsafe costumes for themselves or other horses and youth.**

NEW YORK STATE 4-H DRESSAGE DIVISION

PLEASE NOTE: THE NYS 4-H HORSE SHOW IS NOT A LICENSED USEF COMPETITION HOWEVER USEF TESTS AND SCORING WILL BE USED FOR THE SHOW.

I. PERSONAL APPOINTMENTS AND ATTIRE

PLEASE NOTE: Since the Dressage Division allows riders from Hunt Seat and Saddle Seat, you need to know the personal appointments and attire for the seat in which you are riding. If there is a conflict in the listings, the Dressage Division takes priority.

A. Required

1. That which is correct for the seat being ridden. Refer to the personal attire and appointments list for the appropriate division.

B. Optional

1. Spurs - blunt only - but not recommended for training level – all spurs must have straps

C. Prohibited

1. Tapaderos
2. Rowelled spurs
3. Clip-on spurs

II. TACK AND EQUIPMENT

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

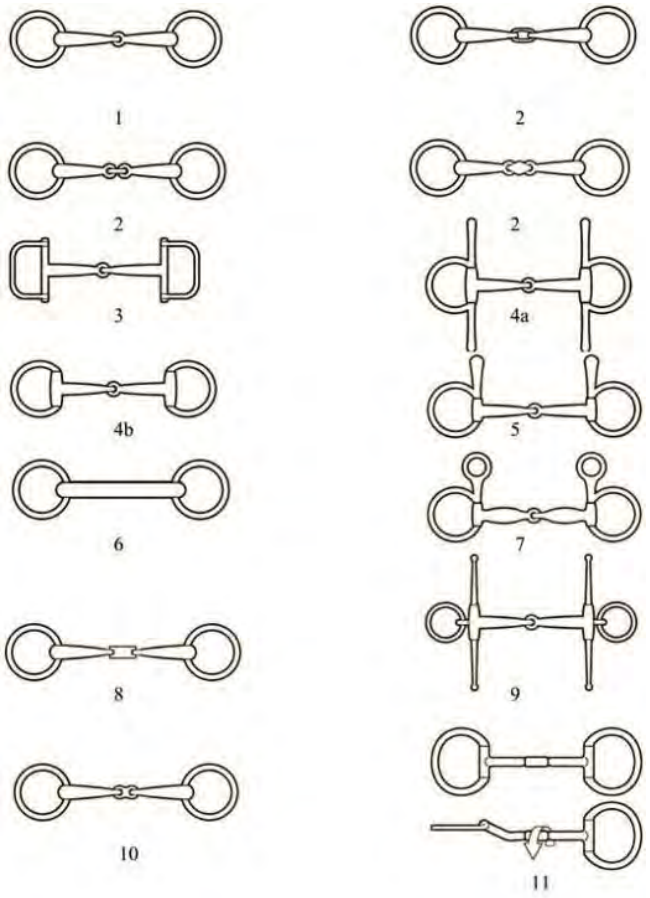
A. Required

1. That which is correct for the seat being ridden. Refer to the tack and equipment - list for the appropriate division.
2. Noseband - all English seats
3. Hunt, Dressage, and Saddle Seat riders must use bits designated on the bit chart.

*Any bits may be made with a rubber, plastic or leather covering, but the bit may not be modified by adding latex or other material. Bits with mouthpieces made of synthetic material are permitted, provided that the contours of the bit conform to the contours of one of the bits pictured on the following page.

Acceptable bits for 4-H Dressage follow: (Hunt, Dressage, and Saddle Seat - required).

Examples of Acceptable Dressage Division Bits



1. Ordinary snaffle with single-jointed mouthpiece.
2. Ordinary snaffle with double- jointed mouthpiece.
3. Racing snaffle (D-ring).
4. Snaffle.
   a) with cheeks, with or without keepers.
   b) without cheeks (Egg-butt).
5. Snaffle with upper or lower cheeks.
6. Unjointed snaffle (Mullen-mouth).
7. Snaffle with cheeks. (Hanging or drop cheek; Baucher). This may be a D-ring or other ordinary snaffle as pictured in Nos. 1-6.
8. Dr. Bristol.
9. Fulmer.
10. French snaffle.
11. Snaffle with rotating mouthpiece

B. Optional

1. Dressage whip measuring less than 47.2" (USEF Rule Book DR 120.6) including the lash
2. Snaffle bridle
3. Figure 8 noseband
4. Dropped noseband
5. Flash noseband or cavesson
6. Dressage saddle

C. Prohibited

1. Wire, twisted wire or sharp-edged bits – to include twists, slow twists and gentle twists.
2. Roller bits
3. Kimberwickes
4. Pelhams
5. Full bridles below 4th level (Saddle Seat riders included)
6. Bosals
7. Hackamores

8. Crops
9. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices.

D. **Allowed** in practice or warm-up rings

1. Crops

III. CLASS DESCRIPTIONS

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

Training Level Dressage Tests: The purpose of the Training Level Dressage Tests is to confirm that the equine's muscles are supple and loose, and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit. Gaits judged on freedom and regularity. Impulsion judged on desire to move forward, elasticity of steps, suppleness of the back, and engagement of the hindquarters. Submission judged on attention and confidence; harmony, lightness and ease of movements, and acceptance of the bridle. Rider's position and seat judged on correctness and effect of the aids.

First Level Dressage Tests: The purpose of the First Level Dressage Tests is to confirm that the equine, in addition to the requirements of Training Level, has developed thrust (pushing power) and achieved a degree of balance and thoroughness. Gaits judged on freedom and regularity. Impulsion judged on desire to move forward, elasticity of the steps, suppleness of the back, and engagement of the hindquarters. Submission judged on attention and confidence, harmony, lightness and ease of movements, and acceptance of the bridle, lightness of the forehand. Rider's position and seat judged on correctness and effect of the aids.

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

A. **English tests** to be used are as published by USEF and included here. They are:

1. Training Level, Test 1
2. Training Level, Test 2
3. Training Level, Test 3
4. First Level, Test 1
5. First Level, Test 2
6. First Level, Test 3
7. Test of Choice for First and Second Level

PLEASE NOTE: THE NYS 4-H HORSE SHOW IS NOT A LICENSED USEF COMPETITION HOWEVER USEF TESTS AND SCORING WILL BE USED FOR THE SHOW.

Examples of the 2019-22 USEF Dressage Tests can be found at the end of this section. To find the 2019-22 USEF Dressage Tests: Click on the icons at the last page of this division or http://www.usef.org/

In the upper right hand corner – you see the USEF LOGIN. Just type in your username and password. If you forgot your password, click on the Forgot Password? And do what the prompts ask. If you don't have a username/password you can either Create New Account (for people who don't want to pay for a membership to USEF) or Joining USEF as new individual member. Follow the prompts. It takes only minutes to get your username/password created and verified.

Once you are logged on and "in" the page will be the Main Menu. At the top will be your Member ID, your username and your email address. Go to the bottom of the page to Other Options. The first thing listed there is '2015 Dressage Test Score Sheets'. Click on that and you will have all the tests. Pick the ones you want.
If all else fails; someone could contact the USEF webmaster at webmaster@usef.org or call them at 859.258.2472.

B. Prix Caprilli Test

1. For horses with jumping experience showing Training Level Dressage or above – maximum height of fences 2'. Seniors jump 2 feet and juniors jump 18 inches. The test will be ridden in the large arena.
2. It is understood that in the working gaits, a jumping horse is not expected to be as round on the bit as a competing dressage horse.
3. The horse must softly accept the bit and may show more "roundness" in the parts of the tests separate from the jumps.
4. Trot work to be done posting.
5. Transitions into and out of the halt maybe through the walk.
6. Test may not be called.
7. Refusals will be penalized as an error of course. Knockdowns will be penalized at the judge's discretion. In the case of a knocked down rail being in the way, the judge will ring the bell for the rider to stop without penalty. After the jump is replaced the bell will be rung again telling the rider to continue from where he stopped.

C. Dressage Seat Equitation

1. Dressage Equitation classes shall be open only to riders who have never competed above Second Level in recognized competition.
2. To be shown at medium walk, trot and canter both ways of the ring. The rider's position, seat and specifically the correct use and effect of the aids required by the Training and First Level Dressage tests are to be judged as outlined in DR 117.1 (USEF rule book).

3. The movements shall be performed by the exhibitors simultaneously; however, the judge may ask for independent execution of certain tests.
4. In judging the seats, use and application of aids at the working gaits, judges shall include the following tests:
   a) Transitions from one gait to the next; both ways
   b) Transitions from walk to halt and vice versa.
5. Additional tests from which the judges may select:
   a) Transitions from trot to halt and vice versa with or without stirrups.
6. There will be no exchange of equines.

IV. GENERAL RULES AND SCORING FOR DRESSAGE TESTS

A. General Rules for Dressage Tests

1. Exhibitors may select no more than three (3) tests (including a Musical Kur).
2. Each entry is to individually perform the required test. A schedule of order will be established for each class. It is the responsibility of the exhibitor to be ready to ride at the scheduled time or be eliminated. Tentative ride times will be assigned the evening before with the final ride times posted as early as possible in the morning of classes.
3. Tests are to be ridden exactly as listed.
4. All Training Level tests will be ridden in a small arena. (20 meters x 40 meters) All First Level and Musical Kur tests will be ridden in the large arena (20 meters x 60 meters). (1 meter = 3.3 ft.).
5. No readers will be allowed.
6. At the salute, riders must take the reins in the left hand. A rider will let the right hand drop loosely along the body and then incline the head in a slight bow.
7. The use of the voice or clucking is prohibited and will be penalized by deduction of two marks from those which would have been awarded for each movement where this occurs.
   *Excessive use of the whip will be cause for **Elimination** at the judge's discretion.
8. When a competitor makes an error on the course, the judge sounds a bell or whistle, shows them where to take up the test again and leaves then to continue. The clock is not stopped. If the error does not impede the course of the test, it is up to the judge to decide whether to sound the bell or not. Every error, whether or not the bell is sounded, is penalized as follows:

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

i.e. When a competitor makes an error of the test, such as trotting rising instead of sitting, or failing to take the reins in one hand for the salute, the competitor is penalized as for an error of the course.

9. In the case of marked lameness, the judge informs the competitor that he is eliminated. There is no appeal against this decision.
10. If during the test the equine leaves the arena (all four feet outside the fence or line marking the arena perimeter), the competitor is **eliminated**.
11. A competitor leaving the arena at the end of the ride at any point other than A shall be **eliminated**.
12. Equines which enter the arena with their tongue tied down will be **eliminated**.
13. Each commenced second in excess of the time allowed is penalized by 1/2 point. The clock is started when the equine moves forward after the first salute and is stopped when the competitor salutes the judge at the end of the test. Times allowed are located on each test.
14. In all competitions, the winner is the one having the highest total points. In the case of equality of points, the competitor with highest marks under "General Impressions" is the winner. When the General Impressions are tied, the judge may declare a winner or the competitors may remain tied. General Impressions are the same as Collective Marks.

B. Scoring for Dressage Tests

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

10 -	Excellent	5 -	Sufficient
9 -	Very good	4 -	Insufficient
8 -	Good	3 -	Fairly bad
7 -	Fairly good	2 -	Bad
6 -	Satisfactory	1 -	Very bad
		0 -	Not executed

1. Add up all points in Movements column, being careful to check for errors and coefficients. A coefficient is represented by a printed 2 next to the points. The score for that movement must be multiplied by 2 before adding up total points.
2. Multiply coefficients then add up the total points in the General Impression (Collective Marks) column (last 4 categories).
3. Add all points (both the above). Add total from 1 and 2.

Total test score - movements
\+ Total collective marks
Total test score ÷ possible score = % score

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

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

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

5. (If time is to be used) Check the time of the ride against the time allowed (printed on the front of the test sheet). If overtime, subtract time penalties as follows: **1/2 point for each commenced second overtime.**
6. After deducting error and time penalties, you will have the total score. Divide the total score by the total possible points (found on back of test paper) to determine the percentage.
7. The total points and percentage (or reason for elimination if eliminated) should be written on the front of the test sheet. When posting scores, both total score and percentage should be posted. If possible, percentages should be announced when giving out awards. Score sheets should be kept until awards are handed out and then given to riders.

V. GENERAL RULES AND SCORING FOR MUSICAL KURS

A. Rules for Musical Kurs:

1. Movements exceeding the difficulty of the level entered will be penalized by a deduction of four (4) points, from the total points for each occurrence.
2. Compulsory movements may be performed in any order.
3. Compulsory movements must be shown on both reins but not necessarily symmetrically. Compulsory movements shown in only one direction will be scored, but a "0" will be given (and averaged into the final score) for compulsory movements not shown in the other direction, (you will only receive half the points possible)
4. The arena shall be 20 meters by 60 meters. (see the following pages for large and small arena setup distances).
5. Musical tapes must be handed in 4 hours before the scheduled ride with clear directions as to appropriate time to start the music. It should also include the competitor's name, equine name, level of ride and time of play. The tape should be cued up so that the music is ready to play when the "play button" is pushed. Sound equipment will be available if a standard tape is used.
6. Maximum time allowed for Musical Kur is 5 minutes.
7. In case of a tie, the higher total for artistic impression will break the tie.
8. For an effective freestyle, the rhythm of the music should suit the gaits of the equine.

9. It is advisable to always bring an extra copy of the music tape to the competition.

B. Scoring for Musical Kur:

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

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

3. Time will be considered in scoring. Refer to each test for time penalty.
4. Musical Kurs will be evaluated more on the basis of technical merit than on a theme or audience appeal.

VI. DRESSAGE ARENAS

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

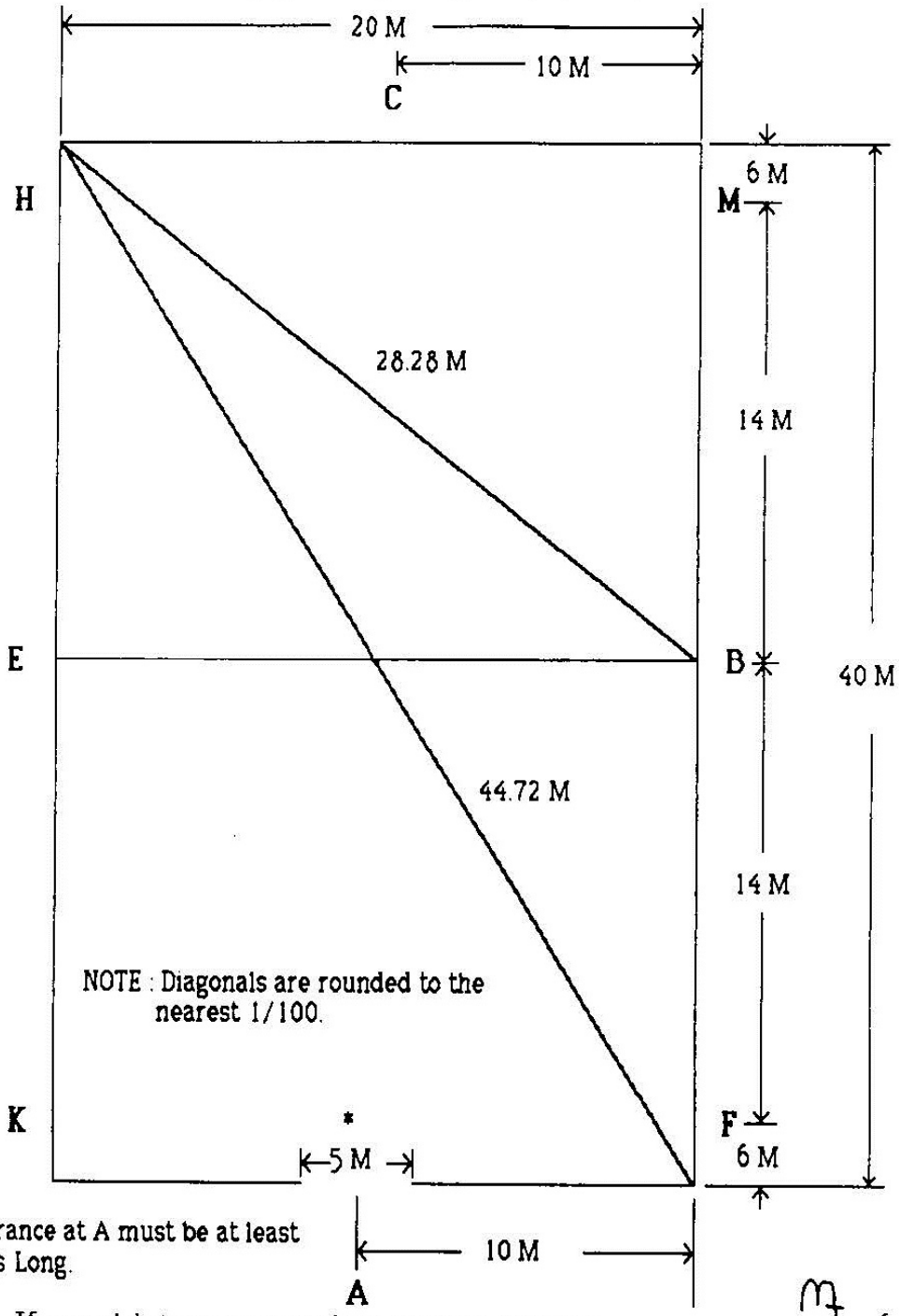
It is recommended that you use a measuring tape that measures in meters. If you do not have a measuring tape in meters, the following chart has been prepared to convert meters to feet and inches.

Conversion Chart:

Meters	Feet	Feet/Inches
5 m	16.5	16 ft., 6 in.
6 m	19.8	19 ft., 10 in.
10 m	33.0	33 ft., 0 in.
12 m	39.6	39 ft., 7 in.
36.06 m	119.0	119 ft., 0 in.
63.25 m	208.7	208 ft., 8 in.

* Conversion factor - 1 m = 3.3 ft.

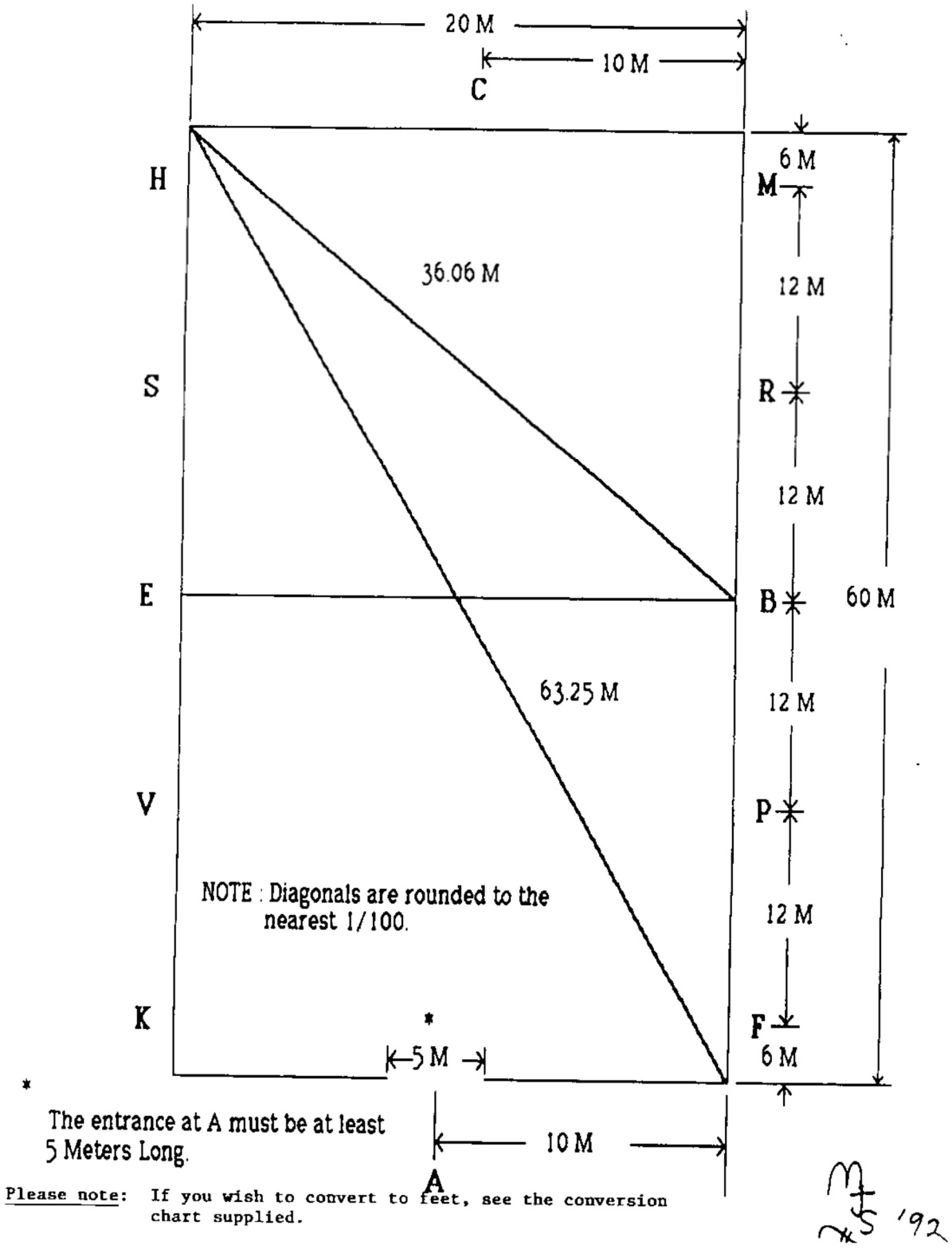
Small Dressage Arena



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

MJS '92

Large Dressage Arena



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

MUSICAL FREESTYLE INFORMATION

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

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

FORBIDDEN AND ALLOWED: Movements "above the level" (found ONLY in the higher level test) receive a deduction of 4 points for each movement, but not each occurrence of the same movement. All figures (regardless of size), patterns, combination or transitions composed of elements permitted in the declared level ARE permitted, even if the resulting configuration is found in higher levels. To serve as guidelines, the following lists specifically enumerate most of the dressage movements, combinations and transitions which are forbidden or allowed at each level.

TRAINING LEVEL ALLOWED:	***FORBIDDEN***:	***FIRST LEVEL ALLOWED:***	***FORBIDDEN***:
Trot Serpentine (any size) Trot Circles Canter Circles Canter – Trot Change of Lead through Trot Turn on the Forehand	Reinback Shoulder-in Travers Renvers Half-pass Flying changes Turn on the Haunches Pirouette Passage Counter-Canter (any configuration) Zig-zag leg yield Lengthen Trot or canter Canter Serpentine Canter-Walk-Halt	Canter Serpentine Counter Canter Zig-Zag Leg Yield Leg Yield along wall Lenghten Trot/Canter on 20 m circle Simple Change Change of Lead through Trot Walk-Canter-Walk Halt-Canter-Halt	Reinback Shoulder-in Travers Renvers Half-pass Elying changes Turn on Haunches Pirouette Piaffe Passage

ARTISTIC IMPRESSION: Tenths of points are permitted (0.1, 0.2…). Non-compulsory movements may be rewarded or penalized under "Choreography" and/or "Degree of Difficulty" (Artistic). Movements "Above the Levels" are not rewarded in Artistic Impression.

TIES: The higher total for Artistic Impression will break a tie.

DEDUCTIONS: Exceeding the time limit - 2 points from Total Artistic Impression. Movements "Above the Level" 4 points from Total Technical Impression for each illegal movement, but not for each recurrence of the same movement.

DECIMALS: Half-points are allowed in scoring the Technical Execution. Tenths of points (0.1, 0.2…) are allowed in scoring the Artistic Impression.

TROT: Training Level, unless stated otherwise, sitting and/or rising trot is allowed. First Level, unless stated otherwise, sitting trot is required.

*****FIND MUSICAL KUR DESCRIPTIONS AND SCORE SHEETS LINK ON THE PAGE**

Prix Caprilli Test #1

Name of Judge: _____ **No.**_____

Signature of Judge:_____

Prix Caprilli Test #1

Purpose: For horses with jumping experience showing Training Level Dressage or above – maximum height of fences 2'. It is understood that in the working gaits, a jumping horse is not expected to be as round on the bit as a competing dressage horse. The horse must softly accept the bit and may show more "roundness" in the parts of the tests separate from the jumps. Trot work to be done posting. Transitions into and out of the halt maybe through the walk. Refusals will be penalized as an error of course. Knockdowns will be penalized at the judge's discretion. In the case of a knocked down rail being in the way, the judge will ring the bell for the rider to stop without penalty. After the jump is replaced the bell will be rung again telling the rider to continue from where he stopped.

				Coefficient ↓		
		TEST	**POINTS**		**TOTAL**	**REMARKS**
1.	A X C	Enter working trot. Halt. Salute. Proceed working trot. Track right.				
2.	MXK	Change rein over fence #1. Return to working trot after jump.				
3.	A	20m circle left.				
4.	Before F	Turn on line to jump #2. Return to working trot after jump and proceed toward M.				
5.	C	Medium walk.				
6.	HB B	Free walk. Medium walk.		2		
7.	F	Working trot.				
8.	Between A & K	Working canter right lead.				
9.	KXM	Change rein over Jump #1, land in working canter.				
10.	M	Working trot.				
11.	Between C & H	Working canter left lead.				
12.	E	Large ½ circle left over Jump #2. After jump proceed straight ahead.				
13.	Opp. M	Working trot.				
14.	C Before C C	Circle 20m. letting the horse gradually chew the reins out of the hand at working trot rising. Gradually take up the reins. Straight ahead.				
15.	HXF	Change rein over Jump #3. Return to working trot before F.				
16.	A X	Down centerline. Halt throughout the walk. Salute. Leave arena at free walk on a loose rein.				

	Coefficient			
General Impressions	**POINTS**	**↓**	**TOTAL**	**REMARKS**
Gaits (rhythm and clarity) and jumping style				
Suppleness and balance (longitudinal and lateral, ability to shorten and lengthen)		2		
Relaxation and Obedience (tempo, attention, confidence, harmony, acceptance of the bit		2		
Position and Seat of rider, timing to jumps		3		

TOTAL POINTS: _____
MAXIMUM POSSIBLE: **250**
PERCENT: _____

FURTHER REMARKS:

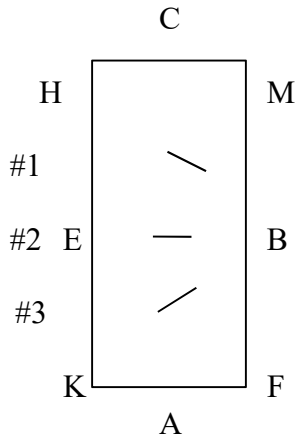


Diagram is not to scale and jumps are not placed exactly

FURTHER REMARKS:

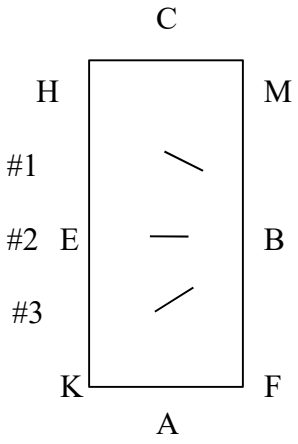


Diagram is not to scale and jumps are not placed exactly

Examples of the Dressage Tests for 2019-22 can be found on the following pages or click on icon below to open test.

Dressage Training Level-Test 1-19.docx

Dressage First Level Test-1-19-22.doc

Dressage Training Level-2-19-22.doc

Dressage First Level Test-2-19-22.doc

Dressage Training Level-3-19-22.doc

Dressage First Level Test-3-19-22.doc

Training Level Musical Kur-19-22.d

First Level Musical Kur-19-22.doc

2019 USEF TRAINING LEVEL TEST 1

INTRODUCE

Working trot; working canter; medium walk; free walk; 20m circles in trot and canter

ENTRY NO:

Conditions:
ARENA SIZE: Standard or Small
AVERAGE RIDE TIME: 5:00 (Std.) or 4:00 (Small)
(from entry at A to final halt)
Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS: 260

PURPOSE
To confirm that the horse demonstrates correct basics, is supple and moves freely forward in a clear rhythm with a steady tempo, accepting contact with the bit.
All trot work may be ridden sitting or rising, unless stated.
Halts may be through the walk.
READER PLEASE NOTE: Anything in parentheses should not be read.

		TEST	DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straightness; attentiveness; immobility (min. 3 seconds)				
2.	C E	Track left Circle left 20m	Regularity and quality of trot; shape and size of circle; bend; balance		2		
3.	A	Circle left 20m developing left lead canter in first quarter of circle	Willing, calm transition; regularity and quality of gaits; shape and size of circle; bend; balance				
4.	A-F-B	Working canter	Regularity and quality of canter; bend and balance in corner; straightness				
5.	Between B & M	Working trot	Willing, calm transition; regularity and quality of gaits; straightness; bend and balance in corner		2		
6.	C	Medium walk	Willing, calm transition; regularity and quality of walk; bend and balance in corner		2		
7.	E-F F	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, calm transitions		2		
8.	A	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness				
9.	E	Circle right 20m	Regularity and quality of trot; shape and size of circle; bend; balance		2		
10.	C	Circle right 20m developing right lead canter in first quarter of circle	Willing, calm transition; regularity and quality of gaits; shape and size of circle; bend; balance				
11.	C-M-B	Working canter	Regularity and quality of canter; bend and balance in corner; straightness				
12.	Between B & F	Working trot	Willing, calm transition; regularity and quality of gaits; straightness; bend and balance in corner		2		
13.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, calm transition; straightness; attentiveness; immobility (min. 3 seconds)				
Leave arena at A in free walk.							

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2019 USEF TRAINING LEVEL TEST 1

COLLECTIVE MARKS				
GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)		1		
FURTHER REMARKS:				

To be deducted Errors of the course and omissions are penalized	1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination	**SUBTOTAL:** **ERRORS:** (-) **TOTAL POINTS:** (Max Points: 260)

United States Equestrian Federation, Inc.

Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

Final Score
Maximum Pts: 260

Points

Percent

Name of Judge

Signature of Judge

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2019 USEF TRAINING LEVEL TEST 2

PURPOSE
To confirm that the horse demonstrates correct basics, is supple and moves freely forward in a clear rhythm with a steady tempo, accepting contact with the bit.
All trot work may be ridden sitting or rising, unless stated.
Halts may be through the walk.
READER PLEASE NOTE: Anything in parentheses should not be read.

INTRODUCE
Stretch circle in trot

ENTRY NO:

Conditions:
ARENA SIZE: Standard or Small
AVERAGE RIDE TIME: 5:30 (Std.) or 4:30 (Small)
(from entry at A to final halt)
Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS: 290

		TEST	DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straightness; attentiveness; immobility (min. 3 seconds)				
2.	C B	Track right Circle right 20m	Regularity and quality of trot; shape and size of circle; bend; balance				
3.	K-X-M	Change rein	Regularity and quality of trot; straightness; bend and balance in corner		2		
4.	Between C & H	Working canter left lead	Willing, calm transition; regularity and quality of gaits; bend and balance in corner; straightness		2		
5.	E	Circle left 20m	Regularity and quality of canter; shape and size of circle; bend; balance				
6.	Between E & K	Working trot	Willing, calm transition; regularity and quality of gaits; straightness				
7.	A Before A A	Circle left 20m rising trot, allowing the horse to stretch forward and downward while maintaining contact Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, calm transitions				
8.	F F-E	Medium walk Change rein, medium walk	Willing, calm transition; regularity and quality of walk		2		
9.	E-M M	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, calm transitions		2		
10.	C	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness				
11.	E	Circle left 20m	Regularity and quality of trot; shape and size of circle; bend; balance				
12.	F-X-H	Change rein	Regularity and quality of trot; straightness; bend and balance in corner		2		
13.	Between C & M	Working canter right lead	Willing, calm transition; regularity and quality of gaits; bend and balance in corner; straightness		2		
14.	B	Circle right 20m	Regularity and quality of canter; shape and size of circle; bend; balance				
15.	Between B & F	Working trot	Willing, calm transition; regularity and quality of gaits, straightness				
16.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, calm transition; straightness; attentiveness; immobility (min. 3 seconds)				
Leave arena at A in free walk.							

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2019 USEF TRAINING LEVEL TEST 2

COLLECTIVE MARKS				
GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)		1		
FURTHER REMARKS:				

To be deducted Errors of the course and omissions are penalized	1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination	**SUBTOTAL:** **ERRORS:** (-) **TOTAL POINTS:** (Max Points: 290)

United States Equestrian Federation, Inc.

Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

Final Score
Maximum Pts: 290

Points

Percent

Name of Judge

Signature of Judge

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2019 USEF TRAINING LEVEL TEST 3

INTRODUCE

Serpentine in trot

ENTRY NO:

Conditions:
ARENA SIZE: Standard or Small
AVERAGE RIDE TIME: 5:30 (Std.) or 4:30 (Small)
(from entry at A to final halt)
Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS: 290

PURPOSE
To confirm that the horse demonstrates correct basics, is supple and moves freely forward in a clear rhythm with a steady tempo, accepting contact with the bit.
All trot work may be ridden sitting or rising, unless stated.
Halts may be through the walk.
READER PLEASE NOTE: Anything in parentheses should not be read.

		TEST	DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straightness; attentiveness; immobility (min. 3 seconds)				
2.	C H-X-F	Track left Change rein	Regularity and quality of trot; straightness; bend and balance in turns				
3.	A-C	Serpentine 3 equal loops width of the arena	Regularity and quality of trot; supple changes of bend on centerline; geometry; balance		2		
4.	Between C & M	Working canter right lead	Willing, calm transition; regularity and quality of gaits; bend and balance in corner; straightness				
5.	B	Circle right 20m	Regularity and quality of canter; shape and size of circle; bend; balance				
6.	A	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner		2		
7.	Before K K-E	Medium walk Medium walk	Willing, calm transition; regularity and quality of walk		2		
8.	E-M M	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, calm transitions; bend and balance in corner		2		
9.	C	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness				
10.	C-A	Serpentine 3 equal loops width of the arena	Regularity and quality of trot; supple changes of bend on centerline; geometry; balance		2		
11.	Between A-F	Working canter left lead	Willing, calm transition; regularity and quality of gaits; bend and balance in corner; straightness				
12.	B	Circle left 20m	Regularity and quality of canter; shape and size of circle; bend; balance				
13.	C	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness		2		
14.	E Before E E	Circle left 20m in rising trot, allowing horse to stretch forward and downward, while maintaining contact Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, calm transitions		2		
15.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, calm transition; straightness; attentiveness; immobility (min. 3 seconds)				
Leave arena at A in free walk.							

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2019 USEF TRAINING LEVEL TEST 3

COLLECTIVE MARKS				
GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)		1		
FURTHER REMARKS:				

To be deducted Errors of the course and omissions are penalized	1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination	**SUBTOTAL:** **ERRORS:** (-) **TOTAL POINTS:** (Max Points: 290)

United States Equestrian Federation, Inc.

Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

Final Score
Maximum Pts: 290

Points

Percent

Name of Judge

Signature of Judge

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2019 USEF FIRST LEVEL TEST 1

PURPOSE
To confirm that the horse demonstrates correct basics, and in addition to the requirements of Training Level, has developed the thrust to achieve improved balance and throughness and maintains a more consistent contact with the bit.
All trot work may be ridden sitting or rising, unless stated.
READER PLEASE NOTE: Anything in parentheses should not be read.

INTRODUCE

10m half circle at trot; 15m circle in canter; lengthening of stride in trot and canter

ENTRY NO:

Conditions:
ARENA SIZE: Standard
AVERAGE RIDE TIME: 5:30
(from entry at A to final halt)
Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS: 290

		TEST	DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, clear transitions; straightness; attentiveness; immobility (min. 3 seconds)				
2.	C E-X	Track left Half circle left 10m, returning to track at H	Regularity and quality of trot; shape and size of half circle; bend; balance; straightness				
3.	B-X	Half circle right 10m, returning to track at M	Regularity and quality of trot; shape and size of half circle; bend; balance; straightness				
4.	C Before C C	Circle left 20m in rising trot, allowing the horse to stretch forward and downward while maintaining contact Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, clear transitions		2		
5.	H-P P	Change rein, lengthen stride in trot Working trot	Moderate lengthening of frame and stride; regularity and quality of trot; straightness; consistent tempo; willing, clear transitions; bend and balance in corner				
6.	A	Medium walk	Willing, clear transition; regularity and quality of walk; bend and balance in corner; straightness		2		
7.	V-R R	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, clear transitions		2		
8.	M C	Working trot Working canter left lead	Willing, clear transitions; regularity and quality of gaits; bend and balance in corner		2		
9.	H-V	Lengthen stride in canter	Willing, clear transition; moderate lengthening of frame and stride; regularity and quality of canter; straightness; consistent tempo				
10.	V	Circle left 15m Develop working canter in first half of circle	Willing, clear transition; regularity and quality of canter; shape and size of circle; bend; balance				
11.	F-X-H X	Change rein Working trot	Willing, clear transition; regularity and quality of gaits; bend and balance in corner; straightness				
12.	C	Working canter right lead	Willing, clear transition; regularity and quality of canter; bend and balance in corner		2		
13.	M-P	Lengthen stride in canter	Willing, clear transition; moderate lengthening of frame and stride; regularity and quality of canter; straightness; consistent tempo				
14.	P	Circle right 15m Develop working canter in first half of circle	Willing, clear transition; regularity and quality of canter; shape and size of circle; bend; balance				
15.	A	Working trot	Willing, clear transition; regularity and quality of trot; straightness; bend and balance in corner				
16.	K-R R	Change rein, lengthen stride in trot Working trot	Moderate lengthening of frame and stride; regularity and quality of trot; straightness; consistent tempo; willing, clear transitions; bend and balance in corners				

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2019 USEF FIRST LEVEL TEST 1

17.	E X G	Half circle left 10m Down centerline Halt, salute	Bend and balance in half circle; regularity and quality of trot; willing, clear transition; straightness; attentiveness; immobility (min. 3 seconds)				
Leave arena at A in free walk.							

COLLECTIVE MARKS				
GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)		1		
FURTHER REMARKS:				

To be deducted Errors of the course and omissions are penalized	1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination	**SUBTOTAL:** **ERRORS:** (-) **TOTAL POINTS:** (Max Points: 290)

United States Equestrian Federation, Inc.
2019 USEF FIRST LEVEL TEST 1

Name of

Date of

Name and Number of Horse

Name of Rider

Final Score
Maximum Pts: 290

Point

Percent

Name of

Signature of

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2019 USEF FIRST LEVEL TEST 2

INTRODUCE

Leg Yielding

ENTRY NO:

Conditions:
ARENA SIZE: Standard
AVERAGE RIDE TIME: 5:30
(from entry at A to final halt)
Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS: 350

PURPOSE
To confirm that the horse demonstrates correct basics, and in addition to the requirements of Training Level, has developed the thrust to achieve improved balance and throughness and maintains a more consistent contact with the bit.
All trot work may be ridden sitting or rising, unless stated.
READER PLEASE NOTE: Anything in parentheses should not be read.

		TEST	DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, clear transitions; straightness; attentiveness; immobility (min. 3 seconds)				
2.	C M-V V	Track right Change rein, lengthen stride in trot Working trot	Bend and balance in turns; moderate lengthening of frame and stride; regularity and quality of trot; willing, clear transitions; straightness; consistent tempo				
3.	K-D D-L	Half circle left 10m Working trot	Regularity and quality of trot; shape and size of half circle; bend; balance; straightness on centerline				
4.	L-M	Leg yield right	Regularity and quality of trot; consistent tempo; alignment; balance and flow		2		
5.	H-P P	Change rein, lengthen stride in trot Working trot	Moderate lengthening of frame and stride; regularity and quality of trot; willing, clear transitions; straightness; consistent tempo				
6.	F-D D-L	Half circle right 10m Working trot	Regularity and quality of trot; shape and size of half circle; bend; balance; straightness on centerline				
7.	L-H	Leg yield left	Regularity and quality of trot; consistent tempo; alignment; balance and flow		2		
8.	C	Medium walk	Willing, clear transition; regularity and quality of walk; bend and balance in corner		2		
9.	M-V V	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, clear transitions		2		
10.	K A	Working trot Working canter left lead	Willing, clear transitions; regularity and quality of gaits; bend and balance in corners				
11.	P	Circle left 15m	Regularity and quality of canter; shape and size of circle; bend; balance				
12.	P-M	Lengthen stride in canter	Willing, clear transition; moderate lengthening of frame and stride; regularity and quality of canter; straightness; consistent tempo		2		
13.	Between M-C	Develop working canter	Willing, clear transition; regularity and quality of canter; bend and balance in corners				
14.	H-X-F X	Change rein Working trot	Willing, clear transition; regularity and quality of gaits; straightness				
15.	F	Working canter right lead	Willing, clear transition; regularity and quality of canter; bend and balance in corners				
16.	V	Circle right 15m	Regularity and quality of canter; shape and size of circle; bend; balance				
17.	V-H	Lengthen stride in canter	Willing, clear transition; moderate lengthening of frame and stride; regularity and quality of canter; straightness; consistent tempo		2		
18.	Between H-C	Develop working canter	Willing, clear transition; regularity and quality of canter, bend and balance in corners				
19.	M	Working trot	Willing, clear transition; regularity and quality of trot; straightness				

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2019 USEF FIRST LEVEL TEST 2

20.	B Before B B	Circle right 20m rising trot, allowing the horse to stretch forward and downward while maintaining contact Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, clear transitions		2		
21.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, clear transition; straightness; attentiveness; immobility (min. 3 seconds)				
Leave arena at A in free walk.							

COLLECTIVE MARKS				
GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)		1		
FURTHER REMARKS:				

To be deducted Errors of the course and omissions are penalized	1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination	**SUBTOTAL:** **ERRORS:** (-) **TOTAL POINTS:** (Max Points: 350)

United States Equestrian Federation, Inc.
2019 USEF FIRST LEVEL TEST 2

Name of

Date of

Name and Number of Horse

Name of Rider

Final Score
Maximum Pts: 350

Point

Percent

Name of

Signature of

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2019 USEF FIRST LEVEL TEST 3

PURPOSE

To confirm that the horse demonstrates correct basics, and in addition to the requirements of Training Level, has developed the thrust to achieve improved balance and throughness and to maintain a more consistent contact with the bit.

All trot work may be ridden sitting or rising, unless stated.

READER PLEASE NOTE: Anything in parentheses should not be read.

INTRODUCE

10m circle at trot; change of lead through trot; counter canter

ENTRY NO:

Conditions:

ARENA SIZE: Standard

AVERAGE RIDE TIME: 6:00

(from entry at A to final halt)

Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS: 360

		TEST	DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, clear transitions; straightness; attentiveness; immobility (min. 3 seconds)				
2.	C H-X-F F	Track left Change rein, lengthen stride in trot Working trot	Bend and balance in turns; moderate lengthening of frame and stride; regularity and quality of trot; willing, clear transitions; straightness; consistent tempo				
3.	V-I	Leg yield right	Regularity and quality of trot; consistent tempo; alignment; balance and flow		2		
4.	I I C	Circle left 10m Straight ahead Track left	Regularity and quality of trot; shape and size of circle; bend; balance; straightness on centerline				
5.	S-L	Leg yield left	Regularity and quality of trot; consistent tempo; alignment; balance and flow		2		
6.	L L A	Circle right 10m Straight ahead Track right	Regularity and quality of trot; shape and size of circle; bend; balance; straightness on centerline				
7.	E Before E E	Circle right 20m rising trot, allowing the horse to stretch forward and downward while maintaining contact Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, clear transitions		2		
8.	H	Medium walk	Willing, clear transition; regularity and quality of walk; bend; balance; straightness		2		
9.	M-V V	Free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, clear transitions		2		
10.	K A	Working trot Working canter, left lead	Willing, calm transitions; regularity and quality of gaits; bend and balance in corner				
11.	F-X-M	One loop maintaining left lead	Regularity and quality of canter; shape and size of loop; positioning; balance		2		
12.	C	Circle left 15m	Regularity and quality of canter; shape and size of circle; bend; balance				
13.	H-V	Lengthen stride in canter	Moderate lengthening of frame and stride; regularity and quality of canter; willing, clear transition; straightness; consistent tempo				
14.	V	Working canter	Willing, clear transition; regularity and quality of canter; bend and balance in corners				
15	F-X-H X	Change rein Change of lead through trot	Willing, clear transitions; regularity and quality of gaits; straightness				
16	M-X-F	One loop maintaining right lead	Regularity and quality of canter; shape and size of loop; positioning; balance		2		
17	A	Circle right 15m	Regularity and quality of canter; shape and size of circle; bend; balance				
18.	K-S	Lengthen stride in canter	Moderate lengthening of frame and stride; regularity and quality of canter; willing, clear transition; straightness; consistent tempo				
19.	S	Working canter	Willing, clear transition; regularity and quality of canter; bend and balance in corner				

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2019 USEF FIRST LEVEL TEST 3

20.	C	Working trot	Willing, clear transition; regularity and quality of trot; straightness; bend and balance in corner				
21.	M-X-K K	Lengthen stride in trot Working trot	Moderate lengthening of frame and stride; regularity and quality of trot; willing, clear transitions; straightness; consistent tempo				
22.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, clear transition; straightness; attentiveness; immobility (min. 3 seconds)				
Leave arena at A in free walk.							

COLLECTIVE MARKS				
GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)		1		
FURTHER REMARKS:				

To be deducted Errors of the course and omissions are penalized	1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination	**SUBTOTAL:** **ERRORS:** (-) **TOTAL POINTS:** (Max Points: 360)

United States Equestrian Federation, Inc.
2019 USEF FIRST LEVEL TEST 3

Name of

Date of

Name and Number of Horse

Name of Rider

Final Score
Maximum Pts: 360

Point

Percent

Name of

Signature of

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2019 USDF Training Level Freesty

Suggested schedule time: 10 minutes per ride

Event:_____ Date:_____

Judge:_____ Position:_____

Competitor No.:_____

Name:_____

Horse:_____

MAXIMUM:

5 minutes

No minimum time

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TECHNICAL EXECUTION

Note: Omitted compulsory elements receive a "0". Judges Marks for Technical Execution must be given in **half or full points (no tenths)**. Trot work may be done sitting or rising.

COMPULSORY ELEMENTS & PRELIMINARY MARKS	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Medium walk (20m continuous)	10				
2. Free walk (20m continuous)	10		2		
3. 20-meter circle in working trot **RIGHT**	10				
4. 20-meter circle in working trot **LEFT**	10				
5. Serpentine in working trot with loops no smaller than 15 meters	10		2		
6. Stretch forward & downward on a 20-meter trot circle	10		2		
7. 20-meter circle in working canter **RIGHT**	10				
8. 20-meter circle in working canter **LEFT**	10				
9. Transitions	10		2		
10. Halt with salute on centerline, first and final	10				
11. Rhythm, energy and elasticity	10				

Further Remarks:

	Total Technical Execution (150 points possible)
	Deductions (forbidden movements)
	Errors (2 points off for each error, not cumulative)
	Final Technical Execution (150 points possible)

Forbidden movements will incur a deduction of 4 points from Total Execution for each forbidden movement, but not for each recurrence of the same movement.

Training Level
Forbidden: Any movement or transition found only in tests above the level. Exceptions are listed under Additionally Allowed.
Additionally Allowed: Trot-halt-trot, trot-walk-trot, trot-canter-trot (20m minimum of trot).

ARTISTIC IMPRESSION

Note: Non-compulsory movements must be rewarded or penalized under Choreography and/or Degree of Difficulty. Judges Marks for Artistic Impression may be given in **tenths.**

	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Harmony Between Horse and Rider	10		4		
2. Choreography design cohesiveness, use of arena, balance, creativity	10		4		
3. Degree of Difficulty	10		1		
4. Music suitability, cohesiveness, seamlessness	10		3		
5. Interpretation music expresses gaits, use of phrasing and dynamics	10		3		

Further Remarks:

	Total Artistic Impression (150 points possible)
	Deductions (overtime penalties) Overtime penalty will incur a deduction of 1 point from total for Artistic Impression
	Final Artistic Impression (150 points possible)
	Final Technical Execution (150 points possible)
	Final Score (300 points possible)
	Percentage (Final score divided by 300) In case of tie: The higher total for Artistic Impression will break the tie.

Signature: _____

Reminders for Freestyle Judges

Time: The USDF Freestyles **maximum time limit is 5 minutes**. There is **no minimum time**. No bell is sounded at the end of the time limit. Movements executed after the 5 minutes limit are not scored. One (1) point is deducted from the total for Artistic Impression for exceeding the time limit.

DR 129: Under penalty of elimination at the **discretion of the Judge at "C"**, a rider must enter the arena within 30 seconds of the music starting. **Music must cease at the final salute**.

DR 129: At the beginning and end of a Freestyle Test a halt with a salute is compulsory. Time begins when the horse moves forward after the competitor's halt and ends with the final halt and salute.

Judging:
DR 129: All judges of a freestyle test at any level must judge both artistic and technical parts of the test.

DR 129: In case of rider's music failing **before or during** a Freestyle Test and in cases where there is no backup system the rider can, with permission of the judge at"C", leave the arena **or start at a later time**. There should be minimum interference with the starting times of the other riders and the affected rider should return to complete or restart his/her test during a scheduled break in the competition or at the end of the competition. The rider may decide whether to restart the test from the beginning or to commence from the point where the music failed. Judging must restart at the point of interruption. In any case, the marks already given will not be changed.

DR 122: The judge may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if, in his discretion, some unusual circumstance has occurred to interrupt a test.

Above the level Movements and Transitions:
Movements and transitions "above the level" (found ONLY in a higher level test) receive a deduction of four points from the total for technical execution for each illegal movement or transition, but not for each recurrence of the same movement or transition.

Errors:
The bell is not rung for errors occurring in USDF Freestyle Tests. Errors occur for failure to salute in the halt or rising at the trot at Second Level and above. Two points will be deducted for each error, however they are not cumulative and will not result in elimination.

Rules and Guidelines for USDF Training through Fourth Level Freestyle can be found on usdf.org.
USEF Rule References current as of October 1, 2018. The most up to date USEF rules regarding Freestyles can be found on usef.org.

2019 USEF TRAINING LEVEL TEST 1

INTRODUCE

Working trot; working canter; medium walk; free walk; 20m circles in trot and canter

ENTRY NO:

Conditions:
ARENA SIZE: Standard or Small
AVERAGE RIDE TIME: 5:00 (Std.) or 4:00 (Small)
(from entry at A to final halt)
Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS: 260

PURPOSE
To confirm that the horse demonstrates correct basics, is supple and moves freely forward in a clear rhythm with a steady tempo, accepting contact with the bit.
All trot work may be ridden sitting or rising, unless stated.
Halts may be through the walk.
READER PLEASE NOTE: Anything in parentheses should not be read.

		TEST	DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straightness; attentiveness; immobility (min. 3 seconds)				
2.	C E	Track left Circle left 20m	Regularity and quality of trot; shape and size of circle; bend; balance		2		
3.	A	Circle left 20m developing left lead canter in first quarter of circle	Willing, calm transition; regularity and quality of gaits; shape and size of circle; bend; balance				
4.	A-F-B	Working canter	Regularity and quality of canter; bend and balance in corner; straightness				
5.	Between B & M	Working trot	Willing, calm transition; regularity and quality of gaits; straightness; bend and balance in corner		2		
6.	C	Medium walk	Willing, calm transition; regularity and quality of walk; bend and balance in corner		2		
7.	E-F F	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, calm transitions		2		
8.	A	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness				
9.	E	Circle right 20m	Regularity and quality of trot; shape and size of circle; bend; balance		2		
10.	C	Circle right 20m developing right lead canter in first quarter of circle	Willing, calm transition; regularity and quality of gaits; shape and size of circle; bend; balance				
11.	C-M-B	Working canter	Regularity and quality of canter; bend and balance in corner; straightness				
12.	Between B & F	Working trot	Willing, calm transition; regularity and quality of gaits; straightness; bend and balance in corner		2		
13.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, calm transition; straightness; attentiveness; immobility (min. 3 seconds)				
Leave arena at A in free walk.							

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2019 USEF TRAINING LEVEL TEST 1

COLLECTIVE MARKS				
GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)		1		
FURTHER REMARKS:				

To be deducted Errors of the course and omissions are penalized	1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination	**SUBTOTAL:** **ERRORS:** (-) **TOTAL POINTS:** (Max Points: 260)

United States Equestrian Federation, Inc.

2019 USEF TRAINING LEVEL TEST 1

Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

Final Score

Maximum Pts: 260

Points

Percent

Name of Judge

Signature of Judge

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NEW YORK STATE 4-H TEAM MOUNTED GAMES

(2007 offered at club, county and regional levels, 2008 first year offered at state level)

Team = Together, Everyone Achieves More!!

What Makes Team Mounted Games Different from Gymkhana?

- Provide an opportunity to showcase the best 4-H team skills on horseback in New York
- Games is a total team effort, there are not individual scores, members must work together to succeed, members develop teamwork and sportsmanship.
- Riders of any seat may play
- Young and inexperienced members can enjoy games: games encourage beginners to tap natural riding instincts.
- Game horses can be any size, large horses might be faster but small horses or ponies make picking up objects easier.
- Game horses do not have to be fast or fancy or perfect conformation. Most important is the horse's attitude and ability to cope with what is being asked.
- Teams allow riders to make new friends with the same interests and have fun while learning.
- Games are a fair and friendly competition, committed to the safety of both horse and rider.
- Team games require practice to achieve accuracy: the accuracy is often times more important than speed.

Why Mounted Games?

- Games are a good change of pace, stimulating, and keep both rider and horse from getting bored.
- Games develop coordination, balance and proper use of aids, hastening the rider's progress while easing pressure on the horse.
- Games practice is more relaxed than formal equitation lessons, riding skills are improved and reinforced, the rider gains confidence.
- Games are a good introduction to competitive riding.
- Games' clear goals are motive to train and practice regularly, ultimately resulting in a more fit rider and horse.
- Inexpensive equipment.
- Fun to watch for spectators!

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

I. Personal Attire and Appointments

Please note: Since the Team Mounted Games Division allows riders from all the seats, you need to know the personal appointments and attire for the seat you are riding. If there is a conflict in the listings, the Team Mounted Games Division takes priority.

A. Required

1. Approved protective helmet (white helmets need a dark cover)
2. Approved matching team shirt which should be a long or short sleeved shirt with a collar (no T-shirts).
3. Proper equestrian footwear with a distinguishable heel, appropriate for seat ridden.
4. Long pants appropriate to seat ridden
5. Last rider in each game needs to be wearing a white helmet cover (or remove dark cover from white helmet)

B. Optional

1. Knee or shin protection
2. Gloves

C. Prohibited

1. Spurs of any type
2. Misuse of any equipment

II. Tack and Equipment

Please note: Since the Team Mounted Games Division allows riders from all the seats, you need to know the tack and equipment for the seat you are riding. If there is a conflict in the listings, the Team Mounted Games Division takes priority.

A. Required

1. Saddle, saddle pad, and girth/cinch appropriate to seat ridden.
2. Bridle and bit appropriate to seat ridden

B. Optional

1. Bell boots, skid boots, splint boots, or any other tack offering protection to the equine's legs with the exception of leg wraps
2. Standing martingales and tie downs
3. Hackamores with shanks less than 6 inches

C. Prohibited

1. Crops, bats, whips, quirts, etc.
2. Jockey or trick saddles
3. Any item deemed too severe by the judge or show committee manager
4. Gymkhana Reins
5. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices (this includes use in the warm up ring or practice).
6. Leg Wraps – such as polo wraps or similar products

III. General Specifications

A. Team Composition

1. Each county may have two (2) teams (junior, senior or mixed teams). If a county does not have enough youth to make a team, two or more counties may combine to make a mixed county team.
2. Members of a team may ride in different seats (western, huntseat, dressage or saddleseat).
3. Each mounted games team shall consist of:
   a) A minimum of 3 mounted riders
   b) A maximum of 4 mounted riders. This is recommended even though only 3 riders will compete per game, some horse and rider combinations are better suited for certain games and allows flexibility of your team. Additionally, in the case of injury/sickness to a horse/rider there will still be the minimum of 3 needed to compete.
   c) One (1) unmounted member who acts as a captain to the team providing support, leadership and guidance (i.e. determining order of riders, assuring proper equipment is used, assisting members in and out of the ring etc.) to their fellow team members.
   d) On the entry form, you may designate one alternate, this alternate will not participate unless one of the 5 designated team members (which includes the captain) is unable to compete. You may register an alternate only if you have a four person team.
4. Any particular horse or rider can only compete on one team in this division.

B. Individual and Team Eligibility – All teams must have gone through an appropriate qualifying event at the county or regional level to be entered.

1. All team members must be enrolled in a 4-H horse project in the county they represent and must meet all age and participation requirements of that county and of the State 4-H Horse Show.
2. All teams must be entered in accordance with all rules and regulations of the State 4-H Horse Show.

a) An official 4-H Horse Show Entry Form is to be submitted for each team member and alternate through your county Cooperative Extension office on an official NYS Fair entry form.

C. Games

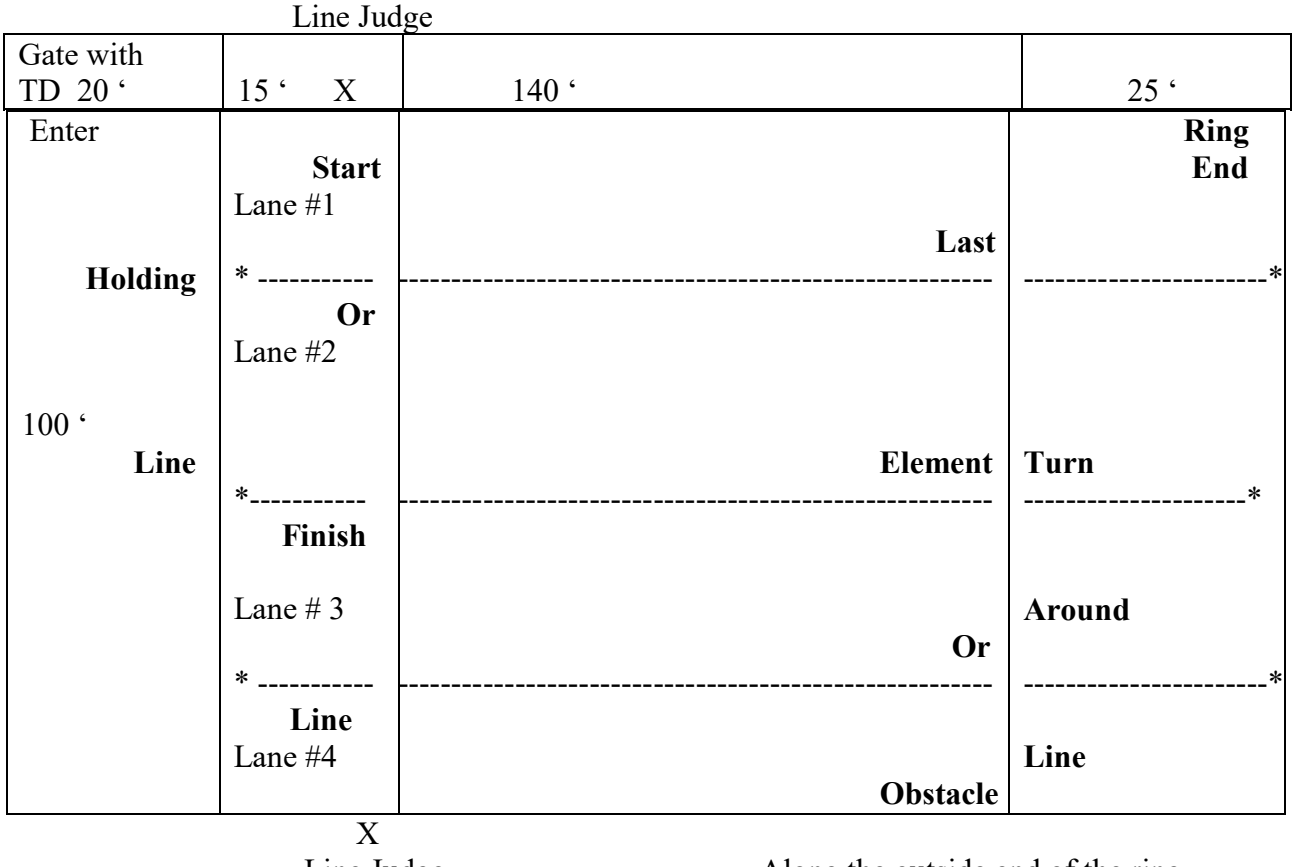
1. Each competition will have no more than eight games chosen from the list below.
   a) Special Delivery b) Mug Race
   c) 4 Flag
   d) Tennis Tournament e) Junk Mail
   f) Straight Line
   g) Pyramid Race
   h) Veggie Stew
   i) Ball and Cone

D. Pre-Game Inspection – see score sheet and forms at end of division rules

1. Each team will have an inspection which will evaluate the following:
   a) Proper use and safe application of tack, equipment and attire (fit, condition, appropriateness, safe)
   b) Cleanliness of tack, equipment and personal appointments
   c) Cleanlinessof horse and rider. Horse and rider neatly groomed and prepared

E. Event Layout

1. Arena – recommended minimum size 200' x 100' feet, allowing for no more than 4 lanes, 25 feet wide. See diagram below. Depending on the environment and situation, there may be less than 4 lanes.
2. Demarkation of the start/finish line
   Demarkation of the Turn Around Line
3. There will be an assigned overall judge who is the final decision maker to the event, orients and oversees the line judges and technical delegate/s.
4. Line Judges, you will need 2, one on either side of the ring adjacent to the start/finish line. These judges determine false starts, determine order of finish and time if necessary.
5. Lane Judges, you will need one judge adjacent to each lane. You will need 4 lane judges if you operate with 4 lanes. These judges should be positioned outside the arena near the turnaround line. These judges determine if a mistake is made and whether or not it is corrected.
6. A Technical Delegate (TD) – will conduct Pre-Game Inspections (see Pre-Game Inspections under III., D) evaluating the appropriateness, cleanliness and safety of appointments and equipment prior to the start of games. Additionally, the TD will be stationed at the arena gate during gaming to screen horse/rider participants before entering the ring.



F. Procedures

Prior to the start of competition, the judge will select a "tie breaker game" from the list of games being played. At the end of competition, if there is a tie the score keeper will use the results of the previously played "tie breaker game" to break the tie.

1. Each game will be ridden by three (3) team members, all 3 members should enter the arena together and proceed to their assigned lane (teams rotate lanes with each new game). If there is a fourth team member not riding in a particular game, this member will remain outside the ring. Please note: an exhibitor (horse and/or rider) may compete only once in any one game.
2. Rider #1 stands behind the starting line (see diagram), no running starts allowed. The other two riders should be behind the holding line. A line judge will start the race by the drop of a flag. If a false start occurs a whistle will blow and the game will be started again.
3. Once started, the game follows game/class descriptions noted in the rule book. Games may be played at any gait, accuracy is more important than speed.
4. If during play a whistle is blown, all riders must halt immediately and play is stopped until notification.

5. All hand-offs between riders must occur between the holding line and the starting line. No one else should be in this area.
6. During game play, if a mistake occurs such as an obstacle is knocked over, drop a mug, or a ball does not go in a bucket, etc. this mistake needs to be corrected. The rider can fix the problem while mounted or may dismount and fix the problem.
7. The third and last rider in each game needs to wear a white helmet or put a white helmet cover over their dark helmet. This is necessary so the judge can easily tell when the last rider on each team has completed the game. The game is finished when the third rider of a team crosses the finish line. If it is a "mounted finish" according to game rules, the rider must be mounted with one leg on each side of the horse.
8. In the event of a tied game, the teams involved in the tie will be asked to perform the game again as a tie breaker.
9. In the event of too many teams, during the heat ride-offs, teams may be assigned a timer who would keep their time and record it. It is advisable to have a backup timer running for each heat, in case of malfunction. After all teams have run their heats within a game, winning teams may be determined by fastest times.
10. All horses and riders should remain in the arena and mounted until all exhibitors have finished the game and the entire group is dismissed.
11. Riders may switch order of go within their team at any point as long as they remember to have the last rider wear the white helmet. Riders should also rotate who plays if there is a 4 person team.

G. Scoring

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

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

Pre and Mid Game Inspection – There will be an official score sheet and the points earned from the team members or a factor of points earned will be added to the final score. The pre-game inspection is mandatory and a shortened version of the pre-game inspection will be used mid game if needed.

The teams will be placed based on final scores which are cumulative points earned from the games and pre-game inspection. The team with the highest score will be first and then teams ranked accordingly based on final scores.

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

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

1. Disqualifications from game
   a) Horse being out of control or unmanageable.
   b) Cruelty to horse.
   c) Use of prohibited tack or appointments.
   d) Rider striking horse with reins, any other part of tack or equipment or any games equipment.
   e) Loss of horse (separate from rider, disturbing exhibitors in other lanes and creating a hazard), if rider falls off but quickly regains control of the horse they may remount and proceed with the game.
   f) Unsportsmanlike conduct, including but not limited to the use of profanity, disorderly conduct or excessive jerking, spinning or backing of the equine.
   g) Off course and not corrected at point of error.
   h) Mistake made (knock over obstacles, miss bucket, drop baton, etc.) and not corrected, coaching from team members is encouraged to help avoid this.
   i) Third rider not wearing white helmet.
   j) Any rule calling for disqualification as stated in each game's specific rules.
   k) Unauthorized assistance/coaching from outside the arena.
   l) Failure to have properly fitted helmet on and properly secured when entering the arena.
   m) Tack failure or breakage not allowing the rider to complete the game as stated in the rules.
   n) Interfering with another exhibitor's game play in their own lane.
   o) Intentionally hitting or kicking another exhibitor's mount.
   p) Hand off somewhere other than between the holding line and the start/finish line.
   q) Any particular horse and/or rider competing more than once in a game.
   r) Third rider crosses the finish line without correcting a mistake or being properly mounted.
   s) NOT HAVING FUN!!

H. Game Descriptions and Props

Mug Race

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

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

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

Straight Line

Course: Five bending poles about 25 ft apart in each lane.

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

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

Special Delivery

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

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

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

Pyramid Race

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

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

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

Tennis Tournament

Course: Empty 5 gal. water bucket at end of each lane

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

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

Ball and Cone Race

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

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

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

4 Flag Race

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

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

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

Veggie Stew

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

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

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

Junk Mail Race

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

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

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

Equipment Needed for One Lane to do all Games

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

New York State 4-H Mounted Games Inspection

Team_____ Rider Number_____

Time of Inspection_____ Judge's Initials_____

All areas are worth between 1 & 4 points: 1 = Needs Improvement, 2 = Worthy, 3 = Good, 4 = Excellent. An exhibitor must minimally receive a worthy in all categories to be permitted to participate in the games. If a 1 is earned in a category, a correction must be made before participation in games is permitted. It is 1/10 of the total score that is added to team score per member.

RIDER	**Points**	**Comments**
Exhibitor number displayed		
No inappropriate jewelry that could pose safety concern		
Safe, clean, neat and appropriate attire		
Hair up or pulled back and neat, allowing for visibility of exhibitor number		
Clean boots		
Rider Total:		

PONY/HORSE	**Points**	**Comments**
Well groomed, reflecting good care, mane and tail brushed out		
External areas around the sheath and udder clean		
Feet well trimmed and/or shod		
Feet picked out		
Eyes, nose, lips, dock clean		
Pony/Horse Total:		

TACK	**Points**	**Comments**
Safe, good fit and used appropriately		
No jockeys or dust, suppleness, a sign of regular conditioning		
All stress points clean		
No cracked leather		
Metal clean and polished		
Tack Total:		**Total Points of Inspection = _____ = _____** **10 10**

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

Team_____ Rider Number_____

Time of Inspection_____ Judge's Initials_____

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

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

Total Points _____ = _____ 10

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

Team_____ Rider Number_____

Time of Inspection_____ Judge's Initials_____

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

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

Total Points _____ = _____ 10

NYS 4-H EQUINE DRILL AND PARADE TEAM DIVISION

The <u>Quadrille portion</u> of the Drill/Parade/Quadrille Division, will run with USDF (United States Dressage Federation) as guidelines.

I. <u>PERSONAL ATTIRE AND APPOINTMENTS</u>

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

A. Required

1. Approved protective helmet
2. Riding boots with distinguishable heel
3. Long <u>or</u> short sleeved shirt
4. Long pants

B. Optional

1. Riding jackets
2. Gloves
3. Chaps
4. Blunt rowelled or unrowelled spurs – must have strap

C. Prohibited

1. Rowelled spurs
2. Clip-on spurs
3. Tapaderos

II. <u>TACK AND EQUIPMENT</u>

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

A. Required

1. Saddle appropriate to the seat you are riding
2. Bridle appropriate to the seat you are riding
3. Bit appropriate to the seat you are riding
4. Other equipment appropriate to the seat you are riding
5. Hunt and Dressage riders must use appropriate bits

B. Optional

1. Saddle pads
2. Leg wraps

C. Prohibited

1. Any item that is inappropriate to the seat you are riding (Refer to the prohibited list in the appropriate division.)
2. Twisted Wire Bits

D. **Allowed** in practice and warm-up rings.

1. Same as show ring.

III. GENERAL SPECIFICATIONS

These rules and procedures have been developed by the Drill Team Subcommittee of the N.Y. 4-H HEC specifically for the contest held as a part of the New York State Fair 4-H Equine Show. Rules for county and regional competition may vary, but all teams selected for participation at the State Fair must be aware of these rules, meet all requirements and abide by the rules as herein stated.

A. Team Composition

1. If a county has a full team in a given division, they may not register additional youth in that division to compete on an individual basis. **BUT** they will be allowed to register a maximum of two (2) individuals as part of another county's drill team, one (1) as a part of another county's parade team and one (1) for another county's Quadrille team. **REMEMBER** that this team will compete under the name of the county needing to field a full team and not as a combined county name. It is up to the counties to find members, the State 4-H office will not do this for you. All deadlines for entry forms apply for combined teams.
2. Participants riding on a Drill, Parade or Quadrille Team may participate in **2 out of the 3 disciplines**. For example, a participant may choose to ride on the county's Drill Team and Quadrille Team, or Parade Team and Drill Team etc.
3. One (1) English and one (1) Western Quadrille may be entered from each county or region.
4. All members of the team must ride in the same style (western, hunt, dressage or saddle seat).
5. All members of the team must be actively involved in the entire drill.
6. Each Drill Team, Parade Group and Quadrille Team is encouraged to enter alternate equine and rider pairs to be used only to replace regular team members and their mounts who cannot perform because of injury or illness to the riders or to the mounts (maximum of two (2) for Drill and one (1) for Parade and one (1) for Quadrille).

7. Each Drill Team, Parade Group and Quadrille Team must submit 3 copies of their routine. These submissions will include a diagram or drawing of each maneuver in the sequence in which they will be performing and is to be given to the judges at the coaches/judges meeting prior to the start of competition.
8. The order in which teams are to perform shall be determined by a drawing at the coaches/judges meeting or as special circumstances dictate and as approved by the Subcommittee Chair. All Parade Groups will perform prior to the Drill Team competition.
9. Each drill team shall consist of:
    a) a minimum of six (6) equines and riders.
        1) less than six (6) equines and riders may compete if - an injury to a equine or rider has taken place after the State Fair entries have been submitted for six (6) or more equines and riders or
        2) a problem has arisen after the State Fair entries have been submitted for six (6) or more equines and riders, but prior to the contest and permission to participate in granted by the Chair for Drill/Parade, the HEC Executive Committee, or the State Fair 4-H Show Committee.
    b) a maximum of twelve (12) equines and riders.
        1) a larger group may be considered if special permission to participate is requested of and granted by the Chairperson of the Drill Team Subcommittee at least 2 weeks prior to the contest.
10. Each Parade Group shall consist of:
    a) five (5) mounted riders.
        1) less than five (5) riders may compete if an injury to a equine or rider has taken place after the State Fair entries have been submitted for five equines and riders or
        2) a problem has arisen prior to the contest and permission to participate is granted by the Chairperson of the Parade Group Subcommittee.
11. Each Quadrille Team shall consist of:
    a) four (4) mounted riders.

B. Individual and Team Eligibility

1. All team members must be enrolled in a 4-H equine project in the county they represent and meet all age and participation requirements of that county and of the State 4-H Equine Show.
2. All teams must be entered in accordance with all rules and regulations of the State 4-H Equine Show.
    a) An official 4-H Equine Show Entry Form is to be submitted for each team member and alternate through your county Cooperative Extension office on an official NYS Fair entry form.

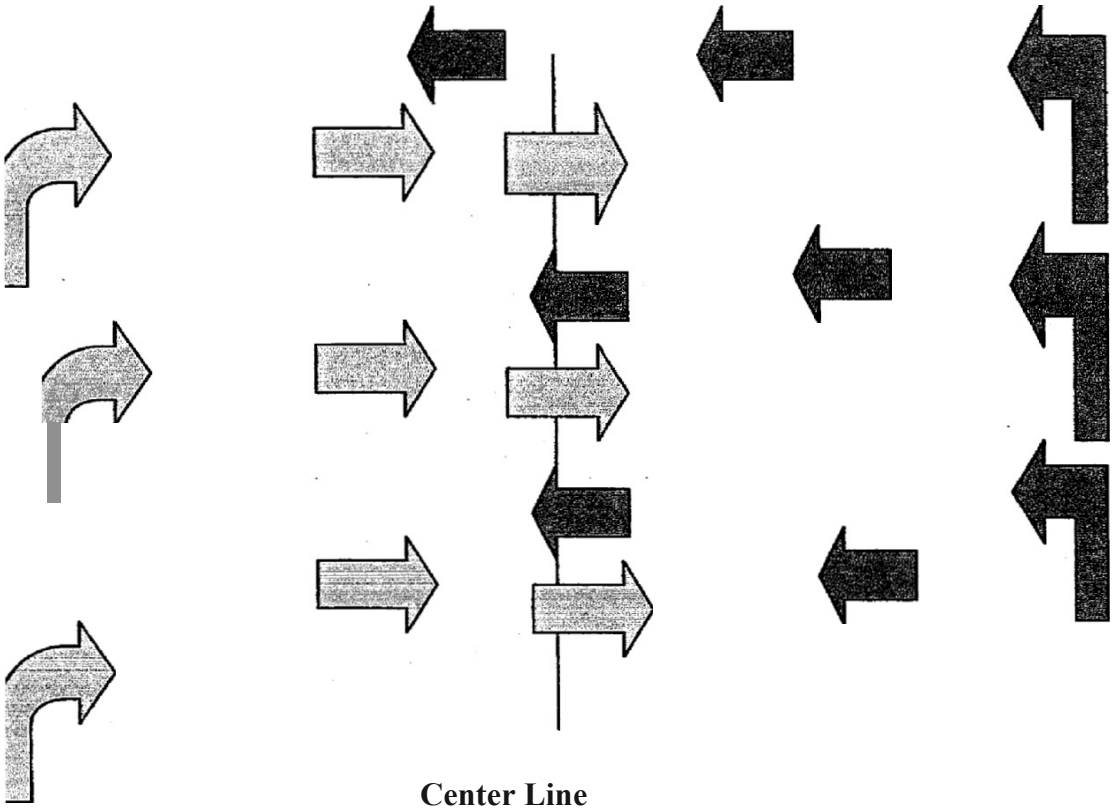
b) A separate entry shall be made using the attached form, directly to the Extension Horse Specialist, 129 Morrison Hall, Cornell University, Ithaca, NY, 14853.

IV. CLASS DESCRIPTIONS

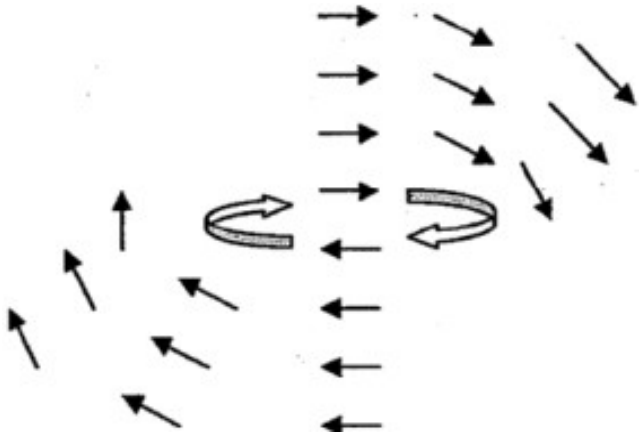
A. The Drill Team Performance

1. The space in which all drill team maneuvers are to be executed shall be no more than 240' by 120' (the size of the NYS Fair arena) and no smaller than 200' by 100'. The perimeter may be marked by cones or other suitable markers immediately prior to the performance and removed immediately afterwards.
2. Each county is to develop their own drill. No obstacle shall be permitted within the drill team pattern area, interactive with the drill team. Time frame:
   a) minimum time of 5 minutes
   b) maximum time of 10 minutes
3. Signals are to be given by the team captain if no music is used. These signals may be:
   a) voice commands
   b) whistle commands
4. When music is used, optional signals may be used which must consist of subtle head or arm movement by the line leaders - whistle or voice commands are not allowed.
   a) All music, reproduction equipment (stand-alone or through the existing P.A. system) must be supplied by the team.
5. Each drill must include, but is not limited to the following four (4) maneuvers:
   a) A 360 degree wheel with the pivot from the center or end, with all riders involved.
   b) Thread the needle (pattern X).
   c) Oblique in line (kitty corner).
   d) Mesh/interlocking fingers (pass through opposing lines all riders abreast).
6. No flags or pennants may be used by members of the team in the drill nor may stationary riders hold flags or pennants in the ring during the drill. County and club banners may be brought into the ring during award ceremonies only.
7. A very brief listing and description of the maneuvers in the sequence in which they are to be performed is to be given to the judge at the coaches/judges meeting prior to the start of competition.
8. The order in which teams are to perform shall be determined by a drawing at the coaches/judges meeting or as special circumstances dictate and as approved by the Subcommittee Chair.

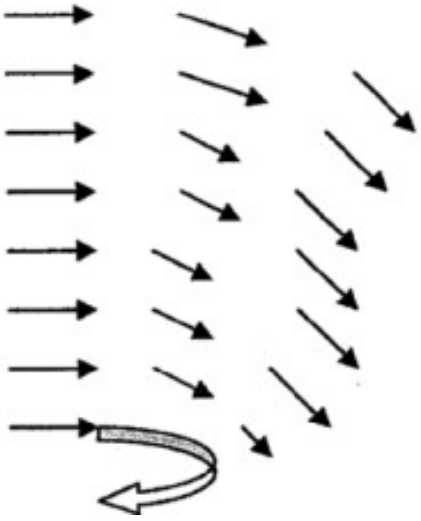
INTERLOCKING FINGERS

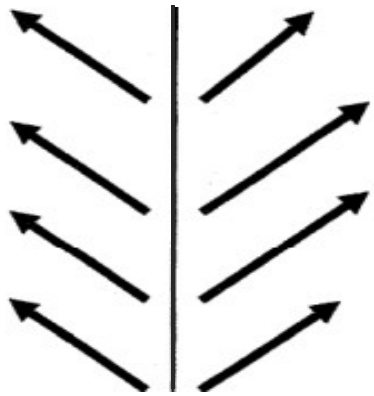


Center Line



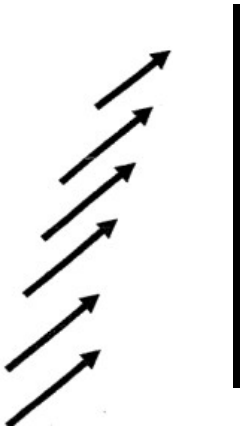
PINWHEEL or 360 DEGREE WHEEL



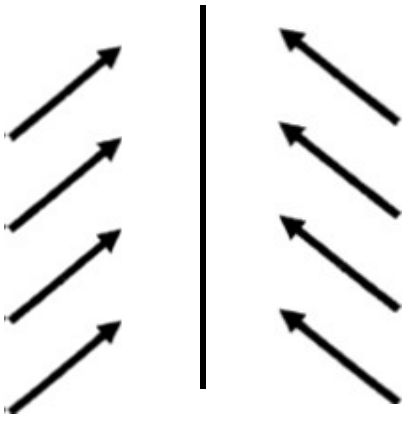


Center Line

OBLIQUE

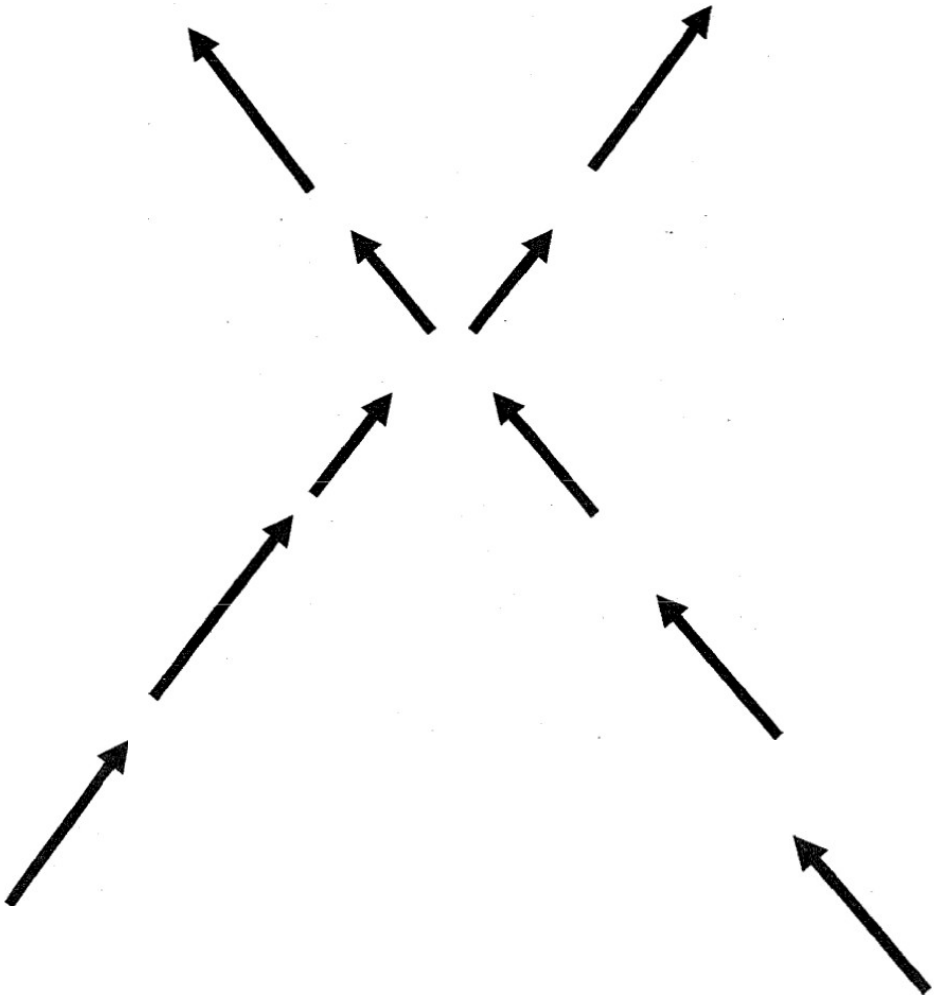


Center Line



Center Line

THREAD THE NEEDLE



B. The Parade Team Performance

1. Each of the five (5) riders must carry a flag or pennant including the American Flag, State flag and either a county or 4-H banner with the two remaining flags or pennants to be at the discretion of the group. There is no size requirement for the flags/banners, but for safety reasons they need to be of a size that will not interfere with the riders' or equines' vision and action. It is mandatory that some form of flag holder must be attached to the stirrup for holding flags.
2. Each group must develop their own routine and be within the following time frame:
   a) minimum of three (3) minutes
   b) maximum of five (5) minutes
3. Each routine must include, but not be limited to:
   a) movement in 5-abreast formation at the walk and jog/trot.
   b) 5-abreast to the right at a walk and at a jog/trot
   c) 5-abreast to the left at a walk and at a jog/trot.
   d) a 360-degree wheel to the right and to the left with the end equine being the pivot.
   e) a 180 degree turn to the right or to the left with the pivot being the center rider.
4. The space in which all Parade Group maneuvers are to be executed and shall be no wider than 40' and no longer than 200'. Parade Group should perform as if working in a city street in front of a reviewing stand. It is not to be executed as a mini drill, but should incorporate distinct parade maneuvers with emphasis on precision.

C. The Quadrille Performance

1. The space in which all Quadrille team maneuvers are to be executed shall be performed in a 20X 60-meter (66X198 ft) ring. The perimeter will be marked with appropriate and suitable markers for the duration of the Quadrille portion of the division.
2. Each county is encouraged to develop their own routine, but may use a USDF Quadrille test already created as a guideline.
   a) Minimum time: 4 minutes
   b) Maximum time: 6 minutes
3. Signals may be given if no music is used. These signals may be:
   a) voice commands
   b) whistle commands
4. A description of the routine in the sequence in which they are to be performed is to be given to the judge at the coaches/judges meeting prior to the start of the competition.

V. PERFORMANCE

A. Scoring

1. All scoring shall be done entirely by three (3) official judges whose decision shall be final.
   a). The official judges will discuss the contest and the scoring with the coaches and team members at a special meeting to be held approximately ½ hour after the conclusion of the awards ceremony. All comments and questions relative to scoring, placing and evaluation must be deferred to the meeting.
   b). Each Drill Team shall be scored up to 100 maximum points, the final score will be the average of the three scores based on the following criteria:

1)	Uniformity	0-10 pts
2)	Horsemanship	0-10 pts
3)	General impression	0-10 pts
4)	Creativity	0-20 pts
5)	Mandatory maneuvers	0-25 pts
6)	Elective maneuvers	0-25 pt

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

1).	Uniformity of team	0-10 pts
2).	Horsemanship	0-10 pts
3).	General impression	0-10 pts
4).	Precision of execution	0-20 pts
5).	Performance requirements	0-50 pts

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

1).	Spacing	0-10	pts
2).	Uniformity	0-10	pts.
3).	Choreography	0-10	pts.
4).	Musicality	0-10	pts
5).	Horsemanship	0-10	pts
6).	Team appearance	0-10	pts
7).	Creativity	0-20	pts
8).	Performance of group	0-20 pts	

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

Drill Team

- Drill less than 5 minutes -**10 penalty points**
- Drill exceeds 10 minutes, but less than 10-1/2 minutes **5 penalty points**
- Drill exceeds 10-1/2 minutes, but less than 11 minutes- **10 penalty points**
- Drill over 11 minutes, but less than 12 minutes-**20 penalty points**
- Drill exceeds 12 minutes –**disqualification**

Parade Group

- Routine less than 3 minutes-**10 penalty points**
- Routine exceeds 5 minutes, but less than 5-1/2 minutes-**5 penalty points**
- Routine exceeds 5-1/2 minutes, but less than 6 minutes- **10 penalty points**
- Routine exceeds 6 minutes, but less than 7 minutes-**20 penalty points**
- Routine exceeds 7 minutes-**disqualification**

2. If any performance exceeds the time limit (10 minutes for Drill Teams, 5 minutes for Parade Groups and 6 minutes for Quadrille) no scoring will be done on that part of the performance which exceeds the time limit.
3. The scores of Judge 1, Judge 2 and Judge 3, less any penalties, shall be averaged to determine the order of team placing.
4. Ties will be broken by the decision of the judges.

B. Penalties

1. Not riding at some time during the performance-
   a) Drill Team - a walk, jog/trot and lope/canter
   b) Parade Group-a walk and jog/trot
   c) Quadrille- a walk, jog/trot and lope/canter
2. Exceeding the time limit (10 minutes for Drill Teams, 5 minutes for Parade Groups and 6 minutes for Quadrille) by 2 or more minutes.

Disqualifications

1. Use of music **and** voice or whistle commands together in drill/ parade/ quadrille.
2. Fall of equine and/or rider –**if caused by unsafe action of horse or rider.**
3. Any action deemed unsafe by the official judges to riders, equines, or spectators
   During the team performances, including lack of control, kicking, inappropriate use of appointments, etc.
4. Nonconformance to the Team Composition as described.

C. Sequence

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

c) Scoring and timing will begin after the salute, with the first note of music (if used), or the first vocal or whistle command given for the collective movement of the team.

2. Routine
   a) Once the drill has begun, forward movement must continue until the final lineup and halt.
   b) The greater the number of different maneuvers attempted, may result in a potentially higher score.
   c) The more difficult the maneuvers attempted, may result in a potentially higher score.
3. Halt and Salute
   a) Each team performance must be concluded with all members of the team forming a line (abreast) facing the announcer's stand (judge) at the halt.
   b) The team members will salute the judges, at which time all scoring and timing stops.
   c) When the judge returns the team salute, the team will exit at the walk.
4. An official timer 15 years of age or older shall be appointed to time and record that time for each team.
5. A Technical Delegate shall be designated by the Drill/Parade/Quadrille Subcommittee Chair. The TD shall:
   a) ensure that all rules and procedures are followed.
   b) intercede with show management on behalf of the competitors where disputes arise.
   c) interpret decisions of management for competitors.
   d) monitor all activities.

NYS 4-H DRILL TEAM JUDGING SHEET

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

NUMBER OF RIDERS: _____ **SPECIAL PERMISSION:** _____

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

UNIFORMITY (0-10 POINTS) _____ **( ) points**

HORSEMANSHIP (0-10 POINTS) _____ **( ) points**

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

CREATIVITY (0-20 POINTS) _____ **( ) points**

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

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

COMMENTS: _____

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

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

JUDGE: _____ **TOTAL SCORE:** ( )
100 points maximum

NYS 4-H PARADE GROUP JUDGING SHEET

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

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

SPECIAL PERMISSION: _____

UNIFORMITY (0-10 POINTS) _____ **( ) points**

HORSEMANSHIP (0-10 POINTS) _____ **( ) points**

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

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

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

5 abreast at a walk	5 abreast at a jog/trot
Right angle movements at a walk	right angle movements at a jog/trot
5 abreast to the right at a walk	5 abreast to the right as a jog/trot
5 abreast to the left at a walk	5 abreast to the left at a jog/trot
360 degree wheel to the right (end pivot)	360 degree wheel to the left (end pivot)

180 degree turn to the right or left with the pivot being the center rider

COMMENTS: _____

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

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

JUDGE: _____ **TOTAL SCORE:** ( )
100 points maximum

NYS 4-H QUADRILLE TEAM JUDGING SHEET

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

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

SPACING (0-10 POINTS) _____ **( ) points**

UNIFORMITY (0-10 POINTS) _____ **( ) points**

CHOREOGRAPHY (0-10 POINTS) _____ **( ) points**

MUSICALITY (0-10 POINTS) _____ **( ) points**

HORSEMANSHIP (0-10 POINTS) _____ **( ) points**

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

CREATIVITY (0-20 POINTS) _____ **( ) points**

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

COMMENTS: _____

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

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

JUDGE: _____ **TOTAL SCORE:** ( )
100 points maximum

NEW YORK STATE 4-H HUNT SEAT DIVISION

I. PERSONAL ATTIRE AND APPOINTMENTS

A. Required

1. Approved protective helmet
2. Breeches or jodhpurs
3. Shirt
4. Coat
5. Hunt boots (dress or field) or jodhpur boots, all with a distinguishable heel
6. Tie or choker
7. Hair neatly contained, preferably in a net

B. Optional

1. Gloves
2. Unrowelled spurs – must have strap
3. Black smooth leather half chaps may be allowed under special circumstances but are NOT encouraged.

C. Prohibited

1. Chaps
2. Rowelled spurs
3. Clip-on spurs

II. TACK AND EQUIPMENT

A. Required

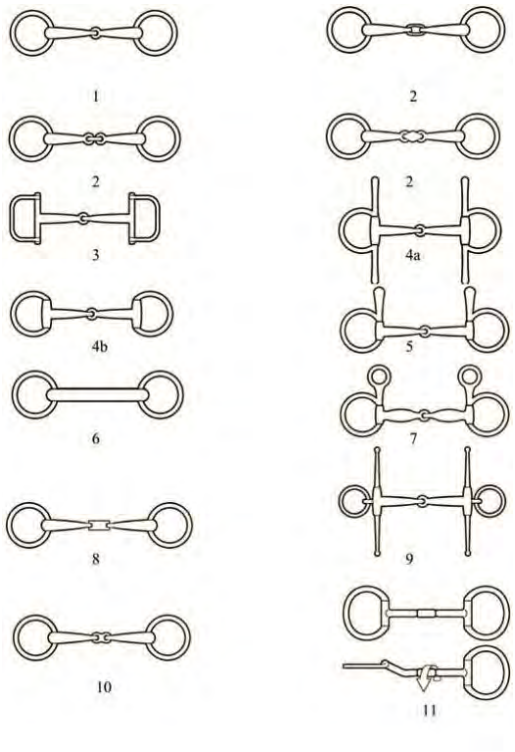
1. Appropriate hunt-type saddle
2. Open-toed steel stirrups
3. Snaffles, pelham, Kimberwicke, slow, and gentle twisted bits (*examples of some acceptable bits for Hunt Seat Division follow on next page)
4. Snaffle type single bit bridles, full or double bridles - all with cavesson noseband
5. Leather, web, cord, or linen girth

B. Optional

1. Crops
2. Hunting breastplates
3. Stirrup treads
4. Saddle pad

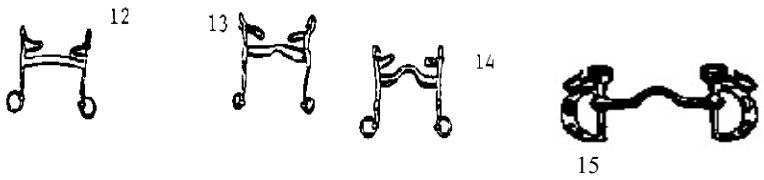
5. Standing martingales (optional in over fences classes only)
6. Running martingales and training forks (optional in the practice ring but not allowed during warm-up over fences)
7. Protective boots (optional in Equitation over fences classes only)

Examples of Some Acceptable Hunt Seat Division Bits



1. Ordinary snaffle with single-jointed mouthpiece.
2. Ordinary snaffle with double-jointed mouthpiece.
3. Racing snaffle (D-ring).
4. Snaffle.
   a) with cheeks, with or without keepers.
   b) without cheeks (Egg-butt).
5. Snaffle with upper or lower cheeks.
6. Unjointed snaffle (Mullen-mouth).
7. Snaffle with cheeks. (Hanging or drop cheek; Baucher). This may be a D-ring or other ordinary snaffle as pictured in Nos. 1-6.
8. Dr. Bristol.
9. Fulmer.
10. French snaffle.
11. Snaffle with rotating mouthpiece
12, 13, 14. Pelhams
15. Kimberwicke

*A full (double) bridle consists of two bits, usually a curb and a snaffle



PLEASE NOTE: If there is a question, please talk with the Division Chairperson or Equine Show Superintendent. If a decision needs to be made, it will be made by the Equine Show Committee.

C. Prohibited

1. Lane Fox saddle
2. Standing martingales (prohibited in flat classes; optional in over fences classes; allowed for practice or warm-up over fences)
3. Running martingales and training forks (will be allowed in practice ring but not during warm-up over fences)

4. Chin straps or curb chains less than 1/2" in width
5. Drop, figure 8, or flash noseband/cavesson
6. Converters
7. Dropped noseband
8. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices (prohibited for classes, for practice or warm-up over fences).
9. Elevator Bits

D. **Allowed** in practice and warm-up ring.

1. Standing martingales – over fences only
2. Running martingales and training forks – not allowed in warm-up over fences
3. Protective boots, leg wraps and bandages

PLEASE NOTE: If there is any doubt, talk with the Division Chairperson or Equine Show Superintendent. If a decision needs to be made, it will be made by the Equine Show Committee.

III. SCHOOLING

Schooling over obstacles in the ring on any course is permitted only at the time designated by the Show Committee. All other schooling over obstacles is permitted only within clearly identified areas and only at times designated by the Show Committee. Only equines and their riders entered in Working Hunter and Equitation Over Fences classes will be allowed into the ring to school. All coaching must be done during schooling. The number of equines allowed in the ring during schooling or warm-up will be at the discretion of the division chairperson and/or the equine show committee. Keep safety in mind. The Show Committee will determine length of schooling sessions based on entries, weather conditions, footing, and lighting.

IV. CLASS DESCRIPTIONS

PLEASE NOTE: Braided mane and/or tail is optional in the Hunt Seat Division

A. **Hunt Seat Equitation** - Only the rider is being judged, therefore any equine that is suitable for this style of riding and is capable of performing the required class routine is acceptable. The rider should have a traditional appearance, seat and hands light and supple, conveying the impression of being able to maintain control should any emergency arise.

1. **Scoring** - Emphasis will be placed on the rider's ability to effectively control the equine and maintain the basic position while doing so.
2. **Basic Position** - The eyes should be up and shoulders back. Heels down. The calf of the leg should be in contact with the equine and slightly behind

the girth. The irons should be placed under the ball of the foot.

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

b) **Position in Motion**

1) Walk and slow trot - body should be vertical
2) Posting Trot - inclined forward
3) Canter - halfway between the posting trot and the walk

3. **Class Routine**

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

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

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

1) doing a figure 8 at the trot, demonstrating a change of diagonal
2) doing a figure 8 at the canter, demonstrating a simple change of lead
3) riding without stirrups for a brief period of time, no more than 1 minute at the trot (Seniors only)
4) changing leads down the center of the ring, demonstrating a simple change of lead
5) half-turn on the forehand and/or half-turn on the haunches
6) backing the equine in a straight line for not more than 10 feet

B. **Hunt Seat Pleasure -** Equines are to be shown at a walk, trot, canter both ways of the ring. The pleasure equine should be smooth, relaxed and willing. These traits should be evident when the equine is worked at each gait.

1. **Scoring -** Emphasis will be placed on the smoothness of the performance of the equine and on the suitability of the equine to the rider for this style of riding.

2. **Class Routine**
   a) Gaits
      1) Walk - true and flat-footed
      2) Trot - forward and smooth
      3) Canter - balanced and with the equine on the correct lead
   b) All contestants shall enter the ring at a walk until they are otherwise directed by the judge. They shall then go at least once around the entire ring at each of the three gaits - walk, trot and canter. All equines will be reversed and worked in a similar manner in that direction. The reverse may be done by turning away from the rail.
   c) After all equines have been worked as specified above, the judge may dismiss any equines not to be further considered in the class.
   d) Equines being considered for an award may be asked to back a minimum of 3 steps in a straight line.

C. **Hunter Under Saddle** - Equines are to be shown at a walk, trot, extended trot (at judge's discretion) and canter, both ways of the ring. At the judge's discretion, all equines being considered for an award will be required to hand gallop one way of the ring. The equine should be similar to the Hunt Seat Pleasure mount, in that it is smooth, relaxed and willing.

1. **Scoring -** Emphasis will be placed on the equine's performance and the suitability to the rider for this style of riding.
2. **Class Routine**
   a) All contestants will enter the ring at a walk until otherwise directed by the judge. They shall then go at least once around the entire ring at each of the four gaits - walk, trot, extended trot (at judge's discretion), and canter. They will then be asked to reverse and repeat the same procedure in that direction. The reverse may be done by turning away from the rail.
   b) After all equines have been worked as specified above, the judge may then dismiss any equines not to be further considered in the class.
   c) The judge may continue to work the remaining equines at the hand gallop, with no more than 8 equines to hand gallop at one time.
   d) The judge may ask any rider to back his or her equine a minimum of 3 steps in a straight line.

D. **Hunter Hack -** Equines are to be shown at a walk, trot, canter, and may be asked to extend the trot, both ways of the ring. All equines being considered for an award will be required to jump two fences not more than 2 feet high. The equine should be similar to the Hunter Under Saddle mount, in that it is smooth, relaxed and willing. The style of jumping should be smooth and consistent, such that the equine could be relied on to take the rider over fences in a safe, obedient manner at an even hunting pace.

1. **Scoring -** Emphasis will be placed on the equine's performance and the suitability to the rider for this style of riding. To be judged 30% on performance on the flat and 70% on performance over fences.
2. **Class Routine**
   a) All contestants will enter the ring at the walk, until directed to line up by the ring master. It is required that each equine shall be asked to jump. After all equines have jumped, the judge may dismiss any equines not being considered further in the class.
   b) The judge will continue to work the remaining equines at the walk, trot and canter at least once around both ways of the ring. The reverse will be made by turning away from the rail.
   c) Scoring of jumping is to be the same as in Working Hunters, with the exception that three (3) refusals shall not eliminate an exhibitor from the class but will result in a zero (0) on the scoring of the performance over fences.

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

1. **Basic Position -** Same basic position is required as for Hunt Seat Equitation on the Flat. While going over jumps, the inclination of the rider should be in a 2-point position; however, the rider should be flexible enough to maintain the position which is best suited to the individual equine's style of taking fences and also to the height of the fences. Stirrups may be slightly shorter for jumping than for work on the flat.
2. **Hands -** Hands should be slightly apart, over and in front of the equine's withers, with thumbs slightly turned inward. The reins should be held in a light contact, making a straight line from the equine's mouth to the rider's elbow. The bight of the reins may fall on either side, however, all reins must be picked up at the same time. Sympathy with the equine's movements and an ability to adjust to these movements will be emphasized.

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

3. **Class Routine**
   a) The class shall be held over at least 6 jumps, the height of which will be a maximum of 2' for Ponies, 2'6" for Juniors, and 3' for Seniors.
   b) Patterns for this class must be posted at least one hour before the class.
   c) The performance begins when the equine enters the ring and is given the signal to proceed after entering the ring.

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

e) Except for refusals, jumping faults of the equine are not to be considered unless they are the result of the rider's equitation ability. Three refusals will result in elimination.

f) If a refusal occurs in a double or triple, the rider shall re-jump all elements of the combination.

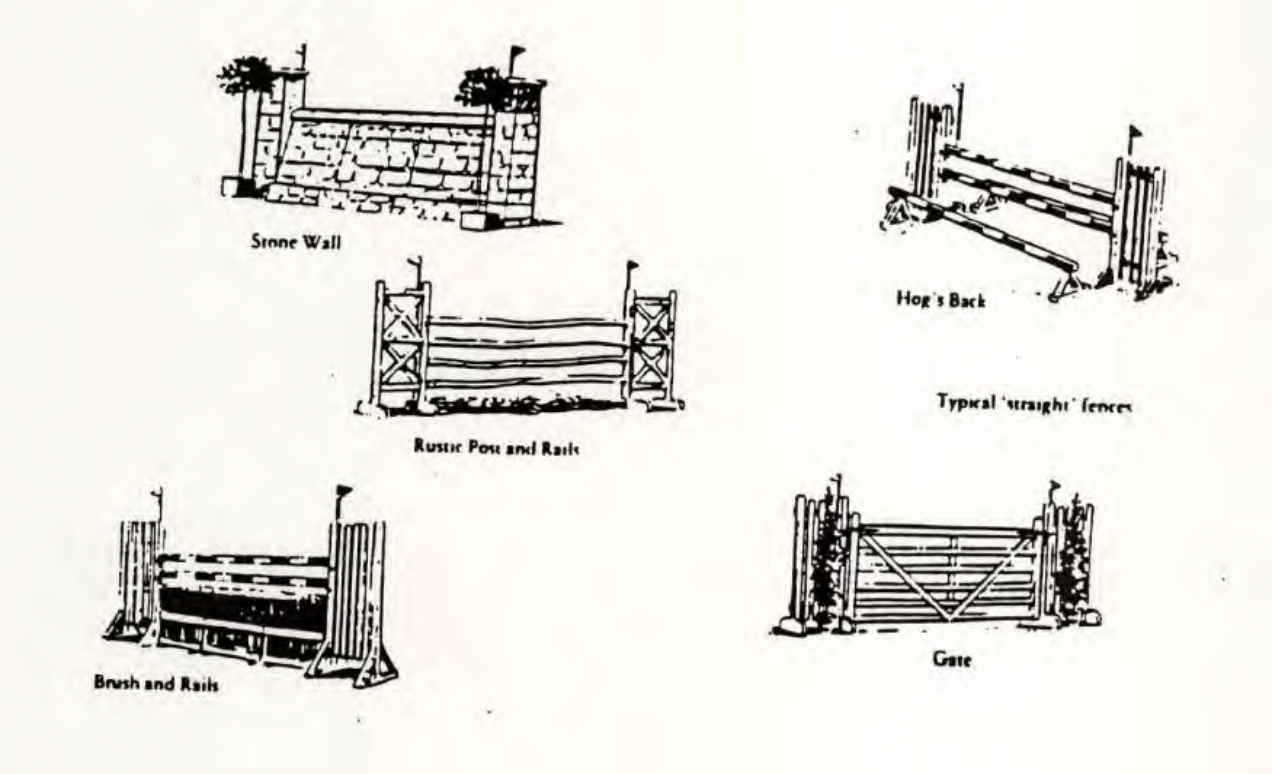
g) Any or all contestants may be called back to perform at a walk, trot or canter, or to execute an appropriate test of skill. These tests may include those for Hunt Seat Equitation or any of the following:
   1) jump two fences at the trot
   2) pull up between fences, except in a combination
   3) jump fences on figure 8 course
   4) after completing course no contestant shall be asked to re-jump entire course

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

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

2. **Class Routine**
   a) All equines will be worked individually over fences. Circling once upon entering the ring and once upon leaving the ring is permissible. Additional circling will be considered a refusal.
   b) The height of jumps for this class will be a maximum of 2' for Ponies, 2'6" for Juniors, and 3' for Seniors.
   c) After completing the course, no equine shall be requested to re-jump the entire course.
   d) Upon completion of the entire class over fences, the finalists may be asked to jog their equines past the judge for soundness.
   e) The judge shall penalize unsafe jumping and bad form over fences, whether the fence was touched or untouched.
   f) Fences should simulate obstacles which might be found in the hunting field such as natural post and rail, brush, stone wall, gates, chicken coop, aiken or hedge. Spreads over 3' are prohibited. The

use of unusual obstacles or obstacles not likely to be found under ordinary jumping conditions should be avoided. Suggested obstacles are shown below:



g) Ground line recommended for all obstacles.
h) A 6" difference is recommended for the back element of an obstacle.
i) Square oxers are prohibited.
j) Spreads will not exceed fence height.

3. **Scoring -** Equines are to be scored on faults according to the following:
   a) General
      1) When an equine makes two faults at one obstacle, only the major fault will be counted, except refusals which will count in addition.
      2) When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
      3) When an obstacle requires two or more fences such as an in and out, the faults committed at each obstacle are considered separately. In case of a refusal or run-out at one element, the entry must re-jump all parts of the combination.
   b) Touches - Light touches may be scored where elimination is difficult or there are eight or more entries in a class, according to the scale below:
      1) With any part of the equine's body behind the stifle - **l/2**

fault

2) With any part of the equine's body in front of the stifle – **1 fault**
3) Of standard or wing with any part of the equine, rider or equipment - **1 fault**

c) Knock-Downs - An obstacle is considered knocked down when its height is lowered by equine or rider:
1) With any part of equine's body behind the stifle - **4 faults**
2) With any part of equine's body in front of the stifle - **4 faults**
3) Of standard or wing with any part of the equine, rider or equipment - **8 faults**
4) Of obstacle by touching a wing or a post, it shall count as a knock-down of obstacle with above penalties.
5) When a equine touches an obstacle causing a rail of an adjoining panel or wing to fall, it shall not be construed as a knock-down.

d) Disobediences - Circling once upon entering the ring and once upon leaving is permissible.
1) First refusal, run-out, bolting on course, extra circle or showing an obstacle to a equine - **4 faults**
2) Second refusal, run-out, bolting on course, extra circle or showing an obstacle to a equine - **4 faults**
3) Third refusal, run-out, bolting on course, extra circle or showing an obstacle to a equine – **elimination**
4) Jumping an obstacle before it is reset - **elimination**
5) Bolting from ring - **elimination**
6) Failure to keep proper course - **elimination**
7) Jumping an obstacle not included in the course - **elimination**

e) Falls - Equine and/or rider falling in competition – **elimination**

NEW YORK STATE 4-H SADDLE SEAT DIVISION

I. PERSONAL ATTIRE AND APPOINTMENTS

A. Required

1. Approved protective helmet
2. Saddle suit of conservative colors or Kentucky jodhpurs with matching jacket (informal attire)
3. Day coats allowed in any class except equitation & showmanship at halter
4. Jodhpurs boots with a distinguishable heel
5. Tie
6. Shirt

B. Optional

1. Gloves
2. Blunt rowelled or unrowelled spurs – must have strap
3. Whips

C. Prohibited

1. Chaps
2. Rowelled spurs
3. Clip-on spurs

II. TACK AND EQUIPMENT

A. Required

1. Flat English type saddle
2. Full bridle or pelham, including cavesson, browband, throatlatch and appropriate curb chain
3. Triple fold leather, shaped leather or white web girth

B. Optional

1. Saddle pad
2. Whips

C. Prohibited

1. Chin straps or curb chains less than 1/2" in width
2. Forward seat English saddle
3. Western saddle
4. Breastplate

5. Dropped noseband
6. Kimberwicke
7. Martingale
8. Tie down
9. Protective boots
10. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices. (This includes use for practice or warm-up.)
11. Bit converter

D. Allowed in practice ring or warm-up

1. Running/working martingales/training forks
2. Leg wraps, splint boots
3. Bell boots

III. CLASS DESCRIPTIONS

Any equine (registered or grade) is eligible to compete in this division as long as all other 4-H requirements are met. Breed type is not a factor in judging.

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

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

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

1. **Basic Position** - To obtain proper position, rider should place himself comfortably in the saddle and should find his center of gravity by sitting with a slight bend at the knees but without use of irons. While in this position adjust leathers to fit. Irons should be placed under ball of foot (not toe nor "home") with even pressure on entire width of sole and center of iron. Foot position should be natural (neither extremely in nor out).
   a) **Hands -** Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle and should show sympathy, adaptability and control. The height the hands are held above the equine's withers is a matter of how and where the equine carries his head. The method of holding the reins is optional

however both hands must be used and all reins must be picked up at one time. Bight of rein should be on the off side.

b) **Position in Motion**:

1) Walk - slight motion in saddle.
2) Trot - slight elevation in saddle posting; hips under body not mechanical up-and-down nor swinging forward and backward.
3) Intermediate Gait - a four beat lateral gait, including but not limited to the following gaits: running walk, fox trot, single foot, and the gaits of the Paso Fino.
4) Canter - close seat, going with equine.
5) Slow Gait - steady in saddle, no slap nor twist; legs straight down, intermittent sawing.
6) Rack - seat smooth in saddle; legs down and slightly back, not thrust forward; hands low in motion with gait, not sawing but placement optional to individual rider and equine.

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

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

B. **English Pleasure Saddle Seat -** Equines are to be shown at the walk, trot and canter, both ways of the ring. The pleasure equine should be easy to handle, obedient and consistent. Light contact with the equine's mouth must be maintained. It is recommended that equines be brought to a flat-footed walk before changing gaits. Pulling, tossing of the head, going sideways and other indications of poor manners will be penalized. Equines may be shown with either a full or roached mane, long or short tail. Tails must be carried naturally. Manners and suitability as a pleasure mount are paramount. May cross enter in any other class, including Park or Classic Country Pleasure.

1. **Class Routine**

a) Gaits

1) Walk - true and flat-footed.
2) Trot - brisk, smart, cadenced and balanced, without loss of form; smoothness more essential than extreme speed. An extended trot may be called for at the judge's option.
3) Intermediate Gait - a four beat lateral gait, including but not limited to the following gaits: running walk, fox trot, single foot, and the gaits of the Paso Fino.
4) Canter - smooth, collected and straight on both leads.

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

c) After all entries have been worked as specified above, the judge may then excuse contestants not to be further considered in the class.

d) The judge may ask for additional work from any of the remaining entries. Equines may be asked to back.

C. **Park Saddle -** Equines are to be shown at a walk, trot and canter, both ways of the ring. The park equine should display brilliance, collection and animation in the performance, along with proficiency in executing the required gaits. Equines should stand quietly and back readily. Equines may be shown with a full or roached mane, long or short tail. Tails must be carried naturally. May cross enter in any other class, **except Classic Country Pleasure**.

1. **Class Routine**

a) Gaits

1) Walk - a true, cadenced, four-beat walk, with equine collected
2) Trot - animated, natural and cadenced, with impulsion and power from behind; the front light and airy
3) Intermediate Gait – a four beat lateral gait, including but not limited to the following gaits: running walk, fox trot, single foot, and the gaits of the Paso Fino.
4) Canter - true, collected, animated and unhurried, the movement light and airy, with more elevation than in pleasure classes. The equine is to be balanced, supple and mobile; to be straight on both leads.

b) All equines will enter the ring in a counterclockwise direction at the trot until otherwise directed by the judge. They will go at least once around the entire ring at each of the three gaits, walk, trot and canter. All equines will be reversed and worked in that direction as already described. The reverse must be done by turning toward the rail.

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

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

e) The judge may ask for additional work from any of the remaining entries. Equines may be asked to back.

D. **Road Hack** - To be judged on performance, manners and suitability for road hack equines. Equines are to be shown at a walk, trot, extended trot, canter and hand gallop. The road hack should be obedient, consistent and easy to handle. The equine should back readily if asked to. At any time during the class the judge may ask equines to halt and walk off on a loose rein.

1. **Scoring** - Emphasis in this class will be placed on both the performance and the conformation of the equine. The scoring of the equine's performance will be based on the smoothness of the overall performance and especially on the ability to extend the trot by actually lengthening the stride rather than just moving on with more speed. Conformation will take into account soundness, quality and substance.
2. **Class Routine**
   a) Gaits
      1) Walk - flat-footed, rapid, elastic
      2) Trot - square, collected and balanced
      3) Extended trot - balanced, ground covering; ability to extend the fore legs rather than merely increase speed
      4) Intermediate Gait - a four beat lateral gait, including but not limited to the following gaits: running walk, fox trot, single foot, and the gaits of the Paso Fino.
      5) Canter - smooth, collected and straight on both leads
      6) Hand - gallop - excessive speed to be penalized.

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

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

   d) All equines being considered for an award shall be asked to back a minimum of 3 steps in a straight line, and hand gallop one way of the ring, with no more than 1/2 of the class to hand gallop at one time.

E. **Versatility** - Class is designed to test the versatility of equine and rider. Equines are to be shown at the walk, trot and canter in saddle seat attire. Riders will be asked to dismount. Tack and attire is then changed, in the ring, to western and equine is shown at walk, jog, intermediate gait and lope. Two grooms or attendants may assist with unsaddling, but shall not enter the ring until directed to do so. Equipment may be removed from ring as soon as unsaddling is completed.

Scoring - Scoring is determined 50% saddle seat pleasure and 50% western pleasure. Class is judged on performance, manners, way of going and suitability.

F. **Classic Country Pleasure** - Equines are to be shown at a walk, normal trot, strong trot and canter. The Country Pleasure equine should give the distinct appearance of being a pleasure to ride. A quiet, responsive mouth is paramount. All gaits must be performed with willingness and obvious ease, cadence, balance, and smoothness. Transition from one gait to another should be smooth and effortless. Extreme knee motion and speed are to be penalized. Equines will be asked to halt on the rail, stand quietly, back and walk off on a loose rein at least one direction of the ring. May cross enter in any other class, **except Park Saddle Class**.

1. **Class Routine**
   - a) Gaits
     1) Walk - a true, flat-footed, ground covering four-beat gait. Special emphasis will be placed on the walk for this class.
     2) Normal Trot - an overall balanced, relaxed, easy-going two-beat gait with elasticity and freedom of movement. High action must be penalized.
     3) Strong Trot - a faster two-beat gait with lengthened stride, maintaining balance, ease and freedom of movement. High action must be penalized.
     4) Intermediate Gait - a four beat lateral gait, including but not limited to the following gaits: running walk, fox trot, single foot, and the gaits of the Paso Fino.
     5) Canter - a smooth, unhurried three-beat gait, which is to be straight and correct on both leads.
   - b) All equines will enter the ring in a counterclockwise direction at the trot until otherwise directed by the judge.
   - c) After all equines have been worked as specified above, the judge may excuse contestants not to be further considered in the class.
   - d) The judge may ask for additional work from any of the remaining entries.

G. **Command** - This is to be a fun class where the equine and rider can demonstrate their skills and obedience. Any rider not executing the judge's exact command promptly and correctly is eliminated. Assistants may be stationed at various points of the ring to aid in the observing and eliminating of contestants who fail to

follow commands. Placings are made in the reverse order of elimination. Safety is to be kept in mind and legal saddle seat division tack and equipment must be used.

1. Commands may include but are not limited to:
    a) Walk
    b) Trot
    c) Intermediate gait
    d) Canter
    e) Halt
    f) Reverse at any gait or at the halt
    g) Go from a gait to any other gait
    h) Counter canter
    i) Back up into a straight line or into a reverse

NEW YORK STATE 4-H WESTERN DRESSAGE DIVISION

PLEASE NOTE: THE NYS 4-H HORSE SHOW IS NOT A LICENSED USEF COMPETITION HOWEVER USEF TESTS AND SCORING WILL BE USED FOR THE SHOW.

I. PERSONAL APPOINTMENTS AND ATTIRE

A. Required

1. Approved helmet.
2. Long-sleeved shirt with any type of collar (short sleeves maybe worn at the discretion of the judge).
3. Trousers, pants, or a one-piece long sleeve equitation suit provided it includes a collar.
4. Boots with heel.

B. Optional

1. Neck tie, kerchief, bolo tie, or pin
2. Vest, jacket, coat and/or sweater
3. Spurs-blunt-only and all spurs must have straps
4. Chaps, shotgun chaps or chinks

C. Prohibited

1. Clip on spurs
2. No t-shirts, sweatshirts or crew type necklines

II. TACK AND EQUIPMENT

A. Required

1. Saddle: A standard stock saddle, national, working saddle, Aussie, native or western side saddle is to be used but silver equipment will not count over a good working outfit. A horn is not required but western style fenders are required. Tapaderos are permitted except in Western Dressage Equitation. Padding or pads on the seat of the saddle are permitted.
2. Any western type headstall must be used.
3. Approved bit (see following information on approved bits).
4. Western style pad.
5. Acceptable western style girth-If back strap is used, a connector strap is required.

B. Optional

1. A breastplate and/or crupper may be used.

2. A western cavesson.
3. A whip which is no longer than 47.2" including the lash is permitted in all tests.

C. Prohibited

1. Hackamores and bosals - (Except for junior equines in bosals - refer to Western Division, section IV)
2. Slip or gag bits, and donut or flat polo mouthpieces and kimberwicks.
3. Roping bits with reins attached to a single ring at the center of a cross bar.
4. Any rein design or other devices which increases the effective length and thereby the leverage of the shank of a standard western bit.
5. Anything that alters the intended use of equipment as provided for in the description of appointments for a given class/test.
6. Use of martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, nasal strips, tongue tied down, etc.), any kind of boots (including "easy-boots") or tail bandages and any form of blinkers, earmuffs or plugs, and nose covers, are cause for elimination. Protective manufactured leg wraps are permitted, with color matching natural color of the horse as much as possible.
7. Fly hoods (ear covers) will only be permitted in order to protect horses from insects. The fly hoods should be discreet and should not cover the horse's eyes, and will only be permitted in extreme cases at the discretion of the judge. Permission must be granted prior to the class and applies to all competitors in the class.
8. Rein additions or attachments except for rein chains used in conjunction with a spade bit.
9. Any decoration of the horse with extravagant items, such as ribbons or flowers, etc. in the mane, tail, etc.
10. Flash, figure eight or dropped nose bands.
11. Mechanical Hackamores

D. Approved Bits

1. **Snaffle Bits**
   a. Any snaffle bit may be used on a horse of any age being ridden at any level. The use of snaffle bits or a bosal is strongly recommended for junior horses 5 and under. Competitions may choose to hold junior horse (5 and under) classes that are restricted to snaffles or bosals.
   b. A snaffle offers no leverage or curb action. A Western Dee bit and/or bit that are slotted for the headstall and reins. The rider must use two hands with a snaffle bit.
   c. A standard snaffle is a conventional O-Ring, Egg Butt or D-Ring, all with rings having an outside diameter no smaller than 2 inches (50.8 mm), nor larger than 4 inches (101.6 mm). The inside of the

circumference of the ring must be free of rein, curb or headstall attachments that would provide leverage.

d. Bars: Bars of the mouthpiece must be round, oval or egg shaped, smooth and unwrapped, except with latex; and no less than 5/16 inch (7.9 mm) to ¾ inch (19.05 mm) in diameter measured one inch (25 mm) from the cheek with a gradual decrease to the center of the snaffle. May be inlaid if smooth. The mouthpiece may be two or three piece.

e. Three-Piece Mouthpiece: If a mouthpiece is three pieces, a connecting ring must be no larger than 1 ¼ inches (31.75 mm) in diameter, or a connecting flat bar must be no longer than 2 inches (50.8 mm) and 3/8 inch (9.5 mm) to ¾ inch (19.05 mm), measured top-to-bottom, and must lie flat in the horse's mouth.

f. A Mullen Mouth (solid mouthpiece), barrel mouthpiece, full cheeks or Naptha Bits (plastic or rubber) may be used.

g. If a bit hobble is used on a ring snaffle it must be attached below the reins.

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

i. Horsehair or rope reins and mecate are allowed for bosals and snaffles. The mecate can be tied to the saddle horn or held by the rider.

2. Curb Bits:

a. There is no discrimination against any standard Western bit. A standard Western curb bit may be used on a horse of any age being ridden at any level; rider may use one or two hands with a curb bit.

b. A Standard Western Bit is defined as a bit with leverage. It may or may not have shanks; the maximum length of the shanks is 8 1/2 inches (21.59 cm). Shanks may be fixed or loose.

c. A bit which has slots for attaching the headstall and/or rein is a leverage bit and is permitted.

d. Bars of the mouthpiece must be round, smooth and unwrapped (except with latex) metal of 5/16 inch (7.9 mm) to ¾ inch (19.05 mm) in diameter measured one inch (25 mm) from the cheek. It may be inlaid, but smooth, or latex wrapped. The mouthpiece may be two or three pieces. A three piece, connecting ring of 1/¼ inch (31.7 mm) or less in diameter, or a connecting flat bar of 3/8 inch to ¾ inch (9.5 mm – 19.05 mm) measured top to bottom with a maximum length of 2 inches (50 mm), which lies flat in the horse's mouth, is acceptable.

e. The port must be no higher than 31/2 inches (8.89 cm). Rollers attached to the center of the bit and covers are acceptable. Broken mouthpieces, half-breeds and spades are acceptable.

f. Wire on the braces (above the bars and attaching to the spade) of a traditional spade bit is acceptable.

g. Reins must be attached to each shank. Split reins, romal reins, rein chains (spade bit) or loop reins are allowed.

h. Curb chains, if used, and flat leather chin straps must be at least 1/2 inch (12.7 mm) in width and lie flat against the jaw of the horse. No wire, rawhide, metal or other substance can be used in conjunction with or as part of the flat leather chin strap or curb chain. Round, rolled, braided or rawhide curb straps are prohibited.

i. A slobber guard on a curb bit is permitted.

3. Illegal Bits:

a. All curb bits must be must be free of mechanical devices. Nothing such as extensions, rivets or prongs, may protrude below the mouthpiece (bars).

III. CLASS DESCRIPTIONS

Each exhibitor may select no more than three (3) tests. Test must be in adjacent levels. The Musical Kur is considered one of the three tests. The Musical Kur is considered equal to the highest test in that particular level.

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

A. Tests

To find the USEF Western Dressage Tests log on to or click on pattern on last page of this division.
https://www.usef.org/_IFrames/breedsdisciplines/discipline/allWesternDressage/WesternDressageTests.aspx.

Introductory Level- (will not be offered at State Fair but may be used on local level) Tests provide an introduction to the discipline of Western Dressage; the horse performs only at the gaits of walk and jog. The rider should demonstrate correct basic position, use of basic aids, and understanding of figures. The horse should show relaxation; harmony of horse and rider are important. The jog should be a natural gait within the horse's scope and should demonstrate a swinging back.

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

Level 1 Tests-confirm that the horse is building on the elements from lower levels and has developed the impulsion to achieve improved balance while beginning to

develop the self-carriage and engagement required by the "lengthen" jog and lope. The horse demonstrates a more consistent light contact with the bit. Tests introduce collection and engagement as well as lateral and longitudinal balance while emphasizing rideability.

Western Dressage Freestyle is a performance utilizing the gaits and movements of the discipline ridden to music. Each test includes the required movements, gaits and paces of the standard Western Dressage Tests for that level. The competitor is absolutely free in the form and manner of the presentation she or he chooses within a fixed time provided. The performance should clearly show the unity between rider and horse as well as harmony in all the movements and transitions. The horse and rider should appear as one; lightness of contact is the hallmark of Western Dressage Free-style.

1. The competitor must declare to the management (and consequently the judge) at what level she or he will be riding.
2. The competitor must provide two (2) recordings of the music to which the Free-style will be performed. Management must provide time for a sound check.
3. The Freestyle ride must not exceed the time limit listed on the test. Time begins when the horse moves forward out of the initial halt and ends with the final halt and salute. Both halts are mandatory.
4. The judge will provide two (2) sets of scores; one for the technical correctness of the movements performed and one for the artistic merit.
5. The artistic score is comprised of several elements:
    a. Harmony between horse and rider.
    b. Choreography: use of arena, design and creativity. Not "test-like".
    c. Degree of difficulty: points are only awarded when the attempts are performed well.
    d. Music: suitability to the horse. Cuts in music are smooth/flowing.
    e. Interpretation: music must express gaits and paces.
6. Technical correctness:
    a. Judged on the execution of required technical movements in the test i.e. figures, gaits/paces and transitions.
    b. Certain movements (leg yield, half-pass etc.) should be performed in both directions.
7. Errors:
    a. Entering the arena after more than 20 seconds of music but within 90 seconds.
    b. If the Freestyle test is longer than the stipulated time on the test sheet, 10% will be deducted from the combined technical and artistic score.

IV. GENERAL RULES AND SCORING FOR DRESSAGE TESTS

A. General Rules for Dressage Tests

1. Each entry is to individually perform the required test. A schedule of order will be established for each class. It is the responsibility of the exhibitor to be ready to ride at the scheduled time or be eliminated. Tentative ride times will be assigned the evening before with the final rides times posted as early as possible in the morning of classes.
2. Tests are to be ridden exactly as listed.
3. All Intro and Basic Level tests will be ridden in a small arena. (20 meters x 40 meters) All Level 1 and Musical Freestyle tests will be ridden in the large arena (20 meters x 60 meters). (1 meter = 3.3 ft.).
4. Readers are not allowed.
5. Salute. At the salute riders must take the reins in one hand. A rider shall let one arm drop loosely along the body and then incline the head in a slight bow.
7. Voice. The quiet use of the voice or clicking the tongue once or repeatedly is permitted.
8. Touch. Petting the horse is allowed during the test as a gentle reward.
9. Excessive use of the whip will be cause for Elimination at the judge's discretion.
10. When a competitor makes an error on the course, the judge sounds a bell or whistle, shows them where to take up the test again and leaves then to continue. The clock is not stopped. If the error does not impede the course of the test, it is up to the judge to decide whether to sound the bell or not. Every error, whether or not the bell is sounded, is penalized as follows:

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

i.e. When a competitor makes an error of the test, such as trotting rising instead of sitting, or failing to take the reins in one hand for the salute, the competitor is penalized as for an error of the course.

11. In the case of marked lameness, the judge informs the competitor that he is eliminated. There is no appeal against this decision.
12. If during the test the equine leaves the arena (all four feet outside the fence or line marking the arena perimeter), the competitor is eliminated.
13. A competitor leaving the arena at the end of the ride at any point other than A shall be eliminated.
14. Equines which enter the arena with their tongue tied down will be eliminated. Each commenced second in excess of the time allowed is penalized by 1/2 point. The clock is started when the equine moves forward after the first salute and is stopped when the competitor salutes the judge at the end of the test. Times allowed are located on each test.

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

B. Scoring for Dressage Tests

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

10 -	Excellent	5 -	Sufficient
9 -	Very good	4 -	Insufficient
8 -	Good	3 -	Fairly bad
7 -	Fairly good	2 -	Bad
6 -	Satisfactory	1 -	Very bad
		0 -	Not executed

1. Add up all points in Movements column, being careful to check for errors and coefficients. A coefficient is represented by a printed 2 next to the points. The score for that movement must be multiplied by 2 before adding up total points.
2. Multiply coefficients then add up the total points in the General Impression (Collective Marks) column (last 4 categories).
3. Add all points (both the above). Add total from 1 and 2.

Total test score - movements
\+ Total collective marks
Total test score ÷ possible score = % score

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

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

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

5. (If time is to be used) Check the time of the ride against the time allowed (printed on the front of the test sheet). If overtime, subtract time penalties as follows: 1/2 point for each commenced second overtime.
6. After deducting error and time penalties, you will have the total score. Divide the total score by the total possible points (found on back of test paper) to determine the percentage.

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

C. Scoring for Musical Freestyle

1. Above the level movements: movements "above the level" are penalized by a four-point deduction from the total for technical correctness for each illegal movement, but not for each recurrence of the same movement.
2. Halt and salute: at the beginning and end of a freestyle test, a halt with a salute is compulsory. The halt must be executed facing "c." the halts are judged.
3. Maximum and minimum time limits: the WDAA musical freestyle has a maximum time limit is five (5) minutes but no minimum time. Timing and judging commence when the horse moves off after the entry salute and ceases at the final salute. No bell is sounded at the end of the time limit. Movements executed after the time limit are not scored.
4. Time of entry: the rider must enter the arena or signal the sound engineer within 45 seconds of the entry bell, or a deduction of ten (10) points will be taken off total for artistic merit. The rider must enter the arena within 20 seconds of the start of the music, or will be eliminated.
5. Time limit deductions: one (1) point is deducted from the total for artistic merit for exceeding the time limit. There is no minimum time, or specified deduction.
6. Forbidden movement deductions: five (5) points are deducted from the total for technical correctness for each forbidden movement executed in the test.
7. Points (full, half, tenths): judge's marks for technical correctness must be given in half-points or full-points. Artistic impression may be given in one-tenth (.1) increments.

Examples of the Western Dressage Patterns Offered can be found on the following pages or click on icon for test:

WDAA 2017 WESTERN DRESSAGE BASIC LEVEL TEST 1

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

PURPOSE
Tests confirm that the horse is supple and moves freely forward in a clear steady rhythm, accepting light contact with the bit. The horse demonstrates greater understanding of the aids and calm acceptance of the bridle; greater emphasis is placed on relaxation, harmony, rideability and pure gaits. The horse is beginning to develop more impulsion and balance.

NEW REQUIREMENTS
20m circle at the working lope 20m circle at the free jog

ENTRY NO:	

ARENA SIZE:
Small (40m x 20m) or Large (60m x 20m)
AVERAGE RIDE TIME:
3:30 (Small) or 4:30 (Large)

MAXIMUM PTS:	240

All jog work may be ridden sitting or rising.

*COEFFICIENT

		TEST	DIRECTIVES	POINTS	*	TOTAL	REMARKS
1	A X	Enter working jog Halt through the walk, salute Proceed working jog	Straightness; regularity and quality of the jog; willing, smooth transitions in and out of square, straight halt; immobility; willingness.				
2	C	Track right, working jog	Balance and bend in the turn and corner; regularity and quality of the jog.				
3	B E	Turn right, working jog Turn left, working jog	Balance and bend in the turns; straightness; regularity and quality of the jog.				
4	A Before A	Circle left 20m, working jog Develop working lope, left lead	Balance and bend on circle; regularity and quality of the jog; willing, smooth transition; regularity and quality of the lope.				
5	A	Circle left 20m, working lope	Balance and bend on the circle; regularity and quality of the lope.		2		
6	Between A & F	Develop working jog	Willing, smooth transition; balance and bend in the corner; regularity and quality of the jog.				
7	Before B	Working walk	Willing, smooth transition; regularity and quality of the walk.				
8	B - H H	Change rein, free walk Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; willing, smooth transition; balance and bend in the corner; regularity and quality of the walks.		2		
9	Before C	Develop working jog	Willing, smooth transition; regularity and quality of the jog.				
10	C Before C	Circle right 20m, working jog Develop working lope, right lead	Balance and bend on circle; regularity and quality of the jog; willing, smooth transition; regularity and quality of the lope.				
11	C	Circle right 20m, working lope	Balance and bend on the circle; regularity and quality of the lope.		2		
12	Between C & M	Develop working jog	Willing, smooth transition; balance and bend in the corner; regularity and quality of the jog.				
13	B Before B	Circle right 20m, free jog Gather the reins, working jog	Stretch forward and downward over topline with relaxation maintaining balance, tempo and regularity of jog; bend on the circle; smooth, willing retake of the reins and transition to working jog.		2		
14	A X	Down centerline Halt through the walk, salute	Balance and bend in the turn; straightness; regularity and quality of the jog; willing, smooth transition; regularity and quality of the walk; balance in downward transition to square, straight halt; immobility.				

Leave arena at A in a walk with looped or long reins.

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WDAA 2017 WESTERN DRESSAGE BASIC LEVEL TEST 1

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

COLLECTIVE MARKS	POINTS	*COEFFICIENT	TOTAL	REMARKS
GAITS: freedom and regularity.		1		
IMPULSION: desire to move forward with suppleness of the back and steady tempo		1		
RIDER'S POSITION, SEAT AND HANDS: well-balanced elastic seat demonstrating vertical, centered alignment, with light independent contact from hand(s)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS: evidenced by the horse's responsiveness; steady elastic connection cultivating athletic expression. Accuracy - precise placement of the figures and transitions, the effectiveness of the rider's aids determines the accurate fulfillment of the required movements of the tests		1		
HARMONY: The horse accepts the aids and influence of the rider with attention, relaxation and confidence; and demonstrates a willing partnership between horse and rider resulting in a free flowing performance.		2		
SUBTOTAL:	total of points and coefficients above			
ERRORS:	subtract from subtotal			
TOTAL PONTS: (max points 240)	subtotal minus any errors			

REMARKS:

Attention competitors submitting points to WDAA for the Horse Lifetime Points & Awards Program: Only this bottom portion needs to be submitted along with the Test/Rail Submission Form to verify your points. Please go to www.westerndressageassociation.org for more information.

WDAA 2017 BASIC LEVEL TEST 1

Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

Final Score

Maximum Points: 240

Points / Percent

Name of Judge

Signature of Judge

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WDAA 2017 WESTERN DRESSAGE BASIC LEVEL TEST 2

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

PURPOSE
Tests confirm that the horse is supple and moves freely forward in a clear steady rhythm, accepting light contact with the bit. The horse demonstrates greater understanding of the aids and calm acceptance of the bridle; greater emphasis is placed on relaxation, harmony, rideability and pure gaits. The horse is beginning to develop more impulsion and balance.

NEW REQUIREMENTS
One loop 10m off the track

ENTRY NO:	

ARENA SIZE:
Small (40m x 20m) or Large (60m x 20m)
AVERAGE RIDE TIME:
4:00 (Small) or 5:00 (Large)

MAXIMUM PTS:	230

All jog work may be ridden sitting or rising.

*COEFFICIENT

		TEST	DIRECTIVES	POINTS	*	TOTAL	REMARKS
1	A X	Enter working jog Halt through the walk, salute Proceed working jog	Straightness; regularity and quality of the jog; willing, smooth transitions in and out of square, straight halt; immobility; willingness.				
2	C H - X - K	Track left One loop, working jog	Balance and bend in the turn; balance and correct bend on loop and in corners; regularity and quality of the jog.		2		
3	K - B B	Continue on the rail, working jog Turn left, working jog	Balance and bend in the corners and turn; regularity and quality of the jog.				
4	X Before X	Circle left 20m, working jog Develop working lope, left lead	Balance and bend on circle; regularity and quality of the jog; willing, smooth transition; regularity and quality of the lope.				
5	X Before X	Circle left 20m, working lope Develop working jog	Balance and bend on circle; regularity and quality of the lope; willing, smooth transition, regularity and quality of the jog.				
6	E A	Turn left, working jog Working walk	Balance and bend in the turn and corners; regularity and quality of the jog; willing, smooth transition; regularity and quality of the walk.				
7	F - X - H H	Change rein, free walk Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; regularity and quality of the walks; balance and bend in corner; willing, smooth transition.		2		
8	C B	Working jog Turn right, working jog	Willing, smooth transition; regularity and quality of the jog; balance and bend in turn.				
9	X Before X	Circle right 20m, working jog Develop working lope, right lead	Balance and bend on circle; regularity and quality of the jog; willing, smooth transition; regularity and quality of the lope.				
10	X Before X	Circle right 20m, working lope Develop working jog	Balance and bend on circle; regularity and quality of the lope; willing, smooth transition, regularity and quality of the jog.				
11	E E -M	Turn right, working jog Continue on the rail, working jog	Balance and bend in the turn and in corners; regularity and quality of the jog.				
12	M - X - F	One loop, working jog	Balance and correct bend on loop and in corner; regularity and quality of the jog.		2		
13	A Between A & X	Down centerline Develop working walk for 6-8 steps, then develop working jog	Balance and bend in the turn; straightness; willing smooth transitions; regularity and quality of the walk and jog.				
14	G	Halt through the walk, salute	Straightness; regularity and quality of the jog; willing, smooth transition to walk; balance in downward transition to square, straight halt; immobility.				

Leave arena at A in a walk with looped or long reins.

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WDAA 2017 WESTERN DRESSAGE BASIC LEVEL TEST 2

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

*COEFFICIENT

COLLECTIVE MARKS	POINTS	*	TOTAL	REMARKS
GAITS: freedom and regularity.		1		
IMPULSION: desire to move forward with suppleness of the back and steady tempo		1		
RIDER'S POSITION, SEAT AND HANDS: well-balanced elastic seat demonstrating vertical, centered alignment, with light independent contact from hand(s)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS: evidenced by the horse's responsiveness; steady elastic connection cultivating athletic expression. Accuracy - precise placement of the figures and transitions, the effectiveness of the rider's aids determines the accurate fulfillment of the required movements of the tests		1		
HARMONY: The horse accepts the aids and influence of the rider with attention, relaxation and confidence; and demonstrates a willing partnership between horse and rider resulting in a free flowing performance.		2		
SUBTOTAL:	total of points and coefficients above			
ERRORS:	subtract from subtotal			
TOTAL PONTS: (max points 230)	subtotal minus any errors			

REMARKS:

Attention competitors submitting points to WDAA for the Horse Lifetime Points & Awards Program: Only this bottom portion needs to be submitted along with the Test/Rail Submission Form to verify your points. Please go to www.westerndressageassociation.org for more information.

WDAA 2017 BASIC LEVEL TEST 2

Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

Final Score

Maximum Points: 230

Points / Percent

Name of Judge

Signature of Judge

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WDAA 2017 WESTERN DRESSAGE BASIC LEVEL TEST 3

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

PURPOSE
Tests confirm that the horse is supple and moves freely forward in a clear steady rhythm, accepting light contact with the bit. The horse demonstrates greater understanding of the aids and calm acceptance of the bridle; greater emphasis is placed on relaxation, harmony, rideability and pure gaits. The horse is beginning to develop more impulsion and balance.

NEW REQUIREMENTS
No new requirements

ENTRY NO:	

ARENA SIZE:
Small (40m x 20m) or Large (60m x 20m)
AVERAGE RIDE TIME:
3:30 (Small) or 4:30 (Large)

MAXIMUM PTS:	200

All jog work may be ridden sitting or rising.

*COEFFICIENT

		TEST	DIRECTIVES	POINTS	*	TOTAL	REMARKS
1	A X	Enter working jog Halt through the walk, salute Proceed working jog	Straightness; regularity and quality of the jog; willing, smooth transitions in and out of square, straight halt; immobility; willingness.				
2	C M - X - F	Track right One loop, working jog	Balance and bend in the turn; balance and bend on loop and in corners; regularity and quality of the jog.				
3	Between F & A	Develop working lope, right lead	Willing, smooth transition; regularity and quality of the lope; balance and bend in the corner.				
4	A Before A	Circle right 20m, working lope Develop working jog	Balance and bend on circle; regularity and quality of the lope; willing, smooth transition; regularity and quality of the jog.				
5	Before K	Develop working walk	Willing, smooth transition; regularity and quality of the walk.				
6	K - B B	Change rein, free walk Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; regularity and quality of the walks; willing, smooth transition.		2		
7	M H - X - K	Working jog One loop, working jog	Willing, smooth transition to jog; balance and bend on loop and in corners; regularity and quality of the jog.				
8	Between K & A	Develop working lope, left lead	Willing, smooth transition; regularity and quality of the lope; balance and bend in the corner.				
9	A Before A	Circle left 20m, working lope Develop working jog	Balance and bend on the circle and in corner; regularity and quality of the lope; willing, smooth transition, regularity and quality of the jog.				
10	B Before B	Circle left 20m, free jog Gather the reins, working jog	Stretch forward and downward over topline with relaxation maintaining balance, tempo and regularity of jog; bend on the circle and in corners; smooth, willing retake of the reins and transition to working jog.		2		
11	B - C - H H - B	Working jog Change rein, working jog	Balance and bend in the corners; straightness; regularity and quality of the jog.				
12	A X	Down centerline Halt through the walk, salute	Balance and bend in the turn; straightness; regularity and quality of the jog; willing, smooth transition; regularity and quality of the walk; balance in downward transition to square, straight halt; immobility.				

Leave arena at A in a walk with looped or long reins.

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WDAA 2017 WESTERN DRESSAGE BASIC LEVEL TEST 3

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

COLLECTIVE MARKS	POINTS	*COEFFICIENT	TOTAL	REMARKS
GAITS: freedom and regularity.		1		
IMPULSION: desire to move forward with suppleness of the back and steady tempo		1		
RIDER'S POSITION, SEAT AND HANDS: well-balanced elastic seat demonstrating vertical, centered alignment, with light independent contact from hand(s)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS: evidenced by the horse's responsiveness; steady elastic connection cultivating athletic expression. Accuracy - precise placement of the figures and transitions, the effectiveness of the rider's aids determines the accurate fulfillment of the required movements of the tests		1		
HARMONY: The horse accepts the aids and influence of the rider with attention, relaxation and confidence; and demonstrates a willing partnership between horse and rider resulting in a free flowing performance.		2		
SUBTOTAL:	total of points and coefficients above			
ERRORS:	subtract from subtotal			
TOTAL PONTS: (max points 200)	subtotal minus any errors			

REMARKS:

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WDAA 2017 BASIC LEVEL TEST 3

Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

Final Score

Maximum Points: 200

Points / Percent

Name of Judge

Signature of Judge

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WDAA 2017 WESTERN DRESSAGE LEVEL 1 TEST 1

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

PURPOSE
Level 1 tests confirm that the horse is building on the elements from lower levels and is developing more engagement to show sufficient impulsion as the lengthened jog and lope are performed. The horse demonstrates a more consistent light contact with the bit. These tests introduce some collection, lateral and longitudinal balance, suppleness and emphasize harmony and ride-ability.

NEW REQUIREMENTS
10m and 15m half circles at the working jog Leg yield from quarter line Back 4-6 steps Lengthening of jog

ENTRY NO:	

ARENA SIZE:
Large (60m x 20m)
AVERAGE RIDE TIME:
5:30 (Large)

MAXIMUM PTS:	270

The working jog must be ridden sitting.

*COEFFICIENT

		TEST	DIRECTIVES	POINTS	*	TOTAL	REMARKS
1	A X	Enter working jog Halt, salute Proceed working jog	Straightness; willing, smooth transitions in and out of square, straight halt; immobility; willingness; regularity and quality of the jog.				
2	C	Track left, working jog	Balance and bend in the turn and corner; regularity and quality of the jog.				
3	E	Half circle left 15m, leg yield right quarter line to M	Balance and bend on half circle; alignment of horse; fluid with consistent tempo; regularity and quality of the jog.		2		
4	M	Working lope, left lead	Willing, smooth transition; balance and bend in corner; regularity and quality of the lope.				
5	C	Circle left 20m, working lope	Balance and bend on the circle; regularity and quality of the lope.				
6	H - X - F X	Change rein, working lope Working jog	Straightness on diagonal; balance and bend in corners; regularity and quality of the jog.				
7	X-F-A-K	Working jog	Straightness on diagonal; balance and bend in corners; regularity and quality of the jog.				
8	K	Working walk	Willing, smooth transition; regularity and quality of the walk.				
9	V - M M	Free walk Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; willing, smooth transitions; regularity and quality of the walks.		2		
10	C S - I I - R	Working jog Half circle left 10m Half circle right 10m	Willing, smooth transition; fluid change of bend; balance on centerline; regularity and quality of the jog.				
11	B	Half circle right 15m, leg yield left quarterline to H	Balance and bend on half circle; regularity and quality of the jog; alignment of horse; fluid with consistent tempo.		2		
12	H	Working lope, right lead	Willing, smooth transition; balance and bend in corner; regularity and quality of the lope.				
13	C	Circle right 20m, working lope	Balance and bend on the circle; regularity and quality of the lope.				
14	M - X - K X	Change rein, working lope Working jog	Straightness on diagonal; regularity and quality of the lope; willing, smooth transition; balance and bend in the corner; regularity and quality of the jog.				
15	X-K-A-F	Working jog	Balance and bend in the corners; regularity and quality of the jog.				
16	F - S S H - B	Lengthen stride in jog Working jog Continue on the rail, working jog	Moderate lengthening of frame and stride with consistent tempo and balanced transitions; balance and bend in the corners; regularity and quality of jog.				
17	B - X I	Half circle right 10m Halt, back 4-6 steps, Proceed working jog	Balance and bend on half circle; regularity and quality of jog; straightness; willing, smooth transitions in and out of square, straight halt and back; willingness.				
18	G	Halt, salute	Straightness; regularity and quality of the jog; balance in transition to square, straight halt; immobility.				

Leave arena at A in a walk with looped or long reins.

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WDAA 2017 WESTERN DRESSAGE LEVEL 1 TEST 1

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

COLLECTIVE MARKS	POINTS	*COEFFICIENT	TOTAL	REMARKS
GAITS: freedom and regularity; elasticity of the steps.		1		
IMPULSION: engagement - transmission of an eager and energetic, yet controlled positive forward energy generated from the hindquarters into the athletic movement of the horse; suppleness of the back.		1		
RIDER'S POSITION, SEAT AND HANDS: well-balanced elastic seat demonstrating vertical, centered alignment, with light independent contact from hand(s)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS: evidenced by the horse's responsiveness; steady elastic connection cultivating athletic expression. Accuracy - precise placement of the figures and transitions, the effectiveness of the rider's aids determines the accurate fulfillment of the required movements of the tests		1		
HARMONY: The horse accepts the aids and influence of the rider with attention, relaxation and confidence; and demonstrates a willing partnership between horse and rider resulting in a free flowing performance.		2		
SUBTOTAL:	total of points and coefficients above			
ERRORS:	subtract from subtotal			
TOTAL PONTS: (max points 270)	subtotal minus any errors			

REMARKS:

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WDAA 2017 LEVEL 1 TEST 1

Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

Final Score

Maximum Points: 270

Points / Percent

Name of Judge

Signature of Judge

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WDAA 2017 WESTERN DRESSAGE LEVEL 1 TEST 2

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

PURPOSE
Level 1 tests confirm that the horse is building on the elements from lower levels and is developing more engagement to show sufficient impulsion as the lengthened jog and lope are performed. The horse demonstrates a more consistent light contact with the bit. These tests introduce some collection, lateral and longitudinal balance, suppleness and emphasize harmony and ride-ability.

NEW REQUIREMENTS
10m circle at the working jog 15m circle at the working lope Half turn on the forehand Leg yield from centerline

ENTRY NO:	

ARENA SIZE:
Large (60m x 20m)
AVERAGE RIDE TIME:
5:15 (Large)

MAXIMUM PTS:	280

The working jog must be ridden sitting.

***COEFFICIENT**

		TEST	DIRECTIVES	POINTS	*	TOTAL	REMARKS
1	A X	Enter working jog Halt, salute Proceed working jog	Straightness; regularity and quality of the jog; willing, smooth transitions in and out of square, straight halt; immobility; willingness.				
2	C	Track right, working jog	Balance and bend in the turn and corner; regularity and quality of the jog.				
3	B B	Circle right 10m, working jog Working lope, right lead	Balance and bend on the circle; regularity and quality of jog and lope; willing, smooth transition.				
4	B	Circle right 15m, working lope	Balance and bend on the circle; regularity and quality of the lope.				
5	P A	Working jog Down centerline	Willing, smooth transition; balance and bend in the turn; straightness on centerline; regularity and quality of the jog.				
6	D - S	Leg yield left Proceed working jog	Alignment of horse; fluid with consistent tempo; regularity and quality of the jog.				
7	C Before C	Circle right 20m, free jog Gather the reins, working jog	Stretch forward and downward over topline with relaxation maintaining balance, tempo and regularity of jog; bend on the circle; smooth, willing retake of the reins and transition to working jog.		2		
8	M	Working walk	Willing, smooth transition; regularity and quality of the walk.				
9	R	Halt 2-3 seconds, half turn on the forehand left (haunches right) Proceed working walk	Willing, soft halt and response to riders leg; straight alignment with slight left flexion; maintain active walk rhythm; fluid transition to walk; regularity and quality of the walk.		2		
10	M	Halt 2-3 seconds, half turn on the forehand right (haunches left) Proceed working walk	Willing, soft halt and response to riders leg; straight alignment with slight right flexion; maintain active walk rhythm; fluid transition to walk; regularity and quality of the walk.		2		
11	R - V V	Free walk Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; willing, smooth transitions; regularity and quality of the walks.		2		
12	K A	Working jog Down centerline	Willing, smooth transition; balance and bend in the turn; regularity and quality of the jog; straightness on centerline.				
13	D - R	Leg yield right Proceed working jog	Alignment of horse; fluid with consistent tempo; regularity and quality of the jog.				
14	R - E	Continue on the rail, working jog	Balance and bend in the corners; regularity and quality of the jog.				
15	E E	Circle left 10m, working jog Working lope, left lead	Balance and bend on the circle; willing, smooth transition; regularity and quality of the jog and lope.				
16	E	Circle left 15m, working lope	Balance and bend on the circle; regularity and quality of the lope.				
17	V	Working jog	Willing, smooth transition; regularity and quality of the jog.				
18	A X	Down centerline Halt, salute	Balance and bend in the turn; straightness; regularity and quality of the jog; balance in transition to square, straight halt; immobility.				

Leave arena at A in a walk with looped or long reins.

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WDAA 2017 WESTERN DRESSAGE LEVEL 1 TEST 2

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

COLLECTIVE MARKS	POINTS	*COEFFICIENT *	TOTAL	REMARKS
GAITS: freedom and regularity; elasticity of the steps.		1		
IMPULSION: engagement - transmission of an eager and energetic, yet controlled positive forward energy generated from the hindquarters into the athletic movement of the horse; suppleness of the back.		1		
RIDER'S POSITION, SEAT AND HANDS: well-balanced elastic seat demonstrating vertical, centered alignment, with light independent contact from hand(s)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS: evidenced by the horse's responsiveness; steady elastic connection cultivating athletic expression. Accuracy - precise placement of the figures and transitions, the effectiveness of the rider's aids determines the accurate fulfillment of the required movements of the tests		1		
HARMONY: The horse accepts the aids and influence of the rider with attention, relaxation and confidence; and demonstrates a willing partnership between horse and rider resulting in a free flowing performance.		2		
SUBTOTAL:	total of points and coefficients above			
ERRORS:	subtract from subtotal			
TOTAL PONTS: (max points 280)	subtotal minus any errors			

REMARKS:

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WDAA 2017 LEVEL 1 TEST 2

Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

Final Score

Maximum Points: 280

Points / Percent

Name of Judge

Signature of Judge

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WDAA 2017 WESTERN DRESSAGE LEVEL 1 TEST 3

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

PURPOSE
Level 1 tests confirm that the horse is building on the elements from lower levels and is developing more engagement to show sufficient impulsion as the lengthened jog and lope are performed. The horse demonstrates a more consistent light contact with the bit. These tests introduce some collection, lateral and longitudinal balance, suppleness and emphasize harmony and ride-ability.

NEW REQUIREMENTS
Lengthened lope on straightaway 3 loop serpentine width of arena at working jog Change of lead through working jog Half turn on the haunches or pivot

ENTRY NO:	

ARENA SIZE:
Large (60m x 20m)
AVERAGE RIDE TIME:
5:00 (Large)

MAXIMUM PTS:	270

The working jog must be ridden sitting.

*COEFFICIENT

		TEST	DIRECTIVES	POINTS	*	TOTAL	REMARKS
1	A X	Enter working jog Halt, salute Proceed working jog	Straightness; regularity and quality of the jog; willing, smooth transitions in and out of square, straight halt; immobility; willingness.				
2	C	Track left, working jog	Balance and bend in the turn and corner; regularity and quality of the jog.				
3	H - P P	Change rein, lengthen stride in jog Working jog	Moderate lengthening of frame and stride with consistent tempo and balanced transitions; balance and bend in the corner; regularity and quality of jog.				
4	A - C	Serpentine three equal loops width of arena, working jog	Balance and bend on loops; spacing through the serpentine; regularity and quality of the jog.		2		
5	C R	Working lope, right lead Circle right 15m, working lope	Willing, smooth transition; balance and bend in corner and on circle; regularity and quality of the lope.				
6	R -F F -K	Lengthen stride of lope Develop working lope	Moderate lengthening of frame and stride with consistent tempo and balanced transitions; straightness; balance and bend in the corners; regularity and quality of lope.				
7	K - X - M X	Change rein, working lope Change of lead through 2-3 strides of jog. Proceed working lope, left lead	Straightness on diagonal; willing, smooth transition; regularity and quality of the lope.		2		
8	M - S	Continue on the rail, working lope	Straightness on diagonal; balance and bend in corners; regularity and quality of the lope.				
9	S	Circle left 15m, working lope	Balance and bend on circle; regularity and quality of lope.				
10	S -K K -F	Lengthen stride of lope Develop working lope	Moderate lengthening of frame and stride with consistent tempo and balanced transitions; balance and bend in the corners; regularity and quality of lope.				
11	F - X - H X	Change rein, working lope Change of lead through 2-3 strides of jog. Proceed working lope, right lead	Straightness on diagonal; willing, smooth transition; regularity and quality of the lope.		2		
12	H - M	Continue on the rail, working lope	Balance and bend in the corners; regularity and quality of the lope.				
13	M Before R	Working jog Working walk	Willing, smooth transition; regularity and quality of the jog and walk.				
14	R - K K	Change rein, free walk Working walk	Horse willing to freely stretch the neck forward and down; relaxation; swing through the back; ground cover; willing, smooth transitions; balance and bend in the corner; regularity and quality of the walks.		2		
15	Before A A	Shorten stride in walk Half turn on the haunches or pivot left, proceed working walk	Willingness to shorten stride; correct bend; response to rider's leg with forward intention; willingness; balance and bend in the corner.				
16	Before V V	Shorten the stride in walk Half turn on the haunches or pivot right, proceed working jog	Willingness to shorten stride; correct bend; response to rider's leg with forward intention; willingness; balance and bend in the corner.				
17	A X	Down centerline Halt, salute	Balance and bend in the turn; straightness; regularity and quality of the jog; balance in transition to square, straight halt; immobility.				

Leave arena at A in a walk with looped or long reins.

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WDAA 2017 WESTERN DRESSAGE LEVEL 1 TEST 3

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

COLLECTIVE MARKS	POINTS	*COEFFICIENT *	TOTAL	REMARKS
GAITS: freedom and regularity; elasticity of the steps.		1		
IMPULSION: engagement - transmission of an eager and energetic, yet controlled positive forward energy generated from the hindquarters into the athletic movement of the horse; suppleness of the back		1		
RIDER'S POSITION, SEAT AND HANDS: well-balanced elastic seat demonstrating vertical, centered alignment, with light independent contact from hand(s)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS: evidenced by the horse's responsiveness; steady elastic connection cultivating athletic expression. Accuracy - precise placement of the figures and transitions, the effectiveness of the rider's aids determines the accurate fulfillment of the required movements of the tests		1		
HARMONY: The horse accepts the aids and influence of the rider with attention, relaxation and confidence; and demonstrates a willing partnership between horse and rider resulting in a free flowing performance.		2		
SUBTOTAL:	total of points and coefficients above			
ERRORS:	subtract from subtotal			
TOTAL PONTS: (max points 270)	subtotal minus any errors			

REMARKS:

Attention competitors submitting points to WDAA for the Horse Lifetime Points & Awards Program: Only this bottom portion needs to be submitted along with the Test/Rail Submission Form to verify your points. Please go to www.westerndressageassociation.org for more information.

WDAA 2017 LEVEL 1 TEST 3

Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

Final Score

Maximum Points: 270

Points / Percent

Name of Judge

Signature of Judge

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WDAA 2017 WESTERN DRESSAGE MUSICAL FREESTYLE BASIC LEVEL

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

NOTE:

Elements which must be performed on both hands are so indicated by an L | R under "Preliminary Notes." Omitted compulsory elements receive a "0" and are averaged into the "Judge's Marks." Judges marks for Technical Correctness must be given in half points or full points (no tenths). All jog work may be ridden sitting or rising. All lateral movements must be at least 12 meters continuous.

ARENA SIZE:
To be ridden in a Large Arena (60m x 20m)

MAXIMUM RIDE TIME:
5:00 (Large)

TECHNICAL CORRECTNESS

*COEFFICIENT

	COMPULSORY ELEMENTS	POSSIBLE POINTS	PRELIMINARY NOTES	JUDGE'S MARK	*	TOTAL	REMARKS
1.	Free walk on circle or straight line (20m minimum continuous)	10			2		
2.	Working walk on circle or straight line (20m minimum continuous)	10					
3.	20m circle in working jog	10	L | R				
4.	Free jog on circle or straight line (20m minimum continuous)	10			2		
5.	Serpentine quarter line to quarter line, 3 loops in working jog	10	L | R				
6.	20m circle in working lope	10	L | R				
7.	Transitions	10					
8.	Halts at beginning and end of test	10					
9.	Gaits – freedom and regularity	10					
10.	Impulsion – desire to move forward with supple back and steady tempo	10					
11.	Willing cooperation - the horse accepts the aids and influence of the rider with attention and confidence	10			2		

Further Remarks:

Total Technical Correctness: ____ Total of points and coefficients above

Deductions (Forbidden Movements): ____ Subtract from total

Final Technical Correctness: (140 Total Possible) ____ Subtotal minus any deductions

Forbidden and Above the Level Movements will incur a deduction of 4 points per incidence from total.

WDAA 2017 WESTERN DRESSAGE MUSICAL FREESTYLE BASIC LEVEL

WESTERN DRESSAGE ASSOCIATION® OF AMERICA

NOTE:

Non-compulsory movements are rewarded or penalized under "Choreography" and or "Degree of Difficulty" (Artistic). Judge's marks for Artistic Merit may be given in one tenth (.1) increments.

ENTRY NO:

ARTISTIC MERIT

	COMPULSORY ELEMENTS	POSSIBLE POINTS	JUDGE'S MARK	COEFFICIENT	TOTAL	REMARKS
1.	Harmony between horse and rider	10		4		
2.	Choreography - use of the arena, design cohesiveness, balance and creativity	10		3		
3.	Degree of difficulty	10		1		
4.	Music - suitability, seamlessness, cohesiveness	10		3		
5.	Interpretation - music expresses gaits, use of phrasing and dynamics	10		3		

Further Remarks:

Total Artistic Merit: ____ Total of points and coefficients above

CLEARLY ALLOWED

- Free walk
- Working walk
- Jog circle no smaller than 20m
- Lope circle no smaller than 20m
- Free jog
- 3 loop serpentine
- Jog-Lope-Jog
- Jog-Walk-Jog
- Halt

CLEARLY FORBIDDEN

- Anything not clearly allowed
- Compulsory movements in any higher level

Deductions (Overtime Deductions): ____ Subtract from total

Final Artistic Merit: (140 Total Possible) ____ Subtotal minus any deductions

Final Technical Correctness: (140 Total Possible) ____

FINAL SCORE (280 Total Possible) ____

PERCENTAGE (Final Score divided by 280) ____

Overtime penalty will incur a deduction of 1 point from Total Artistic Merit

IN CASE OF A TIE: The Higher Total Score for Final Artistic Merit will break the tie.

FORBIDDEN and ALLOWED:

The accompanying list serves as a guideline of elements, figures and transitions. Performing anything forbidden will result in a deduction of four points for each illegal element from the total technical correctness score. Reoccurrences of the same element will not incur further deduction.

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JUDGING MUSICAL FREESTYLE

ABOVE THE LEVEL / FORBIDDEN MOVEMENTS: Movements "above the level" are penalized by a four point deduction from the total for Technical Correctness for each illegal movement, but not for each recurrence of the same movement.

HALT AND SALUTE: At the beginning and end of a Freestyle test, a halt with a salute is compulsory. The halt must be executed facing "C." The halts and transitions are judged.

MAXIMUM AND MINIMUM TIME LIMITS: The WDAA Musical Freestyle has a maximum time limit for each level stated on the test score sheet. There is no minimum time. Timing and judging commence when the horse moves off after the entry salute and ceases at the final salute. No bell is sounded at the end of the time limit. Movements executed after the time limit are not scored.

TIME OF ENTRY: The rider must enter the arena or signal the sound engineer within 45 seconds of the entry bell, or a deduction of ten (10) points will be taken off total for Artistic Merit. The rider must enter the arena within twenty (20) seconds of the start of the music, or may be eliminated at the discretion of the judge.

TIME LIMIT DEDUCTIONS: One (1) point is deducted from the total for Artistic Merit for exceeding the time limit. There is no minimum time, or specified deduction.

POINTS (Full, Half, Tenths): Judges marks for Technical Correctness must be given in half-points or full points. Artistic Impression may be given in one-tenth (0.1) increments.

MUSIC: If music fails during a Freestyle Test, the rider may leave the arena with permission of the judge at 'C.' The rider may decide whether to restart the test from the beginning or to commence from the point where the music failed. Judging restarts at the point of interruption. The marks already given do not change.

JUDGES: Western Dressage Freestyles are judged by USEF and USDF judges. If two or more judges officiate in a class, each judge will have a score for Technical Correctness and Artistic Merit.

RECOMMENDED SCHEDULING TIME: It is recommended that each ride is actually scheduled for nine (9) to ten (10) minutes to accommodate both ride time and allow the Judge ample time for comments.

WDAA 2017 WESTERN DRESSAGE
MUSICAL FREESTYLE BASIC LEVEL
WESTERN DRESSAGE ASSOCIATION® OF AMERICA

Horse

Rider

Number Date

Competition

Purpose: The horse is supple and moves freely forward in a clear steady rhythm accepting light contact with the bit. The horse demonstrates greater understanding of the aids and calm acceptance of the bridle; greater emphasis is placed on relaxation, harmony and rideability. The horse is beginning to develop more impulsion and balance. All jog work may be ridden sitting or rising.

Technical Score: _____
Artistic Score: _____
Final Score: _____ (280 TOTAL POSSIBLE)
Percentage: _____

Name of Judge

Signature of Judge

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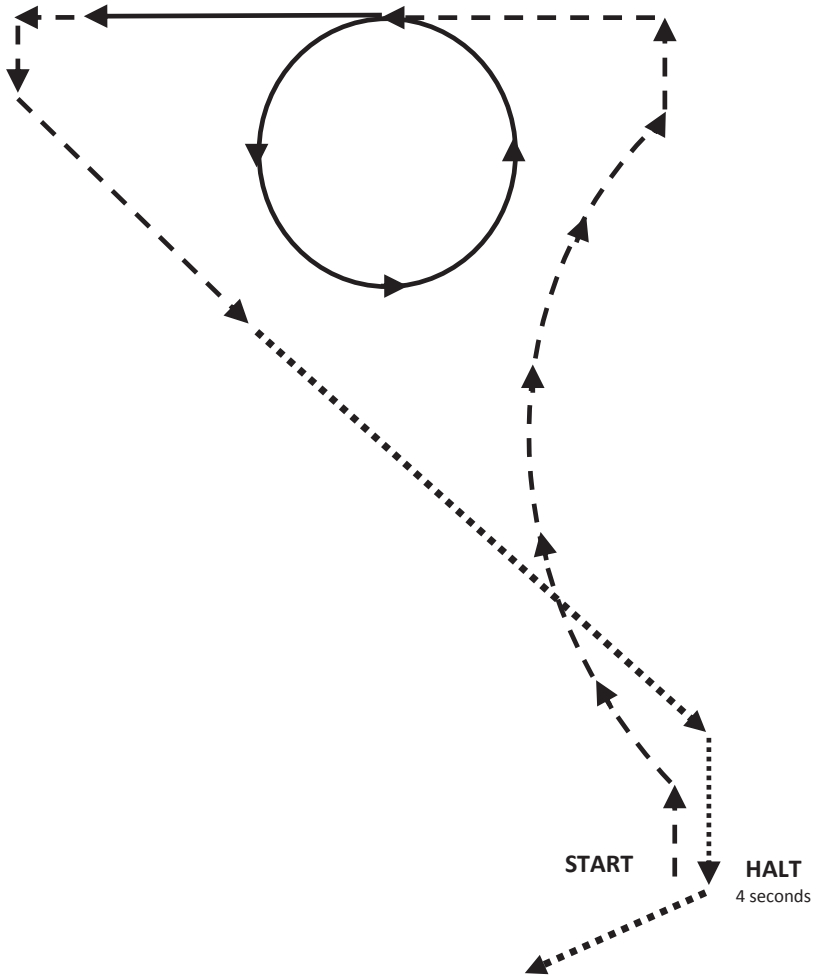
WESTERN DRESSAGE SEAT EQUITATION

BASIC LEVEL TEST B

KEY	WESTERN DRESSAGE GAITS
·····▸	Working Walk
·····▸	Free Walk
– – – – ▸	Working Jog
——▸	Working Lope

1. **On rail to your right in working jog. Execute one 10 meter loop covering approximately one half of the length of the rail at the working jog. At the completion proceed straight ahead for several strides.**
2. **Track left. Continue working jog to center point of arena.**
3. **Transition to the working lope and perform 20 meter circle to the left. At completion of the circle proceed straight ahead.**
4. **Before the rail transition to the working jog. Track left.**
5. **Proceed at the working jog across a diagonal line.**
6. **Develop free walk and continue towards the rail.**
7. **Transition to working walk and proceed down the rail.**
8. **Halt 4 seconds. Leave the arena or return to line up at a free walk.**



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NEW YORK STATE 4-H WESTERN RANCH CLASSES

At the 2018 NYS 4-H Horse Show, three Ranch Horse Classes were added to the Western Division. They are Ranch Riding, Ranch Trail (no stationary steer roping) and Working Ranch Horse. The ranch riding classes will be a pattern chosen by the Chair and Superintendent and will be listed on the entry form Exhibitors will also be encouraged to choose two other classes so five classes can be ridden if desired. Example of other classes: Western Road Hack, Western Riding, Horsemanship, or Fitting and Showmanship. The judge will be made aware of Ranch Horse exhibitors so they will be judged accordingly.

I. APPOINTMENTS

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

II. PERSONAL

Clothing must be clean and neat. Riders shall wear western boots (no tennis shoes or sport shoes are acceptable) and western dress pants or jeans. Shirts must have a collar and long sleeves or be appropriate show attire. Ranch work attire is recommended, but show attire will not be penalized. Spurs, chaps, gloves (leather or fabric) and similar equipment are optional. All exhibitors are required to wear an SEI or SEI/ASTM approved equestrian safety helmet with fastened chin harness in every class.

III. TACK

Horse shall be shown with a stock saddle. Ranch work equipment is recommended, but show equipment will not be penalized. No roping reins or romal reins. Martingales, tie-downs, nose bands, or draw reins are prohibited. Carrying of a rope on your saddle is preferred. Horses may wear protective boots. A judge or show official shall have the authority to require the removal or adjustment of any piece of equipment which in his opinion is unsafe, would give a horse an unfair advantage, or constitute excessive harshness or cruelty. **See Bits section for description of legal bits for Ranch Division.**

IV. RANCH HORSE TRAIL

A. This class is designed to show the horse's ability to navigate and cope with the various situations and obstacles encountered in everyday ranch work. It is designed to show a horse's ability to perform these obstacles with a willing attitude. The horse is judged on cleanness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course.

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

C. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable prior to the start of the class. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

D. Tack and Equipment notes:

1. Roping gloves may be worn for the duration of the class or may be worn only for the roping and log drag obstacles.
2. Roping reins or reins with romal are permitted, but must be used with a snap attachment if a ground tie is in the course.

E. Use of hands: Only one hand may be used on reins and hands must not be changed, except to work with an obstacle. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.

F. The horse will be shown at a ground-covering walk, trot (or natural gait), and lope between the obstacles and credit will be given for performing these gaits on the correct lead with an alert attitude. The walk may be judged as part of an obstacle.

G. Extending the trot or natural gait may also be asked. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain.

H. The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable time or if the judge deems that the rider is, or will be, in an unsafe situation. The judge may also ask the rider to move on after a third refusal at an obstacle.

I. No additional credit will be given for unnecessary/additional maneuvers (such as sidepassing to and from an obstacle).

J. Judges shall continue to score the entirety of all rides even in the event that a composite score of zero will be given (DQ). After the ride is complete, the judge shall designate on the score card that a total score of zero was given.

K. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or

subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ needs improvement, 0 correct, +½ good, +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points.

Penalties should be assessed per occurrence as follows:

1. **One-half (½) Point**
    a. Each tick of log, pole, cone, plant, or any component of the obstacle.

2. **One (1) Point**
    a. Each bite of or hit of or stepping on a log, cone, plant or any component of the obstacle.
    b. Incorrect or break of gait at walk or jog for two strides or less.
    c. Both front or hind feet in a single-strided slot or space at a walk or jog.
    d. Skipping over or failing to step into required space.
    e. Split pole in lope-over.
    f. Incorrect number of strides, if specified
    g. Each step, up to three steps, moved during ground tie or picking up hooves.

3. **Three (3) Points**
    a. Incorrect or break of gait at walk or jog for more than 2 strides.
    b. Out of lead or break of gait at lope (except when correcting an incorrect lead).
    c. Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.
    d. Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with one foot

4. **Five (5) Points**
    a. Dropping slicker, log rope, or object required to be carried on course.
    b. Dropping lariat anywhere on course other than after completion of roping obstacle.
    c. Each refusal, balk, or evading an obstacle by shying or backing.
    d. Letting go of gate.
    e. Use of either hand to instill fear or praise.
    f. Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with more than one foot.
    g. Blatant disobedience (including kicking out, bucking, rearing, striking).
    h. Moving more than 3 steps during ground tie or picking up hooves.

5. **One (1) to Five (5) Points**

Faults, which occur on the line of travel between obstacles, scored according to severity:

a. Head carried too high
b. Head carried too low (tip of ear below the withers)
c. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical
d. Excessive nosing out
e. Opening mouth excessively

6. **Fifteen (15) Points**
   a. Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins. But it is permissible to change hands to work an obstacle.
   b. Excessively or repeatedly touching the horse on the neck to lower the head.
   c. Failure to ever demonstrate correct gait between obstacles as designated.
   d. Failure to complete an obstacle once attempted.
   e. Maximum number of points that can be lost on any one attempted obstacle.

7. **Twenty (20) Points**
   a. No attempt to work an obstacle.

8. **Disqualified 0 – Score**
   a. Use of romal other than as allowed in Contest Rules, Regulations, and Procedures.
   b. Performing the obstacle or an essential element of the pattern incorrectly or other than in specified order.
   c. Equipment failure that delays completion of pattern.
   d. Entering or exiting an obstacle from the incorrect side or direction.
   e. Working obstacle the incorrect direction.
   f. Riding outside designated boundary marker of the arena or course area.
   g. Significant deviation from correct line of travel between obstacles.

N. Six to ten obstacles will be used. Three will be mandatory, and the remaining will be selected from the optional list. Course design decided and set by cross-divisional chairperson.

1. **Possible Obstacles:**
   a. Opening, passing through, and closing a gate. This gate may not be a rope gate.
   b. **Log Drag** – Horse must be willing to drag a log for a short distance in a straight line. Rider to pick up rope while mounted at point A, and drop rope at point B. Rope may not be tied hard and fast to the saddle

horn; dallying is optional. Log size should be roughly the size of a small fence post, suggested maximum weight ~30 lbs. Rope should be securely attached to one end of the post by either drilling a hole through the post and tying a bowline (or other non-slip knot), or attaching an O-ring and tying a non-slip knot through the ring.

c. **Stationary Steer** – This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized, but missing the stationary steer will not be penalized. Rider must provide the rope for this obstacle; rope may be carried in hand, over saddle horn, or affixed to saddle. At the completion of this obstacle, contestant may coil rope and keep for remainder of class, or drop rope at obstacle without penalty.

2. **Obstacles**:
   a. **Mailbox** – Rider will open and close a mailbox when mounted.
   b. **Bridge** – Horse should walk willingly over a bridge. The bridge may be stationary or "teeter-totter" with a 4" maximum rocker pole.
   c. **Slicker** – The rider shall show the ability to handle the horse while simulating putting on a slicker. The rider may also be asked to carry the slicker from point A to point B.
   d. **Walk-over log-L obstacle** – Walk over 90° log "L". Log should be no less than 6" and no more than 12" in diameter. Riders should negotiate this obstacle in a straight line.
   e. **Step-overs at a walk, trot, or lope** – Natural branches, logs, fence posts, etc. which are laid out in seemingly random angles and distances. Distances should be measured only so the set-up is repeatable, but not for uniform spacing or stride length. Obstacles may not be raised and the maximum height of any step-over is 18".
   f. **Water hazard** – The horse should enter and exit the water hazard in a quiet manner.
   g. **Back through obstacle** – Straight, "L", or into/out of a marked location.
   h. **Sidepass** – Straight, one direction, may or may not be elevated.
   i. **Ground Tie** – Rider must be able to dismount and walk a minimum of 5 paces away with the horse in a designated spot. If used, this must be the last obstacle of the course (no remount) and class must be held in an enclosed arena. If a rider is using a one-piece rein (romal, roping rein, etc.), it should be unsnapped from the bit on one side while groundtying.
   j. **Pick up front feet** – The rider must be able to dismount and pick up both front feet in an easy, time efficient manner. If used, this must be the last obstacle of the course (no remount). May be used in succession with ground tie so rider only dismounts once per course.

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

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

V. RANCH PLEASURE

A horse will be shown at three gaits - the walk, jog and lope. He will also be asked to reverse away from the rail, to stop and to back. The judge may ask for an extended walk or jog. Extended jog may be ridden by sitting in the saddle, posting or standing in the stirrups.

A. DESCRIPTION

A superior ranch riding horse has a free-flowing stride of reasonable length in keeping with his conformation and covering a reasonable amount of ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits with proper cadence and rhythm. The quality of the movement and consistency of the gaits is a major consideration.

Exhibitor should not be penalized for picking up reins or moving horses body if horse is soft, willing and free of resistance but should receive credit. Horse should be credited for softness when picking up through transitions, departures, stops, and back-ups. (This should not be confused with constant pulling and jerking around the arena as this shall be faulted according to severity).

A willing horse will not ring their tail, or be blatantly disobedient to the rider's cues or demands. The horse should drive off his hind quarters using it as a driving force for his body. The horse should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving the appearance of resistance.

He should have a bright expression with his ears alert, he should be mannerly without the appearance of a dull, sullen lethargic drawn or overly tired attitude. He should be shown on a reasonable loose rein, but with light contact and control. He should be responsive, yet smooth, in transitions when called for. When asked to extend, he should move out with the same flowing motion.

Maximum credit should be given to the horse that has a flowing stride, is balanced, and that gives the appearance of being willing, fit, alert and a pleasure to ride while possessing great athletic ability and agility.

1. This class will be judged on the performance, athletic ability, condition and conformation of the horse.

2. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. At the option of the judge, horses may be asked to extend the walk and the jog, one or both ways of the ring. The extended jog is a definite two-beat lengthening of the stride, covering more ground. Cadence and balance with smoothness are more essential than speed. Passing is permissible and should not be penalized as long as the horse maintains a proper and even cadence and rhythm. Horses are required to back easily and stand quietly.

3. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or jog at the discretion of the judge, but shall not be asked to reverse at the lope.

4. Judge may ask for additional and individual(s) work of the same nature from any horse.

5. Rider shall not be required to dismount except in the event the judge wishes to check equipment.

6. Horses are to be shown at a walk, jog and lope on a reasonably loose rein or light contact without undue restraint.

7. Faults to be scored according to severity:
   a. Excessive speed (any gait)
   b. Being on the wrong lead
   c. Breaking gait (including not walking when called for)
   d. Excessive slowness in any gait, loss of forward momentum (resulting in an animated and/or artificial gait at the lope)
   e. Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized)
   f. Head carriage too high or low (in keeping with horse's conformation).
   g. Over flexing or straining neck in carriage so that the nose is behind the vertical.
   h. Excessive nosing out
   i. Opening/gapping mouth excessively
   j. Stumbling
   k. Use of spur in front of the cinch
   l. If horse appears sullen, dull, lethargic, emaciated, drawn or overly tired.
   m. Quick, choppy or pony-strided.
   n. Overly canted at the lope (Horses which lope with haunches in towards the center of arena).
   o. Excessive head bobbing.
   p. Excessive ringing of tail.

8. Credits:
    a. Natural ground covering gaits
    b. Consistency at all gaits
    c. Smooth upward and downward transitions
    d. Work on reasonably loose rein without excessive cueing to maintain moderate pace
    e. Giving the appearance of being able to do a day's work
    f. Athletic Ability/Agile
    g. Softness of horses' chin, poll, neck, shoulder, body, hip and being broke though thru the whole body.

B. PERFORMANCE GAITS

The following terminology is a description of ranch riding gaits:

Description of Ideal Gaits – The ideal ranch riding horse will have a natural head carriage at each gait – neither too high nor too low.

1. Walk – The walk should be straight, square, flat footed, relaxed with the horse moving out freely and looking ahead.
2. Trot – This gait should be a square two-beat diagonal trot. The trot should be steady, soft and slow enough for riding long distances. Trots which are rough and hard to sit should be penalized. Excessively slow and uncadenced trots should also be penalized.
3. Extended Trot – The extended trot should show an evident lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This trot should be level, flat and steady with the appearance that the horse could hold this gait for an extended distance.
4. Natural Gait and Extended Natural Gait – Non-trotting horses should perform their natural gait where a jog/trot is indicated and show a distinctive difference in speed of that gait where an extended jog/trot is asked. The natural gait should be smooth and appear effortless for riding long distances.
5. Lope – This gait should be a three beat gait that is cadenced, straight and steady and is comfortable to ride over long distances.
6. Extended Lope – The extended lope should be an obvious lengthening of stride from the previous lope, be at the same cadence and cause an increase in speed. The gait needs to be steady, quiet, and maintaining the increased speed while being under control.
7. Stop (from both lope and trot) – The horse should be in the correct stopping position – both hocks engaged and stopping on the hindquarters.
8. Reverse and Turns – A horse should turn briskly and flat with front feet close to the ground and holding an inside rear pivot foot.
9. Turn on the forehand – Hind end should move around with minimal movement of the front feet.
10. Sidepass – a smooth, fluid sideways movement with a clean cross-over in front and behind.

11. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain. When transitioning from the extended trot to the lope, it is permissible to take the horse back a bit (collecting) before loping.

VI. RANCH RIDING

A. Ranch Working Horse serves to measure the ability of the horse to be functional and a pleasure to ride at a working speed while being used as a means of conveyance from one western stock horse task to another. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be responsive to the rider, yield to contact, and make all required transitions smoothly, timely and correctly. The horse should perform with reasonable speed, and be obedient, well-mannered, free, and easy moving.

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

1. Walk, trot, and lope both directions.
2. Extended trot and extended lope at least one direction.
3. Stop and back from any gait.
4. Side pass.
5. Turns on the hindquarters of up to 2½ turns.
6. Turns on the forehand of up to 180°.
7. Change of lead (simple or flying).
8. Walk, trot, or lope over a pole(s).

C. A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long floppy reins will be penalized.

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

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

F. The judge or show management will select which Ranch Working Horse pattern will be used. The class may be conducted inside or outside of an arena.

G. To break ties or to resolve close placings, the judge, at his/her discretion, may require designated contestants to work on the rail or repeat any portion of the pattern.

H. Description of Ideal Gaits – The ideal ranch riding horse will have a natural head carriage at each gait – neither too high nor too low.

12. Walk – The walk should be straight, square, flat footed, relaxed with the horse moving out freely and looking ahead.
13. Trot – This gait should be a square two-beat diagonal trot. The trot should be steady, soft and slow enough for riding long distances. Trots which are rough and hard to sit should be penalized. Excessively slow and uncadenced trots should also be penalized.
14. Extended Trot – The extended trot should show an evident lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This trot should be level, flat and steady with the appearance that the horse could hold this gait for an extended distance.
15. Natural Gait and Extended Natural Gait – Non-trotting horses should perform their natural gait where a jog/trot is indicated and show a distinctive difference in speed of that gait where an extended jog/trot is asked. The natural gait should be smooth and appear effortless for riding long distances.
16. Lope – This gait should be a three beat gait that is cadenced, straight and steady and is comfortable to ride over long distances.
17. Extended Lope – The extended lope should be an obvious lengthening of stride from the previous lope, be at the same cadence and cause an increase in speed. The gait needs to be steady, quiet, and maintaining the increased speed while being under control.
18. Stop (from both lope and trot) – The horse should be in the correct stopping position – both hocks engaged and stopping on the hindquarters.
19. Reverse and Turns – A horse should turn briskly and flat with front feet close to the ground and holding an inside rear pivot foot.
20. Turn on the forehand – Hind end should move around with minimal movement of the front feet.
21. Sidepass – a smooth, fluid sideways movement with a clean cross-over in front and behind.
22. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain. When transitioning from the extended trot to the lope, it is permissible to take the horse back a bit (collecting) before loping.

I. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance. The individual maneuvers are scored in ½ point increments from a low of -1½ to a high of +1½ with a score of 0 denoting a maneuver that is correct with no degree of difficulty.

1. One (1) point penalties:
   a. Too Slow/per gait
   b. Over-Bridled
   c. Out of Frame
   d. Break of gait at walk or jog for 2 strides or less
   e. Split log at lope

2. Three (3) point penalties
   a. Break of gait at walk or jog for more than 2 strides
   b. Break of gait at lope
   c. Wrong lead or out of lead
   d. Draped reins
   e. Out of lead or cross-cantering more than two strides when changing leads.
   f. Trotting more than three strides when making a simple lead change.
   g. Severe disturbance of any obstacle

3. Five (5) point penalties
   a. Blatant disobedience (kick, bite, buck, rear, etc.)

4. Placed below horses per forming all maneuvers
   a. Eliminates Maneuver
   b. Incomplete maneuver

5. Zero (0) score
   a. Illegal equipment
   b. Willful abuse
   c. Major disobedience or schooling

VII. Road Hack Class - Equines are to be shown at a walk, jog, extended jog, lope and extended lope both ways of the ring. The equine should be similar to the Western Ranch Pleasure mount in that it should move in a consistent, relaxed and willing manner.

1. **Scoring** - Emphasis in this class will be placed on the equine's ability to show a moderate lengthening in strides when softly cued. Equines should remain smooth and consistent throughout all gaits and transitions.
2. **Class Routine**
   a) Gaits
      1) The walk is a natural, flat-footed four-beat gait. The equine must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the equine.

2) The jog is a smooth ground-covering two-beat diagonal gait. The equine works from one pair of diagonals to the other pair. The jog should be square, balanced and with a straight, forward movement of the feet. Equines walking with their back feet and trotting on the front are not considered performing the required gait.

3) The extended jog is a moderate lengthening of stride; ability to extend stride rather than merely increasing speed. The rider should sit to the extended jog, not post.

4) The lope is an easy, rhythmical three-beat gait. Equines moving to the left should lope on the left lead. Equines moving to the right should lope on the right lead. Equines travelling at a four-beat gait are not considered to be performing at a proper lope. The equine should lope with a natural stride and appear relaxed and smooth. He should be ridden at a speed that is natural in way of going.

5) The extended lope is a moderate lengthening of stride; ability to extend stride rather than merely increasing speed.

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

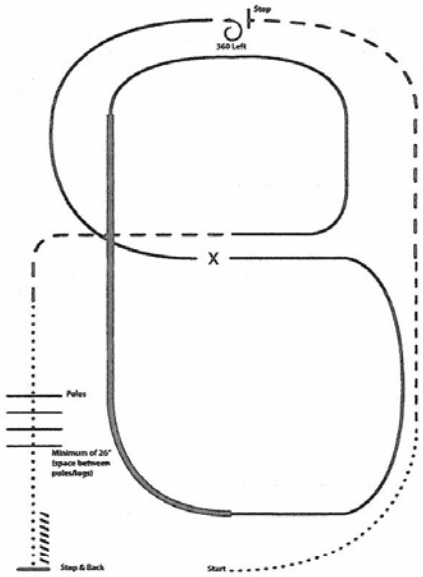
c) After all equines have been worked, the judge may then excuse equines not to be considered further in the class.

d) The judge may ask for additional work from any of the remaining equines.

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

f) Only one hand is to be used for reining. The hand chosen (either right or left) shall not be changed during the class. If a rope is carried on the saddle, it must be attached to the side opposite the reining hand. One finger is allowed between the reins except when romal reins are used. The rider may hold the romal or ends of the split reins provided it is held at least 16" from the reining hand.

RANCH RIDING – PATTERN I



X Lead Change
Walk
Trot
Ext Trot
Lope
Ext Lope
Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

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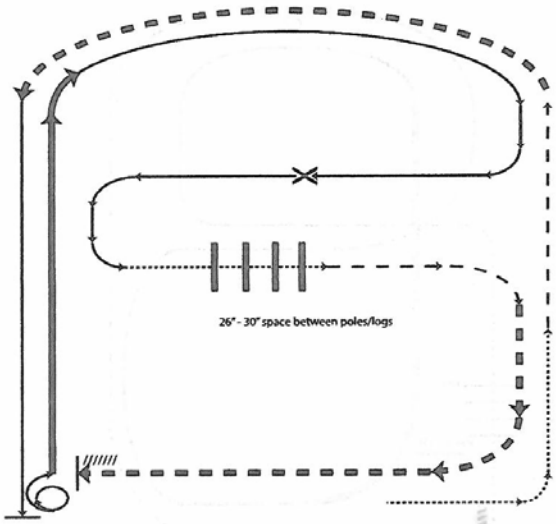
RANCH RIDING – PATTERN 2



X Lead Change
Walk
Trot
Ext Trot
Lope
Ext Lope
Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

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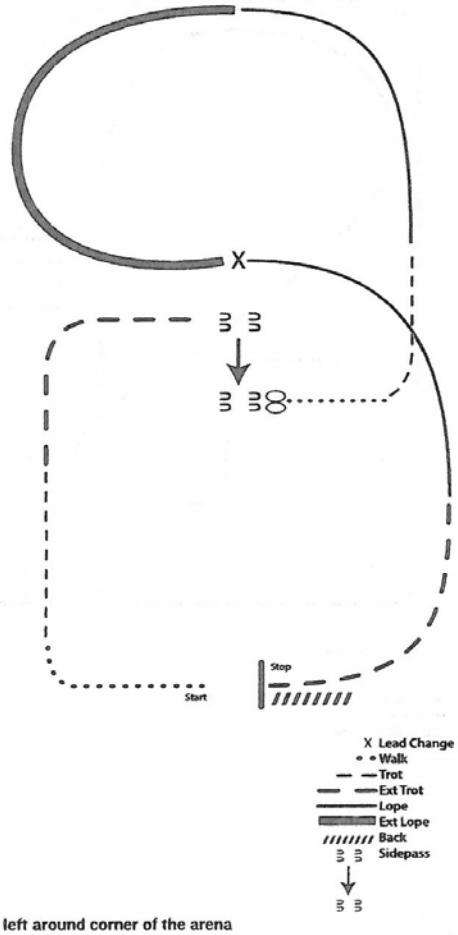
RANCH RIDING – PATTERN 3



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

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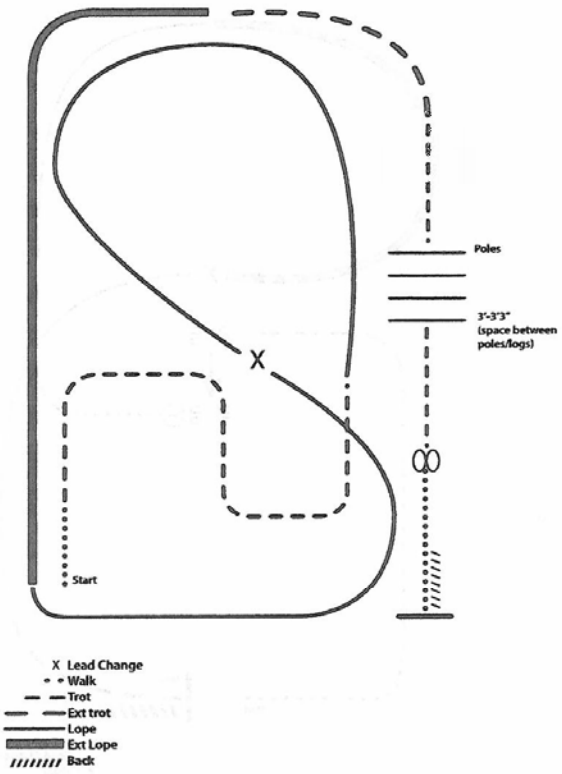
RANCH RIDING – PATTERN 4



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

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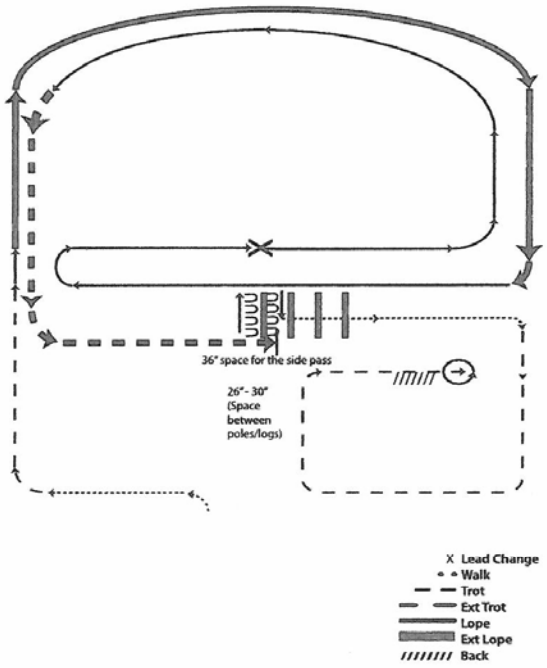
RANCH RIDING – PATTERN 5



1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

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NEW YORK STATE 4-H WESTERN DIVISION

I. PERSONAL ATTIRE AND APPOINTMENTS

A. Required

1. Approved protective helmet
2. Long sleeved western shirt or short sleeved shirt with jacket
   ** shirts must have collars **
3. Western type boots with distinguishable heel
4. Western riding pants or denims

B. Optional

1. Western style tie
2. Vest - to be worn with long sleeved shirt only
3. Jacket
4. Chaps
5. Slicker or raincoat
6. Sweater
7. Gloves
8. Blunt rowelled or unrowelled spurs – must have strap
9. Standing martingales, running martingales and training forks will be allowed for warm-up and practice.

C. Prohibited

1. No t-shirts, sweatshirts or crew type necklines
2. Clip-on spurs

II. TACK AND EQUIPMENT

A. Required

1. Approved curb straps - 1/2" flat, single leather or chain
2. Western/stock type saddles (including barrel racing saddles, Australian stock saddles with or without a horn)
3. Western curb bit and bridle
   *Note – Some catalogs or magazines may not use the snaffle, shank or curb terms correctly when marketing bits. By true definition if there is a shank and the reins are attached to the shank it is a curb bit.
4. Western style pad, fleece, Navaho blanket
5. Acceptable western style girth (If backstrap is used, a connector strap is required.)

B. Optional

1. Breast collars
2. Solid or jointed mouthpiece bits

C. Prohibited

1. Bit shank longer than 8-1/2". Bit Port height greater than 3 ½ ".
2. English bits - (Except in Dressage classes - refer to Dressage rules)
3. Half breed bits
4. Flat polo mouthpieces
5. Roping bits
6. Spade bits
7. Hackamores and bosals - (Except for junior equines in bosals - refer to Western Division, section IV)
8. Cavessons and dropped nosebands
9. Whips, quirts, bats, etc.

D. Allowed in practice and warm-up rings

1. Tie downs and martingales
2. Draw reins, side reins, chambon, nose reins, gogue and similar training devices

PLEASE NOTE: If there is any doubt, talk with the Division Chairperson or Equine Show Superintendent. If a decision needs to be made, it will be made by the Equine Show Committee.

III. CLASS DESCRIPTIONS

JUNIOR EQUINES MAY BE SHOWN IN A SNAFFLE BIT, BOSAL OR HACKAMORE - Refer to Section IV.

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

1. **Scoring** - Emphasis in the class will be placed on the rider's ability to effectively control the equine and maintain the basic position while doing so. To be judged on the rider's position, use of aids and cues, and control of the equine.
2. **Basic Position** - The rider should sit in the saddle with legs hanging straight forward to the stirrups, or with the knees slightly bent.

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

3. **Hands and Arms** - Only one hand is to be used for reining. The hand chosen (either right or left) shall not be changed during the class. If a rope is carried on the saddle, it must be attached to the side opposite the reining hand. One finger is allowed between the reins except when romal reins are used. The rider may hold the romal or ends of the split reins provided it is held at least 16" from the reining hand. The reining arm should be bent at the elbow with the hand being held slightly above and in front of the horn. The position of the hand not being used for reining is optional, but it should be kept free of the equine and equipment. It should be held in a relaxed manner, close to the rider's body or leg at all times.
4. **Position in the Saddle** - The rider should sit to jog and **not post**. At the lope, he should be close to the saddle. All movements of the equine should be governed by the use of imperceptible aids and the shifting of the rider's weight or leaning in either direction to obtain the proper lead is not desirable.
5. **Class Routine**
   a) All contestants will enter the ring at the walk in a counterclockwise direction until otherwise directed by the judge. They shall then go at least once around the ring at each of the three gaits - walk, jog and lope. They shall then be reversed and repeat the same procedure in the other direction. The reverse may be done by turning away from or toward the rail. Entries will then be lined up for close inspection and each exhibitor asked to back his or her equine 3 to 5 steps in a straight line.
   b) After all equines have been worked as specified above, the judge may then dismiss any not to be further considered in the class.
   c) The judge may continue to work the remaining entrants at the walk, jog and lope as before, or he may ask any of the riders to execute an appropriate test of their riding skills. Suggested tests from which the judge might choose include:
      1) Back in a straight line at least 15'.
      2) Figure 8 at the jog.
      3) Lope and stop.
      4) Figure 8 at the lope, demonstrating simple change of leads.
      5) Ride without stirrups.
      6) Change of leads down the center of the ring, demonstrating a simple change of leads.
      7) Extend the jog **while sitting in saddle** and maintaining basic position - extreme speed will be penalized.
      8) Execute 360 degree turns.

9) Ride serpentine course, demonstrating flying changes of lead at each change of direction.
10) Any combinations of the above or others at the discretion of the judge.

B. **<u>Western Pleasure</u>** - A good pleasure equine has a stride of reasonable length in keeping with his conformation. He has enough cushion to his pastern to give the rider a pleasant, smooth ride. He carries his head in a natural position, not high and over flexed at the poll or low with the nose out. The equine should be relaxed but alert and ready to respond to the rider's commands without excessive cueing. When asked to extend the jog, he moves out with the same smooth way of going.

1. **Scoring** - Emphasis in this class will be placed on the equine's suitability as a pleasure mount as evidenced by both the performance in the class and its general type, conformation, and soundness. Scoring will be based on performance and on conformation.
2. **Class Routine**
   a) Gaits
      1) The walk is a natural, flat-footed four-beat gait. The equine must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the equine.
      2) The jog is a smooth ground-covering two-beat diagonal gait. The equine works from one pair of diagonals to the other pair. The jog should be square, balanced and with a straight, forward movement of the feet. Equines walking with their back feet and trotting on the front are not considered performing the required gait.
      3) The lope is an easy, rhythmical three-beat gait. Equines moving to the left should lope on the left lead. Equines moving to the right should lope on the right lead. Equines travelling at a four-beat gait are not considered to be performing at a proper lope. The equine should lope with a natural stride and appear relaxed and smooth. He should be ridden at a speed that is natural in way of going.
   b) All equines will enter the ring in a counterclockwise direction at the walk until they are otherwise directed by the judge. They will then go at least once around the entire ring at each of the three gaits - walk, jog and lope. All equines will then be asked to reverse and work the same way in that direction. The reverse shall be done by turning away from the rail.
   c) After all equines have been worked, the judge may then excuse equines not to be considered further in the class.
   d) The judge may ask for additional work from any of the remaining equines.

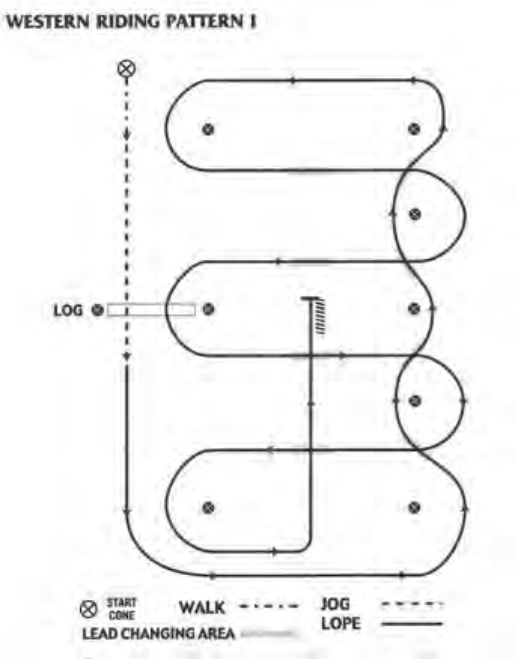
e) All equines being considered for an award shall be asked to back in a straight line a minimum of 3 steps.

f) Only one hand is to be used for reining. The hand chosen (either right or left) shall not be changed during the class. If a rope is carried on the saddle, it must be attached to the side opposite the reining hand. One finger is allowed between the reins except when romal reins are used. The rider may hold the romal or ends of the split reins provided it is held at least 16" from the reining hand.

C. **Western Riding** - This class is a competition in the performance of a sensible, well mannered, free and easy moving ranch equine, which can get its rider around on the usual ranch chores, over the trails, and will give a quiet, comfortable and pleasant ride in open country over obstacles. Special emphasis shall be given to the rider's methods used in obtaining the equine's performance.

WESTERN RIDING PATTERN I

1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back



1. **Scoring** - The equine in this class will be judged on riding quality and smoothness of gaits, changes of leads, response to rider, manners, disposition and intelligence. Scoring will be based on performance and on conformation.

   Flying changes of lead should be executed quietly and smoothly in the equine's performance. Contestants will be penalized when the equine changes leads in front but not in back, when the equine shows signs of resistance to lead changes (tail wringing, head tossing, etc.). When the equine is asked to go over the obstacle, he should do so smoothly and calmly. When asked to back, he should do so in a relaxed, obedient manner.

2. **Class Routine**
   a) All equines shall follow the exact pattern as illustrated in this book unless specific changes are indicated in the show rules. Any equine not following the exact pattern will be disqualified.
   b) The eight small circles in the pattern represent markers (plastic or rubber cone-shaped markers recommended). These should be spaced a uniform distance apart. The preferred distance lengthwise between the markers is 40', but if arena space is limited, they may be spaced as necessary. See diagram above.
   c) The rectangle represents an object just high enough to break the equine's stride. A small log or ground pole is recommended.
   d) ~~T~~he long and sometimes twisting line indicates the direction to travel and the gaits at which the equine is to move. The dotted (...) line indicates the walk; the dash (---) line, the trot; and the solid ( ) line, the lope.
   e) The exhibitor will enter their equine in the ring and then proceed on the pattern as indicated. In completing the pattern, the rider will go to the center of the pattern and back their equine as indicated by the judge.
   f) If a equine runs into a marker, the exhibitor should be penalized but not disqualified.
   g) Only one hand on the reins will be allowed. The method of holding the reins is the same as described for Stock Seat Equitation. While the equine is in motion, the rider's hands should be clear of the equine and saddle.
   h) Spurs shall not be used forward of the cinch.
3. **Disqualifications**
   a) Fall of equine or rider.
   b) Off pattern which includes failure to obtain the required gaits.
   c) Use of prohibited tack or appointments.

D. **Horsemanship Class** - All exhibitors must perform an individual pattern which is not to exceed 1 minute. Pattern will be of the judge's choosing and will be posted prior to the beginning of the class.

The judge may use the individual work to determine the top riders that will be called back for rail work; this procedure will be optional and at the judge's discretion.

Tack, equipment and riding style shall be as in Stock Seat Equitation.

E. **Western Road Hack Class** - Equines are to be shown at a walk, jog, extended jog, lope and extended lope both ways of the ring. The equine should be similar to the Western Pleasure mount in that it should move in a consistent, relaxed and willing manner.

1. **Scoring** - Emphasis in this class will be placed on the equine's ability to show a moderate lengthening in strides when softly cued. Equines should remain smooth and consistent throughout all gaits and transitions.
2. **Class Routine**
   a) Gaits
      1) The walk is a natural, flat-footed four-beat gait. The equine must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the equine.

      2) The jog is a smooth ground-covering two-beat diagonal gait. The equine works from one pair of diagonals to the other pair. The jog should be square, balanced and with a straight, forward movement of the feet. Equines walking with their back feet and trotting on the front are not considered performing the required gait.
      3) The extended jog is a moderate lengthening of stride; ability to extend stride rather than merely increasing speed. The rider should sit to the extended jog, not post.
      4) The lope is an easy, rhythmical three-beat gait. Equines moving to the left should lope on the left lead. Equines moving to the right should lope on the right lead. Equines travelling at a four-beat gait are not considered to be performing at a proper lope. The equine should lope with a natural stride and appear relaxed and smooth. He should be ridden at a speed that is natural in way of going.
      5) The extended lope is a moderate lengthening of stride; ability to extend stride rather than merely increasing speed.

   b) All equines will enter the ring in a counterclockwise direction at a walk until otherwise directed by the judge. They will then show in all gaits specified above, then asked to reverse and show in all gaits as specified above in that direction. The reverse should be done by turning away from the rail.
   c) After all equines have been worked, the judge may then excuse equines not to be considered further in the class.
   d) The judge may ask for additional work from any of the remaining equines.
   e) All equines being considered for an award shall be asked to back in a straight line a minimum of 3 steps.
   f) Only one hand is to be used for reining. The hand chosen (either right or left) shall not be changed during the class. If a rope is carried on the saddle, it must be attached to the side opposite the reining hand. One finger is allowed between the reins except when romal reins are used. The rider may hold the romal or ends of the split reins provided it is held at least 16" from the reining hand.

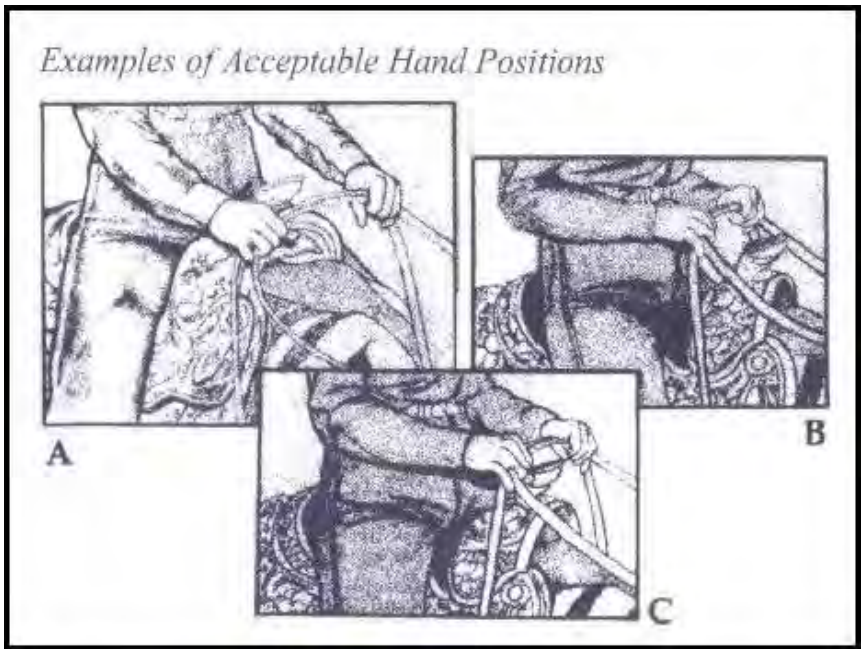
IV. JUNIOR EQUINES MAY BE SHOWN IN A SNAFFLE BIT OR BOSAL

A. Junior equines will be 3-5 years of age. The following criteria must be met.

1. If a registered animal, the age of the equine will be determined from the registration papers. The age of the equine shall be computed on the basis of a calendar year starting January 1 of the year foaled.
   For example: A equine foaled anytime in 1993 was considered to be one year old on January 1, 1994, and two years old on January 1, 1995.
   If an equine is not registered, a veterinarian certificate will be required. The certificate must document the veterinarian's estimate of age as a three, four-, or five-year old for the current show year. Age will be estimated by the veterinarian by examination of its teeth. Determination by tooth examination is to be made in accordance with the "Official Guide for Determining Age of the Horse" as adopted by the American Association of Equine Practitioners. The certificate must be dated January 1 through June 1 of the current year. A new certificate is required each year that an equine is shown as a junior animal in a snaffle or bosal. The veterinarian certificate must identify the equine by age, sex, color, markings, etc. similar to Coggins papers or the 4-H equine ownership certificate.
2. An equine shown as a junior animal must never have been shown in any event in a bridle (other than a snaffle bit and bridle).
3. Care and consideration of the animal must be taken when the decision is made as to which classes a junior equine will be exhibited in. A junior equine should not be shown in any class for which the training and ability level of that animal is not sufficient or the animal is unruly or posing a danger to others. The judge, ring master, division chair or equine show superintendent may dismiss a equine and rider from any class. All equines will be treated humanely. Please refer to the N.Y.S. 4-H General Equine Show Rules for clarification.
4. The equine MUST be shown with both hands on reins, maintaining light contact with the equine's mouth. The rider's hands should be carried near the pommel and not further than 4" out on either side of the saddle horn. The rider's hands must be steady with limited movement. Rider's hand's should be visible to the judge(s) at all times. Find acceptable and unacceptable hand positions below.
5. The judge shall have the authority to require the removal or alteration of any piece of equipment which is unsafe, or in his opinion, would tend to give the equine an unfair advantage. Equines' mouths and noses may be inspected for signs of broken skin, rawness or bleeding. These equines will be excused from the class, the same as for any other evidence of inhumane treatment of an equine by a piece of equipment or by a rider.
6. Acceptable equipment.
   a) Equines to be shown in standard, plain, or silver headstalls (browband, shaped ear or split ear). Smooth snaffle bit with broken mouth-piece (conventional O-ring, egg butt, or D-ring) with ring

no larger than 4" and no smaller than 2". From the cheek to one inch in from the cheek must be a minimum of 3/8" diameter with a gradual decrease to the center of the snaffle. Optional loose curb strap (leather or nylon only and must be attached below the reins).

b) Reins are to be attached above the curb strap.



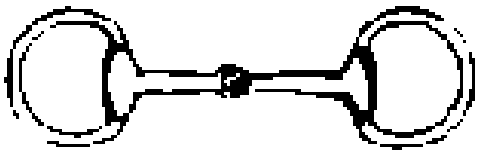
c) A braided rawhide or leather bosal may be used in lieu of a snaffle bit, no more than 3/4" in diameter at the cheek; must be a minimum of a 1-finger space (approximately 3/4") between the bosal and nose; absolutely no metal under the jaw or on the noseband in connection with the bosal. Bosals shall be soft and flexible. The bosal should be properly fitted relative to the equine's size and conformation. Hair bosals and mechanical hackamores are NOT permitted.

d) Standard, leather, or woven leather split reins are mandatory, hair reins are **NOT** permitted with snaffle bits, but are acceptable with a bosal. Bosal reins are not split, but one continuous rope with a third rope rein around the horn.

e) Training devices such as martingales, nose bands or tie downs are prohibited in the show arena and designated warm-up arena at all times. During warm up, equines must be ridden with the same equipment as required in the event.

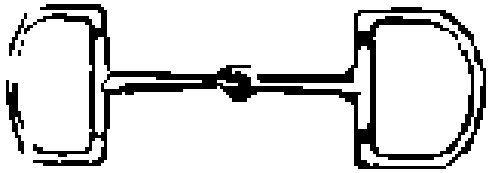
***PLEASE FIND TYPICAL EXAMPLES OF ACCEPTABLE BITS OR BOSAL BELOW**

Typical examples of acceptable bits or bosal.



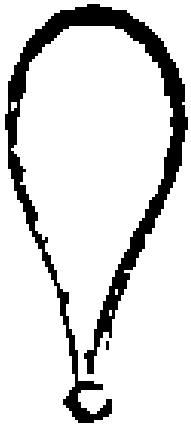
Eggbutt Snaffle Bit

O-Ring Snaffle Bit



D-Ring Snaffle Bit

Rawhide Bosal



A bosal may also be used

The addition of silver engravings shall not add to or detract from the horse's performance in the judge's opinion.

THESE RULES PATTERNED AFTER THE NATIONAL SNAFFLE BIT ASSOCIATION RULES FROM THE 10TH EDITION REVISED JANUARY 1, 1995

NEW YORK STATE 4-H DRIVING DIVISION

I. PERSONAL ATTIRE AND APPOINTMENTS

A. Required

1. Approved protective helmet
2. Riding boots with distinguishable heel
3. Lap robe or apron
4. Gloves
5. Girls - skirt and blouse, dress, or dress slacks and blouse
6. Boys - shirt, tie and dress slacks

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

B. Optional – None

C. Prohibited

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

II. TACK AND EQUIPMENT

A. Requirement

1. Appropriate 2- or 4-wheeled vehicle, stable and in good repair
2. Standard bridle with or without blinkers, however blinkers are strongly recommended
3. Snaffle or driving bit (i.e., liverpool or buxton) Bits may be covered with rubber or leather.
4. Cavesson or flash noseband
5. Breeching or cups
6. Whip
7. Checkreins (overcheck or sidecheck)
8. Driving harness

C. Prohibited

1. Racing sulkies and chariots
2. Quarter boots
3. Twisted wire or wire bits
4. Tail appliances other than a regular low crupper

5. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices. **PLEASE NOTE**: This does not include the use of over check or side check in the Driving Division.

D. **Allowed** in practice and warm-up rings.

1. Same as show ring.

E. **Specifications**

1. Vehicle - Any appropriate 2- or 4-wheeled vehicle is acceptable as long as it is of good repair and stability, although it is suggested that Junior whips not use 4-wheeled vehicles if at all possible. It is the responsibility of each competitor to ensure that harness and vehicle are in good repair and structurally sound.
2. Harness - There shall be no restricti39ons on the type of harness used as long as it is appropriate for the type of equine and vehicle used. Lines may be placed under the shoulder strap going to the beast collar.
3. Excess length of hooves and the use of other than standard shoes may be penalized at the judge's discretion.

III. GENERAL SPECIFICATIONS

A. Entries to be shown to a suitable 2- or 4-wheeled vehicle with an appropriate harness. Required gaits shall be the **walk, working trot, and extended trot**. When asked to extend the trot, entries should show both speed and form. The pleasure driving equine should be light mouthed and capable of being taken up at any time, **willing to walk and stand quietly and to back easily and readily**. All drivers (Jr. or Sr.) may have an adult passenger at their option. The adult passenger would be a knowledgeable adult, who is over 18 years of age. Any 4-Her 13 and under is recommended to have experienced adult passenger. The accompanying adult may dismount and serve as a header, but shall render no other assistance except in an emergency. No pets shall be allowed in the cart. Seniors may use headers in the ring. Any communication with or attempt by the adult to influence the exhibitor in any way except in an emergency situation shall be cause for dismissal and disqualification of the entry at the discretion of the judge.

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

C. All classes shall be for a single equine. Light, draft or miniature equines may be shown.

D. Equines should never be left unattended while put to a vehicle. Failure to observe this rule shall cause immediate elimination.

E. Under no condition is a bridle to be removed from a equine while it is still put to a vehicle. If this occurs, it is an automatic elimination.

F. A driver who leaves his or her cart except at the judge's direction shall be eliminated; at the judge's discretion the contestant may be permitted to complete the class, but not place.

G. It is obvious that, however complete rules may be, they never can cover all possible situations which may arise. If a matter cannot be solved by interpreting the rules to the letter, the solution to be adopted by those responsible should lie in a principle which follows as nearly as possible the spirit of the rules.

H. A Technical Delegate conversant with the 4-H Driving Division rules shall be present at all 4-H driving competitions. A Technical Delegate has no authority in connection with the judging of an event except as specifically noted. The TD shall point out in a diplomatic manner any instance where 4-H rules and directives are not enforced and shall have the authority to eliminate from that class and from the show, entries that fail to comply. The TD should not dictate to judges or management, but should immediately report to the appropriate officials any violations of the rules which might invalidate a class or induce disciplinary action. The TD should be made available to judges, exhibitors, and management at all times to clarify the application of 4-H rules and investigate any situation in which the rules are not upheld.

I. Each exhibitor is responsible to present themselves and their turnout to the Technical Delegate at least 5 minutes prior to the start of each class for safety check of all tack and equipment and appointments. Failure to meet requirements shall result in immediate elimination by the TD.

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

IV. **CLARIFICATION OF GAITS** - The following descriptions constitute the approved standard for performance of each of the recommended gaits in the various divisions of a pleasure driving competition.

A. **Walk** - A free, regular, and unconstrained walk of moderate length is required. The equine should walk energetically but calmly, with even and determined steps.

B. **Slow Collected Trot** - A equine should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but not to the degree required in the Dressage collected trot. However, the equine should indicate willingness to be driven on the bit while maintaining a steady cadence (rhythmic flow).

C. **Working trot** - The equine should go forward freely and straight, engaging the hind legs with good hock action, on a taut but light rein, the position being balanced and unconstrained. The steps should be as even as possible. The hind feet touch the ground in the footprints of the fore feet. The degree of energy and impulsion displayed at the working trot denotes clearly the suppleness and balance of the equine.

D. **Extended trot (trot on)** - Clear but not excessive increase in pace and lengthening of stride while remaining well balanced and showing appropriate lateral flexion on turns; light contact to be maintained. Excessive speed shall be penalized.

E. **Halt** – Equine and vehicle should be brought to a complete square stop without abruptness or veering. At the halt, the equine should stand attentive, motionless and straight, with the weight evenly distributed over all four legs, and be ready to move off at the slightest indication from the driver.

F. **Rein back** - This is backwards movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line. To be performed in two parts: 1) rein back at least four steps, unhurried, with head flexed and straight, pushing back evenly in a straight line using light contact and quiet aids; and 2) move forward willingly to the former position using the same quiet aids.

V. CLASSES AND AGE DIVISIONS

A. Pleasure Driving, All Equines - Junior/Senior

1. All contestants to enter the ring in a counterclockwise direction at the walk until otherwise directed by the judge. They shall then be required to perform at each of the required gaits. They shall then be reversed at the walk or working trot and required to repeat the same procedure in that direction. It is suggested that the reverse be done by turning toward the center of the ring and then crossing diagonally to the other side of the ring, proceeding in the opposite direction.
2. After completing the procedure above, the judge shall ask exhibitors to line up, to rein back individually at the judge's command, and to stand quietly.
3. Equines should be shown on the rail at all times except when passing, and should use the entire ring without side reining.
4. The driver shall not leave his vehicle without permission of the ring master, then only for necessary adjustments to harness.
5. In scoring, emphasis shall be placed on the suitability of the entry for pleasure driving rather than for use of the roadster or fine harness equine. Scoring to be based 80% on performance and manners, 10% on conformation and 10% on appointments.

B. Pleasure Driving Reinsmanship, All Equines - Junior/Senior

1. A pleasure driving class in which entries are judged primarily on the ability and skill of the driver. To be shown both ways of the arena at a walk, working trot, and extended trot. Drivers shall be required to rein back. All drivers chosen for a workout must be worked both ways of the

arena at any gait requested by the judge and may be asked to execute a figure 8 and perform any other appropriate tests.

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

C. Combination Class, Drive and Ride, All Equines - Junior/Senior

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

   The personal appointments of all contestants entered in these classes shall, in addition to those specified for driving, also correspond to those personal appointments specified for the equitation class of the appropriate seat.

2. Class routine shall include the following specifics:
   a) In combination classes, each entry must be shown by the same person in all sections.
   b) Two grooms or attendants may assist with unharnessing but shall not enter the ring until directed to do so.
   c) Removal of the bridle while a equine is put to a vehicle calls **for automatic elimination**.
   d) The vehicles are to be removed from the arena as soon as the unharnessing is completed.
3. Scoring to be based 50% on performance, manners, way of going, and suitability in harness; and 50% on performance, manners and way of going under saddle.

D. Obstacle Driving, All Equines - Junior/Senior

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

2. **Scoring -**

Obstacle Driving - To be driven as a performance class. To be driven at the trot over a prescribed course of obstacles. After passing the starting line, the competitor shall proceed through each obstacle to the designated finish line. Time will be used to break ties only. In the event of time ties, a drive-off will be required.

a) Penalties:

Knocking over start or finish marker	**10 seconds**
Knocking down or dislodging obstacle	**10 seconds**
First disobedience	**10 seconds**
Second disobedience	**20 seconds**
Third disobedience	**Elimination**
Starting before signal	**Elimination**
Failure to cross starting line w/in 1 min.	**Elimination**
Failure to cross starting or finish line	**Elimination**
Going off course (taking obstacles out of order)	**Elimination**
Outside assistance	**Elimination**
Failure to carry whip	**Elimination**
Breakage of harness or vehicle	**Elimination**
Breaking to canter	
First break from trot	**10 seconds**
Second break from trot	**10 seconds**
Third break from trot	**Elimination**
Prolonged canter	**Elimination**

b) Disobediences include:

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

E. Timed Cones Obstacle, All Equines-Junior/Senior

1. To be driven over a course of numbered obstacles consisting of cones and balls, not to exceed 10 obstacles.
   a) A course diagram will be posted 3 hours before the start of the class
   b) Each obstacle on the prescribed course will be numbered consecutively and marked red on the right, white on the left.
   c) Competitors are prohibited from driving, leading or riding their

equines on any course at any time prior to the competition. It is advisable, however, for competitors to walk the course prior to the competition.

2. **Scoring -** To be driven at the trot. After passing the starting line, the competitor shall proceed through each obstacle in numerical order to the designated finish line.
   a) Penalties (same as obstacle driving)
   b) Disobediences (same as obstacle driving)

F. Gambler's Choice – All Equines

1. Each whip has the same amount of time in which to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to it's degree of difficulty, the easier obstacles having a lesser value than the more difficult obstacles and each whip tries to obtain as high a point score as possible in the time allowed.
   a) Obstacles may be driven in any order.
   b) Each obstacle can be attempted twice and may be approached from either direction.
   c) Competitors must attempt a different obstacle before returning to that obstacle for a second try.
   d) Once an obstacle has been disrupted, it can no longer be attempted.
2. **If all obstacles are completed twice before the 90 seconds (1 min 30 sec) time limit**, the competitor will exit through the finish line for the final point and time scoring.
3. A signal will show the end of 90 second (1 min 30 sec), after the signal, the competitor must exit through the finish line. At that point the total time on the course will be recorded. Time allowed must be stated.
4. In the case of a competitor being committed to or in the process of negotiating an obstacle and if clean, will be awarded the points for that obstacle. Having completed the obstacle, the competitor must proceed through the finish line for the total time on course to be recorded. Whether or not the competitor was committed to the next obstacle at signal will be left to the discretion of the presiding official. No score will be awarded for an incorrectly completed obstacle.
5. In the event of equality of points, the fastest time recorded is the winner. If both of these are equal, the winner will be determined by a drive-off.
6. **Penalties:**

a)	Knocking over start of finish marker	**10 seconds**
b)	First disobedience	**10 seconds**
c)	Second disobedience	**10 seconds**
d)	Third disobedience	**Elimination**
e)	Starting before signal	**Elimination**
f)	Failure to cross starting line within 1 minute	**Elimination**
g)	Failure to cross starting or finish line	**Elimination**
h)	Outside assistance	**Elimination**

i)	Failure to carry whip	**Elimination**
j)	Breakage of harness or vehicle	**Elimination**
k)	Breaking to canter	
	1) First break	**10 seconds**
	2) Second break	**10 seconds**
	3) Third break	**Elimination**
l)	Prolonged Canter	**Elimination**

G. Carriage Driving – All Equines

1. The driving animal may be of any breed, color or size. Over 14.2 will be classified as a horse and under will be classified as a pony. The animal must be driven to an appropriate wooden wheel vehicle, "appropriate" to mean the size and type to appear pleasant and balanced. The harness must be a type appropriate to the type of vehicle used. It must be in good repair, clean, and fit properly. The whip (driver) and any passenger should be dressed conservatively according to the style of the present day. **THIS IS NOT A COSTUME CLASS.** Whips are to wear an apron or lap robe, gloves and hat. In general, equines should be driven with light contact of the reins on the mouth. Equines should be on the bit, but not pulling with their mouths. An appropriate driving whip MUST be carried at all times while driving.
2. The carriage driving class will require the following gaits: **walk, collected trot, ordinary trot and extended trot** both ways of the ring. All entries will be required to halt, back up and stand quietly. A groom is permitted at the equine's head **BUT SHOULD NOT HOLD THE ANIMAL EXCEPT TO CONTROL UNRULINESS AND PREVENT AN ACCIDENT.**

H. Country Pleasure Driving – Mini

1. **General**
   a) Country Pleasure driving is to be shown to a two wheel cart only. Bike tires or wooden wheels are permissible.
   b) Harness in the country pleasure division must be of the light type. Breast collars or light collars are permissible, but no full harness allowed. Britching is optional. Side or over-checks are required. When shown, the equine must have blinders (round or square) and the check must be hooked. No other appliances may be used on a driving equine other than the harness. (Example: no fly nets on the ears, face, or body.)
   c) Bits in the pleasure driving division shall be of the snaffle type. No Liverpool bits, curb chains or curb straps are allowed.
   d) Martingales may or may not be used.
   e) Check bits may be used but are not required.

2. **Class Conditions**
   a) Ring Procedure: Country Pleasure Driving equines are to enter the ring counterclockwise (to the right) at a country pleasure trot. To be shown both ways of the arena at a walk, country pleasure trot and an extended trot. To stand quietly and to rein back. To be judged 60% on performance, manners and way of going, 30% on the condition, fit and appropriateness of attire and overall impression. Overchecks and side checks should be slightly loose, not snug. The head set should appear natural for the equine. Excessive knee action and speed to be penalized.
      1) **Walk:** A free, regular and forward moving four beat gait. The equine should walk energetically, but calmly, with an even and determined gait.
      2) **Country Pleasure Trot:** A balanced, easy moving, relaxed two beat gait demonstrating forward movement.
      3) **Extended Trot** A clear increase in gait and length of stride.
      The equine should move freely on a taut, but light rein, while maintaining a balanced gait and forward movement. Excessive knee action and speed shall be penalized.

I. Roadster - Mini

1. **General:** The roadster equine may be of any type, any color of attractive appearance, balanced in conformation, and with manners which make a safe risk in the ring. Equines shall be serviceably sound.
2. **Gait Requirements:** The principal gait for the roadster are the trot, road gait, and at a "drive on" trot. Equines must not be asked to rein back.
3. **Judging Procedure:** Roadsters must enter the ring clockwise (to the left) at a jog trot; then show at the road gait, jog trot and turn counter clockwise at the jog trot, show at the road gait, and trot at speed. At all speeds, equine should work in form. Breaks should not be penalized in a equine that demonstrated three distinct trots over a equine that has not demonstrated gait distinction. Equines should be shown on the rail at all times except when passing. Showing off the rail shall be penalized. Performance at all three gaits should be strongly considered. When equines are lined up, driver **shall not leave** vehicle except for necessary adjustments. Headers are allowed in roadster classes.
4. **Harness:** Harness shall be appropriate to the vehicle. Martingales are optional. No Liverpool bits are allowed. Harness must have blinders and either side check or over-check. The check must be used. Harness must be of the light type with breast collar.
5. **Vehicles:** Bike (a two-wheeled cart with stirrups and no basket). Road bikes with tire guards ("closed wheel/arch") are mandatory.
6. **Attire:** Exhibitors are required to wear stable colors, cap and jacket to match, of the type found on the trotting tracks of America.

7. Braids, matching the stable colors, one in the foretop and one immediately back of the bridle path as seen on the larger roadster equines is optional.
8. The exhibitor number must be worn on the exhibitor's back. An optional supplementary number can be placed on the shafts.
9. Un-weighted bell type boots are optional in roadster classes only.

J. Park Harness – Mini

1. **General:** The equine is to give a brilliant performance with style, presence, finish, balance and cadence. Park equine to be neatly trimmed, well groomed, braided (same as USA Equestrian braid) with one braid in the foretop and one immediately back of the bridle path. Tail braces and false tails are optional. To be judged on brilliant performance, presence, quality, manners and conformation. Cross entries with the same equine are prohibited between the Park Harness, Pleasure and Country Pleasure Divisions at the same show.
2. **Gait requirements:** Park equines are to enter the show ring at a trot going counter-clockwise (to the right) and be shown both ways of the ring at a walk and park trot. **Park equines are not asked to back.**
   a) Walk: An animated walk is required. The motion should be brisk and vigorous with the equine showing animation and brilliance.
   b) Park Trot: Extremely animated, cadenced trot, with impulsion and power. The trot is bold and brilliant with knees and hocks snapping high in expansive and dramatic style, creating an illusion of lightness with high-stepping action. Excessive speed shall be penalized.
3. **Harness:** Harness should be of the type used to show in the pleasure division. Martingales are optional.
4. **Vehicle:** Park harness equines are shown to a viceroy or a two wheeled vehicle.

K. Obstacle Driving Course – Mini

1. The obstacle course must be posted at the Show Office not less than two hours prior to the class. Equines must be at least three years old for obstacle driving. No one may show before a judge in classes where the exhibitor has designed the course in that class. An equine can only be shown by one exhibitor per class. All obstacles must be numbered on the course in order of sequence.
2. Classes will be judged 100% on the manner of the equine's performance through the course.
3. There is a sixty-second-time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three (3) obstacles shall be cause for disqualification.
4. Cantering penalized in obstacle driving.
5. Obstacle requirements:

a) Must be a minimum of 5 and maximum of 8 obstacles.

6. In shows where more than one obstacle class is offered at least **two** of the obstacles must be different or the manner of performance through obstacles must be varied for the class.
7. All obstacles should be safe for exhibitors as well as for equines.
8. Off course will result in elimination from the class and no points, ribbons or awards will be presented. Off course is defined as:
   a) Taking an obstacle in the wrong direction.
   b) Negotiating an obstacle from the wrong side.
   c) Skipping an obstacle unless directed by the judge.
   d) Negotiating obstacles in the wrong sequence.
   e) No physically moving, or coercing the equine by touching. It is to be the judge's discretion to disqualify. Attendants 16 years of age individual's or equine's performance.
   f) Miniature leaving the obstacle course.
9. Driving obstacle equines shall be shown in a suitable two-wheeled cart with basket.

NEW YORK STATE 4-H MINIATURE EQUINE DIVISION

I. PERSONAL ATTIRE AND APPOINTMENTS

A. Required

1. Approved protective helmet
2. Riding boots with distinguishable heel
3. Gloves

B. Prohibited

1. Period costumes
2. T-shirts, sweatshirts, tank tops or crew neck shirts
3. Open-toed shoes, sandals, sneakers, clogs, shoes or boots with heels greater than 2"
4. Clip-on spurs
5. In halter obstacle, hunters, jumpers and all showmanship classes, chains may be a part of the lead on the halter but the chain portion cannot be placed in the horse's mouth or over the horse's nose.

II. TACK AND EQUIPMENT

A. Required

1. Halter with lead rope or shank.
2. For driving please see rules in the driving division.
3. For showmanship and costume please see rules in the appropriate division.

B. Optional - None

C. **Allowed** in practice and warm-up rings.

1. Same as show ring.

III. GENERAL SPECIFICATIONS

A. All mini's need to be 38 inches or under.

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

C. All classes shall be for a single equine.

D. The TD shall point out in a diplomatic manner any instance where 4-H rules and directives are not enforced and shall have the authority to eliminate from that class and from the show, entries that fail to comply. The TD should not dictate to judges or management, but should immediately report to the appropriate officials any violations of the rules which might invalidate a class or induce

disciplinary action. The TD should be made available to judges, exhibitors, and management at all times to clarify the application of 4-H rules and investigate any situation in which the rules are not upheld.

E. Obstacle Halter – Mini Junior/Senior

1. The obstacle course must be posted at the Show Office not less than two hours prior to the class. Equines must be at least two years old for halter obstacle and three years old for obstacle driving. No one may show before a judge in classes where the exhibitor has designed the course in that class. An equine can only be shown by one exhibitor per class. All obstacles must be numbered on the course in order of sequence.
2. Classes will be judged 100% on the manner of the equine's performance through the course.
3. There is a sixty second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three (3) obstacles shall be cause for disqualification.
4. Obstacle requirements.
    a) Must be a minimum of 5 and maximum of 8 obstacles.
    b) Tires and stair steps are prohibited.
    c) Jumps are prohibited.
5. In shows where more than one obstacle class is offered at least three of the obstacles must be different or the manner of performance through obstacles must be varied for the class.
6. Edible treats to encourage an animal to perform one of the obstacles are not allowed.
7. All obstacles should be safe for exhibitors as well as for equines.
8. Off course will result in elimination from the class and no points, ribbons or awards will be presented. Off course is defined as:
    a) Taking an obstacle in the wrong direction.
    b) Negotiating an obstacle from the wrong side.
    c) Skipping an obstacle unless directed by the judge.
    d) Negotiating obstacles in the wrong sequence.
    e) No physically moving, or coercing the equine by touching. It is to be the judge's discretion to disqualify. Attendants 16 years of age and older may be allowed in the ring during Youth Halter Obstacle for safety purposes only. Attendant must not interfere with or influence individual's or equine's performance.
    f) Miniature leaving the obstacle course.

F. Jumper and Hunter – Mini (These are "led" classes) Junior/Senior

1. **General Rules for both Divisions**
    a) The courses for hunter and jumper classes must be posted at least two hours prior to the scheduled time of the class. Course diagrams must show, with arrows, the direction each obstacle must be

taken, and markers or a line must indicate the start and finish of the course.

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

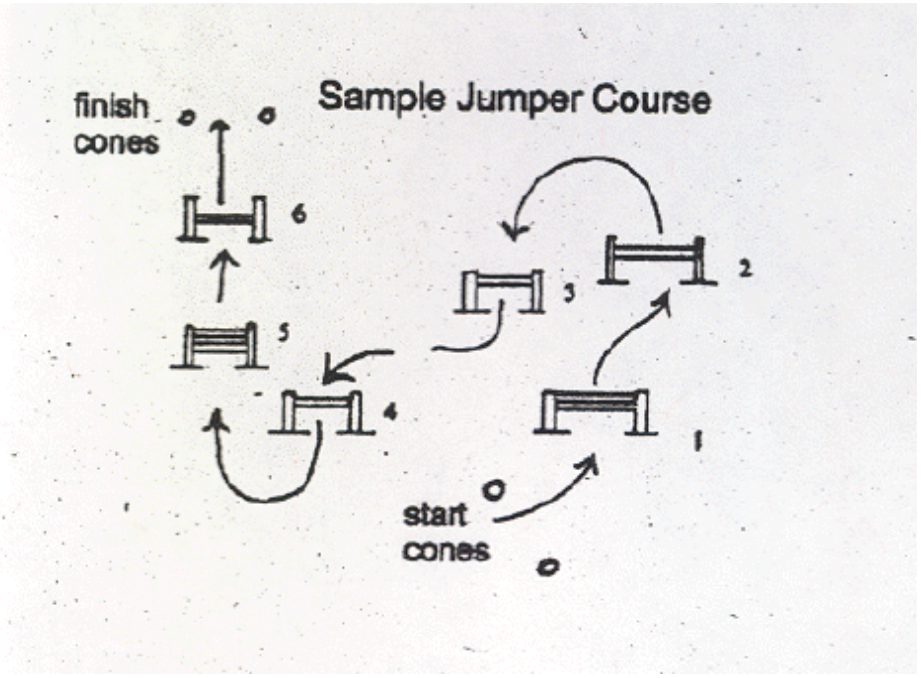
c) The person showing a jumper or hunter cannot jump the course with the equine.

d) Hunters and jumpers may show with braided manes and tails in the manner of their larger counterparts.

e) Judge(s) and steward shall walk Hunter/Jumper course with designer and exhibitors prior to start of class.

f) All jumps used in performance classes must be collapsible.

2. **Jumpers – Mini Junior/Senior**



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

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

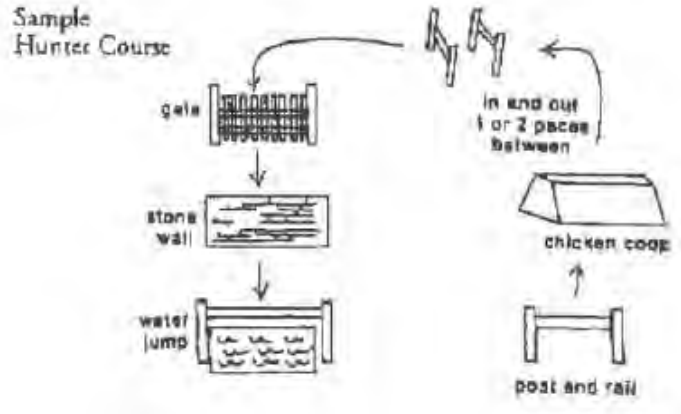
2) Refusals – stopping at an obstacle without knocking it down and without backing, followed by jumping from a standstill is not penalized. However, if the halt continues or if the equine backs even a single step, side steps or circles to retake the fence, a refusal is incurred: 4 faults – 1st refusal; 8 faults – 2nd refusal.

3) Circling – any form of circle or circles whereby the equine crosses its original track between two consecutive

obstacles, stops advancing toward the next obstacle, or turn away from the next obstacle, except to retake an obstacle after a disobedience. Crossing your own path (i.e. circling between fences, NOT retaking a fence from a refusal) – 3 faults.

b) Elimination
   1) 3 refusals
   2) off course
   3) fall of equine and/or exhibitor

3. **Jump-off.** All ties in a Jumper class must be jumped-off. The jump-off will be held over the original course. The height of the jumps shall be increased not less than one inch, and not more than six inches in height. The jump-off will be timed by a stopwatch, and the equine who has the fastest time and the fewest faults in the jump off round will be declared the winner. An elimination in a jump-off does not eliminate the equine from final placings.
4. **Jumps:** There will be a minimum of four fences and a maximum of six fences. The fences can range in height from twelve to twenty-four inches (in the jump-off this will change to a minimum of twelve to a maximum of thirty inches). Jumps should be of attractive design but constructed of a material so as not to cause danger to the equine. All jumps must be at least five feet in width, no wider than six feet, with a minimum of twenty feet between jumps, with the exceptions of an in and out. All jumps must have a ground pole. Jump standards may not be higher than 40". No wings or additions are allowed outside the jump standards.
5. **An In and Out Jump** is considered one obstacle and scored as such. Refusal of one element of an in and out requires the retaking of both elements. The distance between the two jumps in an In and Out should be 10 to 12 feet. In and out should never be the first jump in the course.
6. **Whips:** Whips may be carried in jumping classes.
7. **Hunters – Mini Junior/Senior**



a) Hunters are to be judged on style, manners and way of going, with preference given to those equines who cover the course at an

even pace, with free flowing strides, as in a brisk trot or canter, but must maintain same gait throughout the entire course. Circling once upon entering the ring and once upon leaving the ring is permissible. Charging fences, or not maintaining the same gait throughout the entire class should be penalized. Upon completion of the entire class over jumps, finalists will be trotted past the judge(s) for soundness check. Any unsound equine will be eliminated. Equines shall not be required to re-jump the course.

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

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

d) Causes for elimination in Hunter classes:
   1) Three (3) refusals
   2) Off Course
   3) Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal or when following a course design.)
   4) Fall of equine or exhibitor
   5) Jumping of obstacle by exhibitor
   6) Carrying a whip
   7) An unsound equine.

e) Major faults to be scored:
   1) Knockdowns
   2) Touches
   3) Refusals
   4) Bucking or Kicking
   5) Spooking or shying
   6) Wringing of tail
   7) Showing an obstacle to equines
   8) Not maintaining an even pace

NEW YORK STATE 4-H GYMKHANA

Objective - To promote the education and safety of exhibitors and equines, paying particular attention to the humane treatment of animals, while enjoying timed competitive events, and following the rules of Cornell Cooperative Extension rather than any breed competitive or other horse organization horse show rules.

I. PERSONAL ATTIRE AND APPOINTMENTS

In the Gymkhana Division you may ride in a Western/stock type saddle only. You need to know the personal appointments and attire for the seat you are riding. If there is a conflict in the listings, the Gymkhana list will take priority. **Behavior, clothing, tack and equipment rule, regulations as listed are not necessarily all inclusive or exclusive in nature. Individual situations may be assessed by the Show committee and chairperson based on the CCE values of humane equine treatment, rider and spectator safety, horsemanship and sportsmanship.**

A. Required

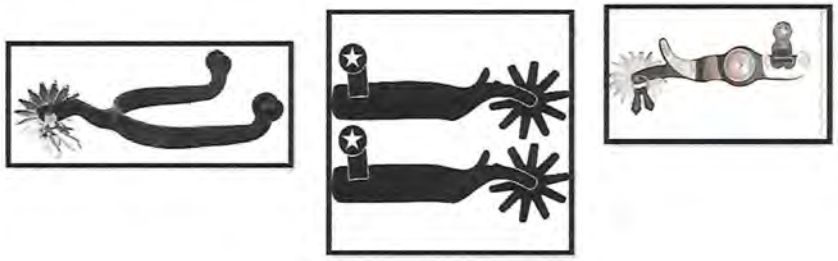
1. Approved protective helmet
2. Long sleeved shirt or short sleeved shirt with jacket
   shirts must have collars
3. Western, roper or paddock type boots with distinguishable heel
4. Western style pants

B. Optional

1. Chaps
2. Knee and/or shin protection
3. Blunt rowelled or unrowelled spurs – must have strap (see picture below)

Samples but not all inclusive:
Allowed Spurs: Rounded rowell, bumper & ball spurs. All must be strapped.

Samples but not all inclusive:
Disallowed Spurs: Sharp rowels. No slip ons.



C. Prohibited

1. **Non-collared shirts**, T-shirt, sweatshirt, tank top, or crewneck shirt
2. Shorts
3. Work boots, sneakers or other non-traditional footwear
4. Clip-on **or slip-on spurs.**

II. TACK AND EQUIPMENT

Any equipment has the potential for improper use which would make it **inhumane or potentially unsafe to horse or rider.** Emphasis will be on the use of, not the equipment itself. The official judge and technical delegate will place major emphasis on this area.

If there is a conflict in the listings, the Gymkhana list will take priority.

You may ride two-handed in the Gymkhana Division.

A. Required

1. Western/stock type saddle and saddle pad (including barrel racing saddles, Australian stock saddles with or without a horn). (If backstrap cinch is used, a connector strap to the front cinch is required.)
2. Appropriate **bitted or hackamore style or** western/stock type headstall
3. Curb strap on all bits

B. Optional

1. Barrel racing saddle or treeless saddles with rigid cantel and pommel.
2. Bell boots, skid boots, splint boots, leg wraps or any other tack normally acceptable for protection.
3. Tie downs, breast collars, standing martingales or any other tack normally acceptable for control. If tie downs are used, they must be attached to the girth and pass through the breast collar or attach to the breast collar.
4. Gag bits.
5. Hackamores.
6. Safety reins are optional as long as riders do not utilize the item in pulling, steering, or any other way. If seen using the safety connector rider will be disqualified.

C. Prohibited

1. Crops, bats, whips, quirts, etc.
2. Jockey or trick saddles
3. Any item deemed to be too severe by the judge
4. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices. This includes use for practice or warm-up.

III. GENERAL SPECIFICATIONS

A. Classes - All entries for state level competition must be based on placings in the following classes only:

1. Cloverleaf Barrel Race
2. Quadrangle Barrel Race
3. Straight Line Barrel Race
4. Texas T Barrel Race
5. Pole Bending Race
6. Barrel Keyhole Race
7. Stake-N-Barrel Race
8. Bleeding Heart Barrel Race

B. Procedures

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

Please note: Gymkhana riders will be expected to **enter gate, mounted, in controlled manner and** dismount and lead the equine from the arena. If a child has special needs, please talk with the Division Chairperson or the Equine Show Superintendent. The Equine Show Committee will make a decision in these instances.

C. Scoring

All scores will be based on time incurred in running the proper course from the start line to the crossing of the finish line. Appropriate penalties will be added for a final score. Only one timing device shall be the official time. All timing devices should read to the nearest 1/100th of a second minimum. A run-off will be used in the case of a tie, with the loser taking the next lower placing than the winner. Should both riders in a run-off be disqualified, both riders will continue to rerun until a winner can be determined.

1. **Penalties** - Five-second penalties will be incurred when:
   a) There is a knock-down of a stake, pole, barrel, pylon or other piece of equipment other than the markers for the start-finish line.
   b) A contestant uses a hand, arm or leg to steady or right a fallen stake, pole or barrel.
2. **Disqualifications**
   a) Failure to cross start line within one (1) minute of entering arena.
   b) Off course, refusals, upsetting the starting line markers.
   c) Fall of the equine or rider in the arena at any time from entry to exit.
   d) Equine being out of control or unmanageable.
   e) Cruelty to the equine.
   f) Use of prohibited items of tack or appointments.
   g) Rider striking the equine with the free hand, reins, or any other part of the tack, appointments or equipment.
   h) Flagrant violations of the dress code.
   i) Unsportsmanlike conduct, including but not limited to the use of profanity, disorderly conduct or excessive jerking, spinning, slapping or backing of the equine.
   j) Loss of equine (separated from the rider) at any time from entry to exit.
   k) Any rule calling for disqualification as stated in each event's specific rules.
   l) Recrossing start/finish line before completing the course.
   m) Failure to have helmet on and buckled when entering the arena.
   n) Failure of rider to enter the gate within one (1) minute of the time called.
   o) Failure of the rider to halt, dismount and lead from the arena.
   p) Signs of blood or chaffing caused by contestant or equipment to the equine for whatever reason.
   q) Failure to wait for closure of gate before beginning to run.
   r) Failure to stop prior to contacting gate or rails.
   s) Failure to remove or change any piece of tack or equipment deemed too harsh or inappropriate by the judge or technical delegates.
3. **Rerides** - Will be granted when:
   a) Timer malfunctions.
   b) Tack failure that affects control or safety, occurs (at judge's discretion).
   c) A shoe is lost between start and finish lines of an event.

Suggested policy: At judge's option, contestant may rerun immediately or after all scheduled contestants. A 15-minute period to make tack repairs may be allowed by the Technical Delegate or Division Chair in Gymkhana Division only.

CLOVERLEAF BARRELS

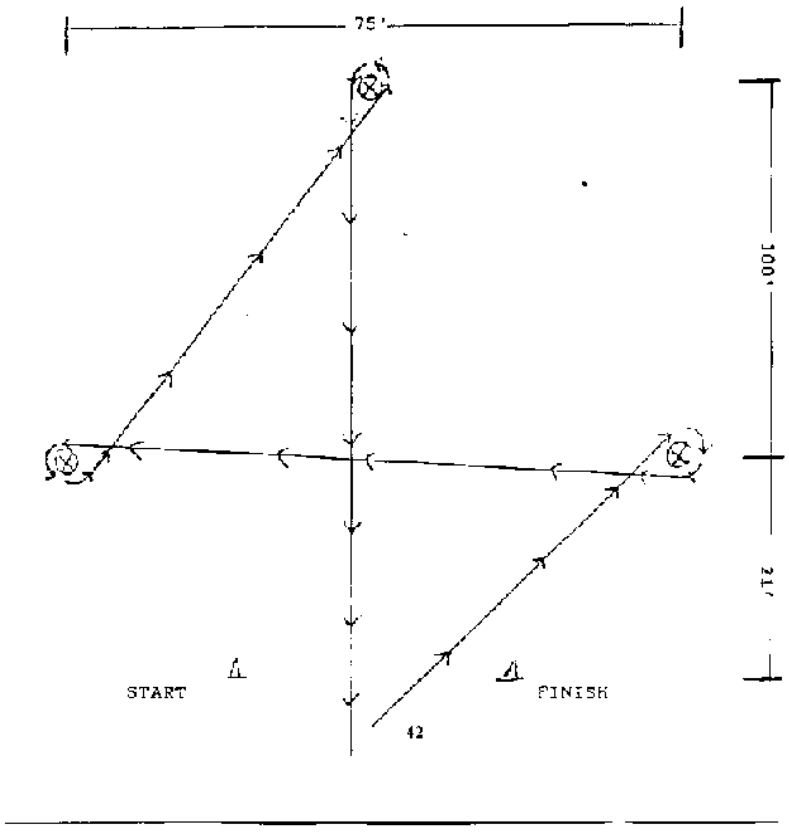
COURSE: Three barrels shall be placed in a triangle formation spaced as closely as possible to the suggested course shown below.

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

RULES: Penalties -

a) five-second penalty for each barrel knocked over.

b) five-second penalty for using hand, arm, or leg to steady or right a fallen barrel.



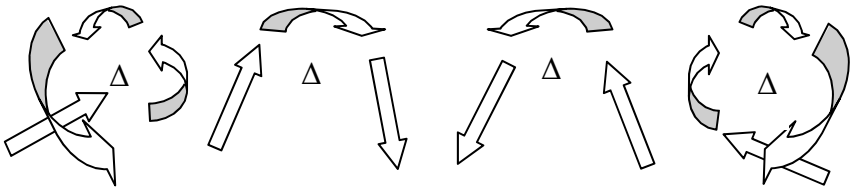
QUADRANGLE BARREL RACE

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

EVENT: Rider may start with either two left turns followed by two right turns or two right turns followed by two left turns, starting with the two barrels farthest from the start/finish line. Then the rider must proceed around the pylon in either direction before crossing the finish line, by one of the following options:

Δ = **Pylon**

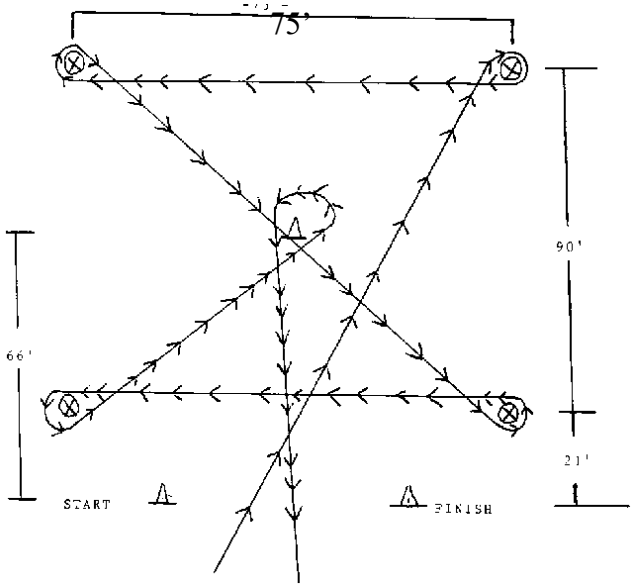
Option 1 **Option 2** **Option 3** **Option 4**



RULES: Penalties -

a) five-second penalty for each barrel or pylon knocked over.

b) five-second penalty for using hand, arm, or leg to steady or right a fallen barrel.



¼ = barrel; Δ = pylon

STRAIGHT-LINE BARRELS

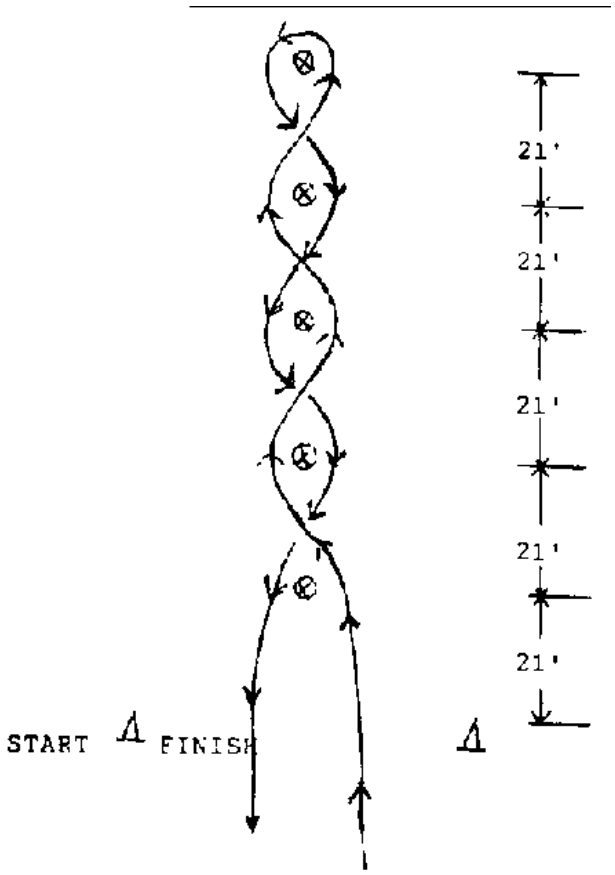
COURSE: Five barrels are placed in a straight line, spaced 21' apart, with the first barrel 21' from the start/finish line.

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

RULES: Penalties -

a) five-second penalty for each barrel knocked over.

b) five-second penalty for using hand, leg or arm to steady or right a fallen barrel.



TEXAS T BARREL RACE

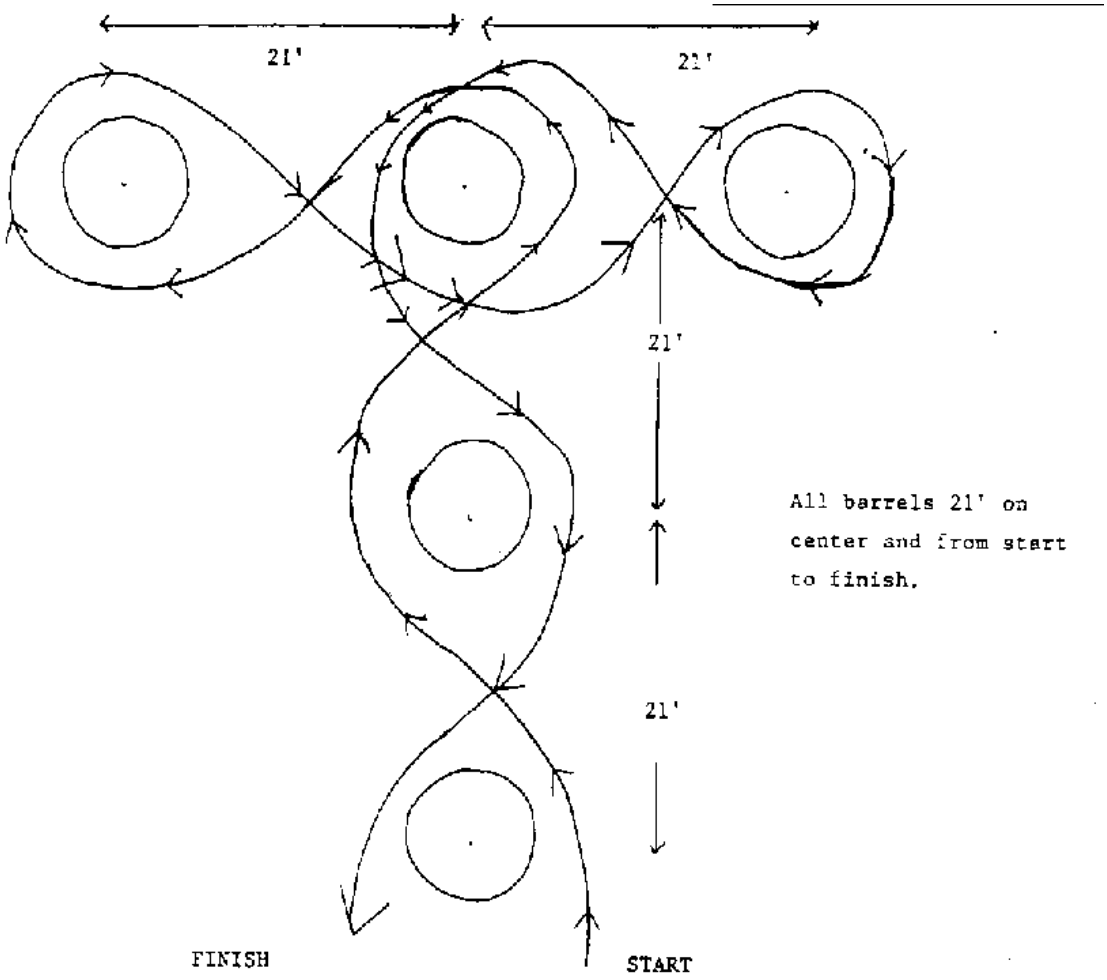
COURSE: Five barrels are to be placed in a formation according to the diagram below.

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

RULES: Penalties -

a) five-second penalty for each barrel knocked over.

b) five-second penalty for using hand, arm or leg to steady or right a fallen barrel.



POLE BENDING

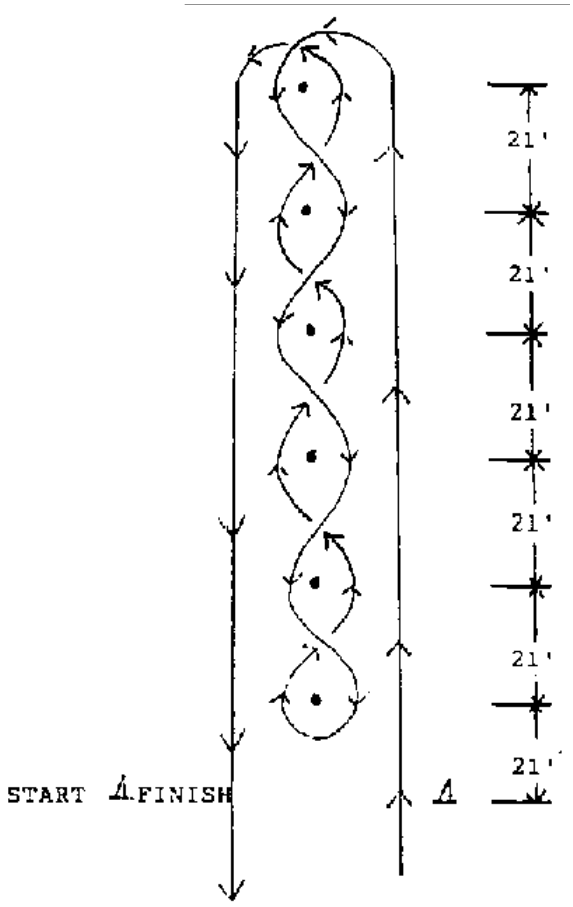
COURSE: Six poles shall be placed in a straight line, spaced 21' apart with the first pole being 21' from the start/finish line.

EVENT: Ride to pole #6, (side optional) turns pole #6 left or right, then weaves (bends) around the opposite side of each pole to pole #1, turns pole #1 and weaves around the opposite side of each pole to pole #6, turns and rides to the finish line on the opposite side of the poles as the initial run-in.

RULES: Penalties -

a) five-second penalty for each pole knocked over.

b) five-second penalty for using hand, arm or leg to steady or right a fallen pole.



BARREL KEYHOLE RACE

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

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

RULES: a) Failure to pass between barrels will be disqualified.
b) Knocking over barrels will be 5 second penalty each.

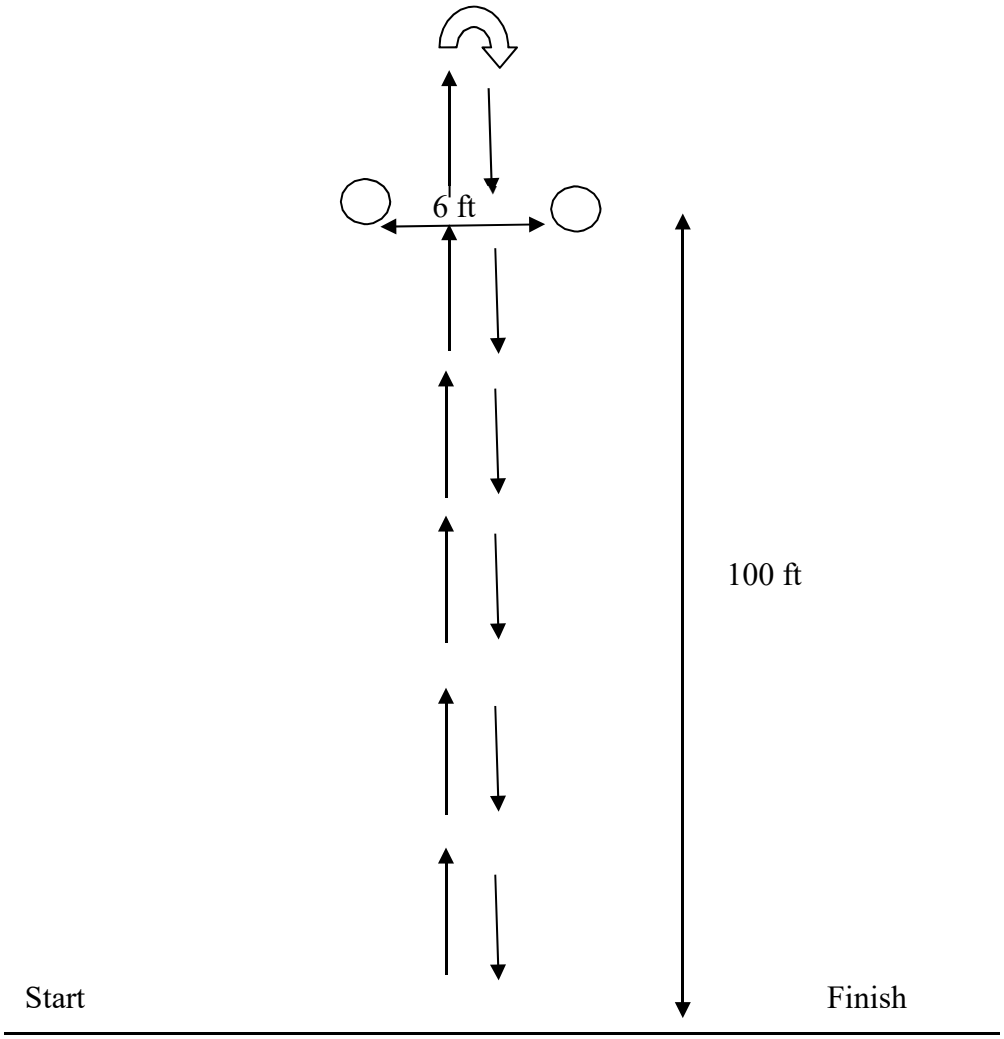
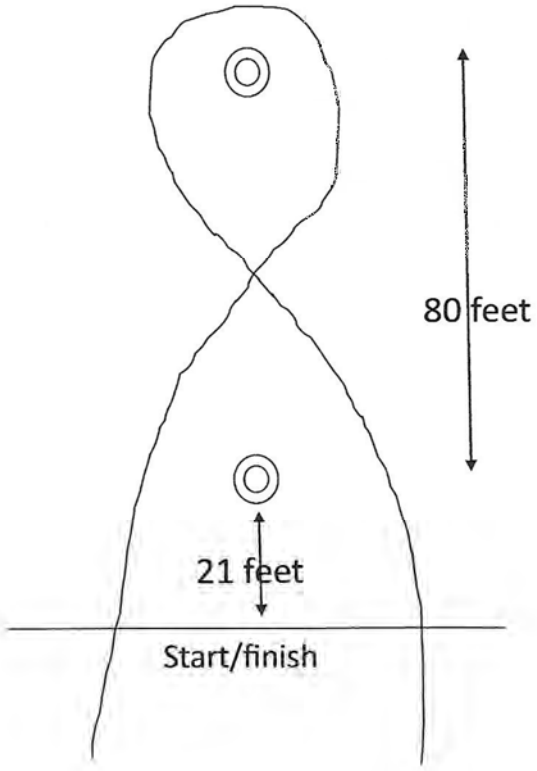


FIGURE 8 BARREL RACE

COURSE: Two barrels shall be placed in a straight line. The first barrel 21' from the start/finish line and the second barrel 80' further down the arena.

EVENT: Ride to first barrel (side optional), and proceeds to opposite side of second barrel, turns and returns to opposite side of first barrel, and crosses finish line.

RULES:
a) Five-second penalty for knocking over a barrel.
b) Five-second penalty for using hand, arm, or leg to steady or right a barrel.
c) Rider must designate which side of the barrel prior to starting run.

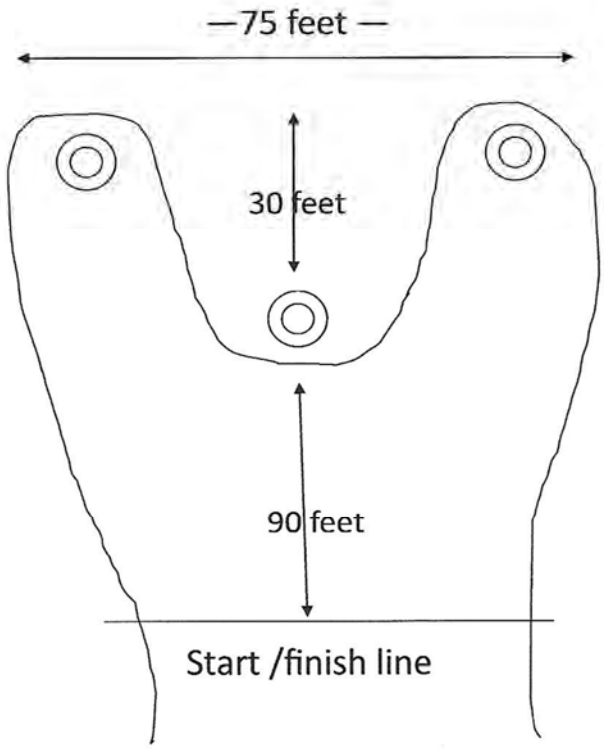


BLEEDING HEART BARREL RACE

COURSE: The bleeding heart will be set up using 3 – 55 gal. barrels as pattern below shows.

EVENT: Rider will ride to outside of either right or left barrel, turn barrel continue to center barrel passing it on gate side, continue to opposite barrel turn it to the outside, cross finish line.

RULES: a) Five-second penalty for knocking over barrel.



NYS 4-H Equine Show Rule Book

Appendix

The following classes/divisions will not be held at the NYS Fair 4-H Horse Show but they may be held at the county or regional level if desired. They have all been approved by P.W. Wood.

Table of Contents:

Ranch Horse Classes

Draft Horse Division

Command Class

Donkey/Mule Division

NEW YORK STATE 4-H RANCH HORSE CLASSES

I. RANCH HORSE VERSATILITY IN-HAND

A. Scoring Guidelines – Novice Class

All start with a score of 70 Points
Each Obstacle Has a Two (2) Minute Time Limit

*Phases: Phase 1 = "Air" or Finger Wiggle
Phase 2 = "Hair" or Wrist Wiggle
Phase 3 = "Skin" or Elbow Wiggle
Phase 4 = "Muscle" or Full Arm Wiggle

Obstacle #1 – "Friendly Game" – The Big Ball
Goal: Send horse to the big green ball and the horse willing to Touch-It with the nose.

Bonus Points:

- + ½ Point - Horse calmly approaching the ball and will touch the ball with the nose at least once.
- + 1 Point – Horse will play with ball and touch more than once.
- + 2 Points – Horse will play with ball and will push ball with nose or leg.
- + 5 Points – Horse will allow the ball to be bounced on the ground near him/her.
- +10 Points – Horse allows for the ball to be bounced on them.

Penalty Points:

- - ½ Point– Horse hesitates to approach the ball.
- - 1 Point– Horse runs away from ball.
- - 2 Points– Horse bolts away from the ball.
- - 5 Points– Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

Obstacle #2 – "Porcupine Game" – Yield Hindquarters While Horse's Front Feet remains in the Hula-Hoop
Goal: Stand the horse's front legs in the Hula-Hoop and Yield the horse's Hindquarters around 360* degrees.

Bonus Points:

- + ½ Point - Horse is calm and will stand with the front legs in the Hula-Hoop.
- + 1 Point – Horse will Yield at least ½ way around the Hula-Hoop calmly.
- + 2 Points – Horse will Yield all the way around the Hula-Hoop calmly.

Penalty Points:

- - ½ Point – Horse hesitates to approach or will not stay in the Hula-Hoop.
- - 1 Point – Horse runs away from Hula-Hoop.
- - 2 Points – Horse bolts away from the Hula-Hoop.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

Obstacle #3 – "Driving Game" – Tarp
Goal: Send horse to the tarp and the horse with touch the tarp with nose.

Bonus Points:

- + ½ Point - Horse calmly approaching the tarp and will touch tarp with nose and hoof at least once.
- + 1 Point - Horse calmly stands with two hooves on tarp.
- + 2 Points – Horse calmly walks on tarp.

Penalty Points:

- - ½ Point – Horse hesitates to approach the tarp.
- - 1 Point – Horse runs over the tarp.
- - 2 Points – Horse bolts away from tarp.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

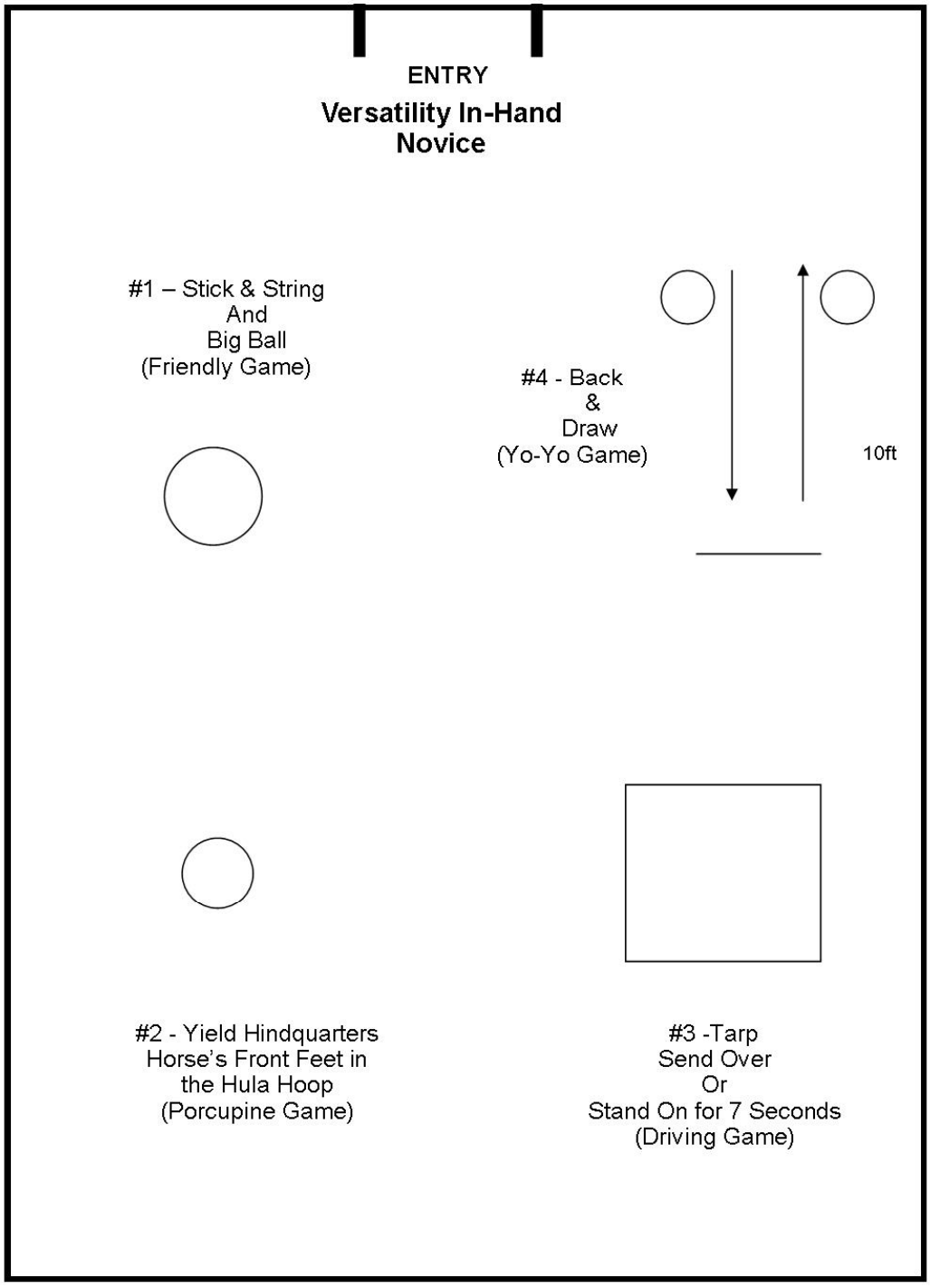
Obstacle #4 – "Yo-Yo Game" – Back & Draw
Goal: Stand behind the 10ft line and wiggle line to have horse back up past the barrels. Draw the horse back toward you by combing your hands on the line.

Bonus Points:

- + ½ Point - Horse stays calm and backs straight between the two barrels and quiet draw back. *Phase 3 max.
- + 1 Point - Horse stays calm and backs straight between the two barrels and quiet draw back. *Phase 2 max.
- + 2 Points - Horse stays calm and backs straight between the two barrels and quiet draw back. *Phase 1 max.

Penalty Points:

- - ½ Point – Horse hesitates to back or come forward.
- - 1 Point – Horse goes off course.
- - 2 Points – Horse bolts back or forward.
- - 5 Points – Too much use of line at Phase 4 or Carrot Stick and String. Too Firm with Horse.
- -10 Points – Horse does not complete task.


ENTRY
Versatility In-Hand
Novice
#1 – Stick & String
And
Big Ball
(Friendly Game)
#4 - Back
&
Draw
(Yo-Yo Game)
10ft
#2 - Yield Hindquarters
Horse's Front Feet in
the Hula Hoop
(Porcupine Game)
#3 -Tarp
Send Over
Or
Stand On for 7 Seconds
(Driving Game)

B. Scoring Guidelines – Intermediate Class

All start with a score of 70 Points
Each Obstacle Has A One (1) Minute Time Limit

*Phases: Phase 1 = "Air" or Finger Wiggle
Phase 2 = "Hair" or Wrist Wiggle
Phase 3 = "Skin" or Elbow Wiggle
Phase 4 = "Muscle" or Full Arm Wiggle

Obstacle #1 – "Friendly Game" – The Big Ball
Goal: Be able to bounce the ball near to the horse for at least 7 seconds.

Bonus Points:
- + ½ Point - Horse calmly approaching the ball and will let the ball be bounced closer than 5ft.
- + 1 Point – Horse will stand calm while the ball is bounced on both sides of the horse within 5ft.
- + 2 Points – Horse will stand calm while the ball is bounced on both sides and in front and back within 10ft.

Penalty Points:
- - ½ Point– Horse hesitates to approach the ball.
- - 1 Point– Horse runs away from ball.
- - 2 Points– Horse bolts away from the ball.
- - 5 Points– Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

Obstacle #2 – "Driving Game" – Tarp
Goal: Send horse to the tarp and the horse will stand on the tarp for 7 seconds.

Bonus Points:
- + ½ Point - Horse calmly approaching the tarp and will stand on the tarp at least once for 7 seconds.
- + 1 Point - Horse calmly stands on tarp more than once.
- + 2 Points – Horse calmly stands on the tarp and plays with the tarp.

Penalty Points:
- - ½ Point – Horse hesitates to approach the tarp.
- - 1 Point – Horse runs over the tarp.
- - 2 Points – Horse bolts away from tarp.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

Obstacle #3 – "Yo-Yo" – Back & Draw

Goal: Stand behind the 15ft line and wiggle line to have horse back up past the barrels. Draw the horse back toward you by combing your hands on the line.

Bonus Points:

- + ½ Point - Horse stays calm and backs straight between the two barrels and quiet draw back. *Phase 3 max.
- + 1 Point - Horse stays calm and backs straight between the two barrels and quiet draw back. *Phase 2 max.
- + 2 Points - Horse stays calm and backs straight between the two barrels and quiet draw back. *Phase 1 max.

Penalty Points:

- - ½ Point – Horse hesitates to back or come forward.
- - 1 Point – Horse goes off course.
- - 2 Points – Horse bolts back or forward.
- - 5 Points – Too much use of line at Phase 4 or Carrot Stick and String. Too Firm with Horse.
- -10 Points – Horse does not complete task.

Obstacle #4 – "Driving Game" – Figure 8

Goal: Stand in Hula Hoop from 10ft and send horse into a Figure 8 pattern around the cones.

Bonus Points:

- + ½ Point - Horse is calm and will send softly in the Figure 8 pattern around the cones at a Walk calmly.
- + 1 Point – Horse is calm and will send softly in the Figure 8 pattern around the cones at a Jog/Trot calmly.
- + 2 Points – Horse is calm and will send softly in the Figure 8 pattern around the cones at a Lope/Canter calmly.

Penalty Points:

- - ½ Point – Horse hesitates to approach the cones.
- - 1 Point – Horse runs away from cones.
- - 2 Points – Horse bolts away from the cones.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

Obstacle #5 – "Driving Game" – Circling

Goal: Stand in Hula Hoop and Send horse into a Circle pattern at 22ft away in one direction, Perform 4 Laps, Stop Horse with Turn and Face, Pause. Send into Circle pattern at 22ft away in the other direction, Perform 4

Laps, Stop Horse with Turn and Face. Horse will Maintain Gait, Maintain Direction, and Watch Where it is going.

Bonus Points:

- + ½ Point - Send off quiet.
- + 1 Point – Performs 4 fluid laps at same gait, same direction, and aware of surroundings.
- + 2 Points – The Exhibitor uses Soft cues and remains neutral in center without having to pick up carrot stick

Penalty Points:

- - ½ Point – Horse will not send out onto a circle.
- - 1 Point – Horse does not complete 4 laps, maintain gait, maintain direction, or watch where it is going.
- - 2 Points – Horse bolts away from human.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

Obstacle #6 "Sideways Game"– Sidepass

Goal: Stand behind the line that is 10ft away and send horse sideways over the barrels.

Bonus Points:

- + ½ Point – The Exhibitor uses Soft cues.
- + 1 Point - Horse side passes the barrels with balance and fluid movement.
- + 2 Points – Side Pass both to the left and the right.

Penalty Points:

- - ½ Point – Horse hesitates to approach the barrels.
- - 1 Point – Horse steps on barrel or steps forward or back over a barrel.
- - 2 Points - Horse bolts away from the barrels.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Hose does not complete task.

Obstacle #7 – "Squeeze Game" – Send Over Jump

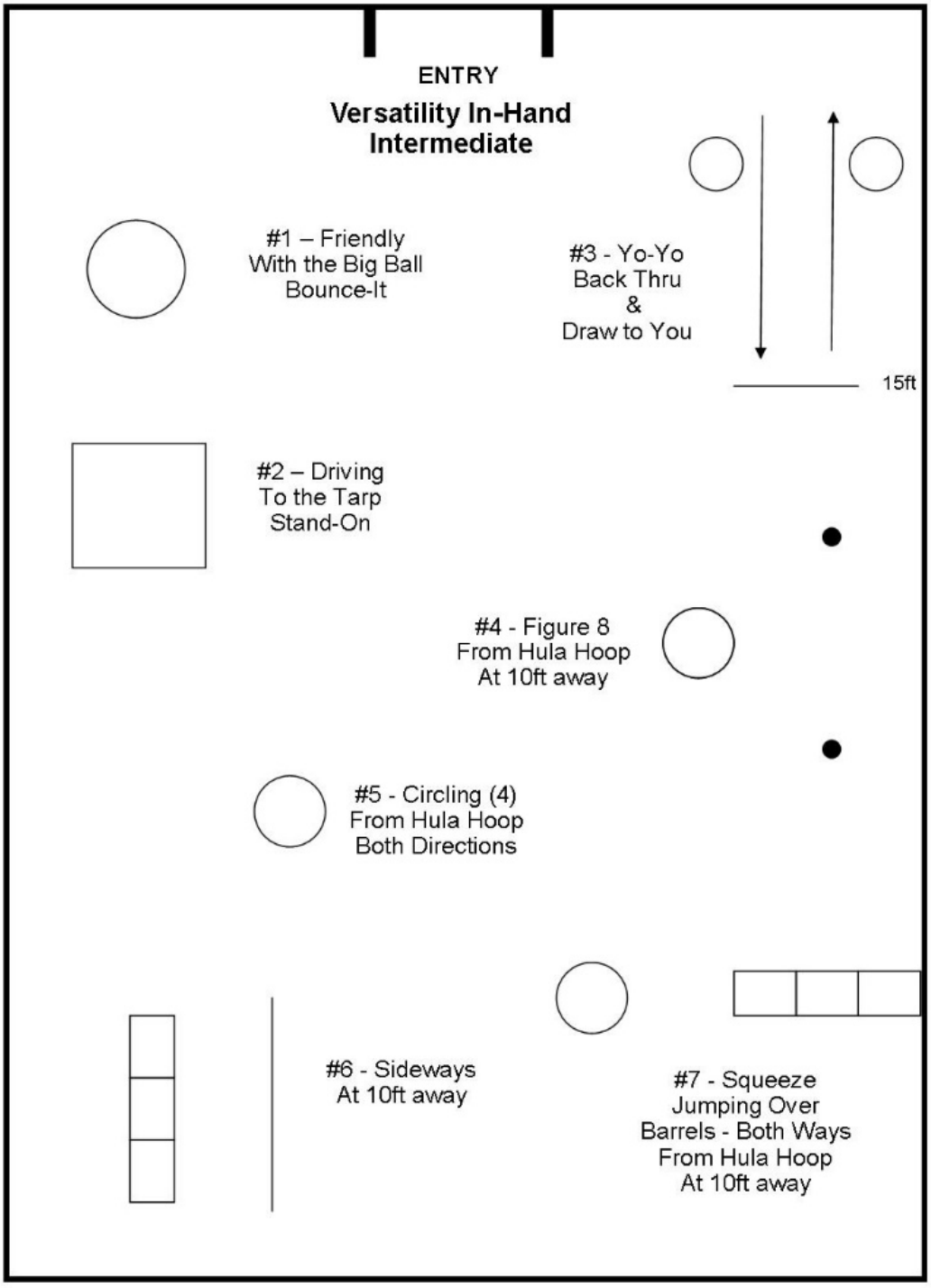
Goal: Stand in the Hula Hoop that is 10ft away from the end of the barrels and send the horse in one direction over the barrels, have the horse stop, turn and faces you, pause. Then send the horse in the other direction over the barrels, have the horse stop, turn and face you, pause.

Bonus Points:

- + ½ Point – Soft send through and over the barrels. At Jog/Trot or Lope/Canter
- + 1 Point – Soft send through and over the barrels. At Calm Walk
- + 2 Point – Soft send through and over the barrels, stop, turn and face, and pause, one direction
- + 5 Points – Soft send through and over the barrels, stop, turn and face and pause, both directions

Penalty Points:

- - ½ Point - Horse hesitates to approach the barrels.
- - 1 Point – Horse runs through the barrels or will not turn and face or pause.
- - 2 Points - Horse bolts away from the barrels.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.


ENTRY
Versatility In-Hand
Intermediate
#1 – Friendly
With the Big Ball
Bounce-It
#3 - Yo-Yo
Back Thru
&
Draw to You
15ft
#2 – Driving
To the Tarp
Stand-On
#4 - Figure 8
From Hula Hoop
At 10ft away
#5 - Circling (4)
From Hula Hoop
Both Directions
#6 - Sideways
At 10ft away
#7 - Squeeze
Jumping Over
Barrels - Both Ways
From Hula Hoop
At 10ft away

C. Scoring Guidelines – Advanced Class

All start with a score of 70 Points
Each Obstacle Has a One (1) Minute Time Limit

***Phases**: Phase 1 = "Air" or Finger Wiggle
Phase 2 = "Hair" or Wrist Wiggle
Phase 3 = "Skin" or Elbow Wiggle
Phase 4 = "Muscle" or Arm Wiggle

Obstacle #1 – "Friendly Game" – The Big Ball
Goal: Be able to Send the Horse to the Ball and Touch-It with the Nose or Leg, then be able to Bounce the Ball around the Horse, and then Hold the Ball on the back of the horse for at least 7 seconds.

Bonus Points:
- + ½ Point - Horse calmly approaching the ball and will let the ball be placed on the back without moving.
- + 1 Point – Horse will stand calm while the ball is placed on the back from both sides.
- + 2 Points – Horse will stand calm while the ball is bounced on the back.

Penalty Points:
- - ½ Point– Horse hesitates to approach the ball.
- - 1 Point– Horse runs away from ball.
- - 2 Points– Horse bolts away from the ball.
- - 5 Points– Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

Obstacle #2 – "Driving Game" – Tarp
Goal: Send horse over the tarp, and put the tarp onto the horse while standing calmly for 7 seconds.

Bonus Points:
- + ½ Point – Horse calmly approaches and walks over the tarp and will stand with the tarp on the back of the horse at least once for 7 seconds.
- + 1 Point – Horse calmly stands with the tarp placed on them for 7 seconds on both side of them.
- + 2 Points – Horse calmly stands with the tarp on them and plays with the tarp.

Penalty Points:
- - ½ Point – Horse hesitates to approach the tarp.
- - 1 Point – Horse runs over the tarp.

- - 2 Points – Horse bolts away from tarp.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

Obstacle #3 – "Yo-Yo Game" – Back & Draw

Goal: Stand behind the 20ft line and wiggle line to have horse back up past the barrels. Draw the horse back toward you by combing your hands on the line.

Bonus Points:

- + ½ Point - Horse stays calm and backs straight between the two barrels and quiet draw back. *Phase 3 max.
- + 1 Point - Horse stays calm and backs straight between the two barrels and quiet draw back. *Phase 2 max.
- + 2 Points - Horse stays calm and backs straight between the two barrels and quiet draw back. *Phase 1 max.

Penalty Points:

- - ½ Point – Horse hesitates to back or come forward.
- - 1 Point – Horse goes off course.
- - 2 Points – Horse bolts back or forward.
- - 5 Points – Too much use of line at Phase 4 or Carrot Stick and String. Too Firm with Horse.
- -10 Points – Horse does not complete task.

Obstacle #4 – "Driving Game" – Slalom or Weave Pattern

Goal: Stand in Hula Hoop from 20ft and send the horse into a Slalom pattern.

Bonus Points:

- + ½ Point - Horse is calm and will go in the slalom pattern going in both directions at a walk.
- + 1 Point – Horse is calm and will go in the slalom pattern going in both directions at a jog or trot.
- + 2 Points – Horse is calm and will go in the slalom pattern going in both directions at a lope or canter.

Penalty Points:

- - ½ Point – Horse hesitates to approach the cones.
- - 1 Point – Horse runs away from cones.
- - 2 Points – Horse bolts away from the cones.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

Obstacle #5 – "Circling Game" – Circles

Goal: Stand in Hula Hoop and Send horse into a Circle pattern at 22ft away in one direction, Perform 8 Laps, Over the Ground Rails, Stop Horse with Turn and Face, Pause. Send Horse into Circle pattern a 22ft away in the other direction, Perform 8 Laps, Over the Ground Rails, Stop Horse with Turn and Face, Pause. Horse will Maintain Gait, Maintain Direction, and Watch Where it is going.

Bonus Points:

- + ½ Point - Send off quiet.
- + 1 Point – Performs 8 fluid laps at same gait, same direction, and aware of surroundings.
- + 2 Points – The Exhibitor uses Soft cues and remains neutral in center without having to pickup carrot stick

Penalty Points:

- - ½ Point – Horse will not send out onto a circle.
- - 1 Point – Horse does not complete 8 laps, maintain gait, maintain direction, or watch where it is going.
- - 2 Points – Horse bolts away from human, or rail.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

Obstacle #6 – "Sideways Game" – Sidepass

Goal: Stand behind the line that is 20ft away and send horse sideways over the barrels.

Bonus Points:

- + ½ Point – The Exhibitor uses Soft cues.
- + 1 Point – Horse side passes the barrels with balance and fluid movement.
- + 2 Points – Side Pass both to the left and the right.

Penalty Points:

- - ½ Point – Horse hesitates to approach the barrels.
- - 1 Point – Horse steps on barrel or steps forward or back over a barrel.
- - 2 Points - Horse bolts away from the barrels.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Hose does not complete task.

Obstacle #7 – "Squeeze Game" – Send Over Jump

Goal: Stand in the Hula Hoop that is 20ft away from the end of the barrels and send the horse in one direction over the barrels, have the horse stop, turn

& face you, and pause. Send the horse in the other direction over the barrels, have the horse stop, turn & face you, and pause.

Bonus Points:

- + ½ Point - Soft send through and over the barrels. At a Lope/Canter
- + 1 Point – Soft send, through and over the barrels. At a Jog/Trot
- + 2 Points – Soft send, through and over the barrels. At a Calm Walk
- + 2 Points – Soft send through and over the barrels, stop, turn & face, and pause, one direction
- + 5 Points – Soft send through and over the barrels, stop, turn & face and pause, both directions

Penalty Points:

- - ½ Point - Horse hesitates to approach the barrels.
- - 1 Point – Horse runs through the barrels or will not turn and face or pause.
- - 2 Points - Horse bolts away from the barrels.
- - 5 Points – Too much use of carrot stick and string or too firm with horse.
- -10 Points – Horse does not complete task.

NEW YORK STATE 4-H DRAFT HORSE DIVISION
(not offered from 1992 to current year at the State Level)

I. PERSONAL ATTIRE AND APPOINTMENTS

All drivers shall be neatly and conservatively attired. Exhibitors shall have gloves and an approved safety helmet. An appropriate driving whip should be carried at all times while driving or placed in whip socket. Consideration will be given to the correct use of the whip. A lap robe is optional.

II. TACK AND EQUIPMENT

A. **Vehicle -** Any appropriate 2- or 4-wheeled vehicle is acceptable as long as it is of good repair and stability, although it is suggested that Junior whips not use 4-wheeled vehicles if at all possible. Racing sulkies and chariots may not be used. It is the responsibility of each competitor to insure that harness and vehicle are in good repair and structurally sound.

B. **Harness** - There shall be no restrictions on the type of harness used as long as it is appropriate for the type of equine and vehicle used. A standard bridle with blinkers, a snaffle or driving bit is to be used. If a curb bit is used, the adjustment of the curb chain or strap should allow rotation of the bit in the mouth and having the equine "curbed down" must be avoided.

C. **Equines** may be shown shod or without shoes, but no boots or other appliances may be attached to the feet or legs.

D. Draw reins, side reins, nose reins, gogue and other similar training devices are prohibited. (This includes use for practice or warm-up).

III. GENERAL SPECIFICATIONS

A. Entries in this division in all classes other than fitting and showmanship are to be shown to a suitable 2- or 4-wheeled vehicle with an appropriate harness. Required gaits will include a walk and a trot. Equines should be light-mouthed, capable of being taken up at any time, willing to walk and stand quietly and to back easily and readily. Headers will be allowed in the ring at a line-up for safety but the necessity of the header to hold the equine shall be heavily penalized by the judge. Junior drivers (under 14) must be accompanied by an adult (groom) at all times. An accompanying adult (groom) may be optional for Senior drivers, and the driver shall not be penalized for accompaniment. There shall be no interaction between the driver and the accompanying adult (groom). This interaction might be considered "coaching". The judge shall be responsible for this determination. No animals may be transported in the cart or wagon during the classes.

B. Any outside assistance in any class other than that specified above shall be a **disqualification**.

C. All classes shall be for a single equine.

D. Equines should never be left unattended while put to a cart. Failure to observe this rule shall be cause for immediate elimination.

E. A Technical Delegate knowledgeable about draft equines and the 4-H Draft Horse Division rules shall be present during all competition in the division. It shall be the responsibility of the TD to assist both show management and exhibitors in the execution of the show.

F. Equines must be serviceably sound.

IV. CLASS DESCRIPTIONS

A. Draft Equine, Single to Wagon or Cart

1. All contestants to enter the ring in a counterclockwise direction at the working trot until otherwise directed by the judge. They shall then be required to perform at each of the required gaits. They shall then be reversed at the walk or working trot and required to repeat the same procedure in that direction. It is suggested that the reverse be done by turning toward the center of the ring and then crossing diagonally to the other side of the ring, proceeding in the opposite direction. Drivers are encouraged not to pass, but if necessary, may cross the ring to allow for a more appropriate and less hazardous spacing of vehicles.
2. After completing the procedure above, the judge shall ask exhibitors to line up, to rein back individually at the judge's command, and to stand quietly. A header may enter the ring if it is deemed necessary for safety. Holding the equine will be severely penalized.
3. Equines should be shown on the rail at all times.
4. Minor adjustments to harness may be made on permission from the judge, by a groom, or ring steward. The driver is to remain in the vehicle at all times.
5. In scoring, emphasis will be placed on manners and way of going and on the suitability of the equine to be driven by youth. Scoring shall be 80% on performance, manners and way of going; 20% on appointments and equipment, which should be cleaned and fitted properly.

B. Pleasure Driving Reinsmanship

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

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

C. Fitting and Showmanship

1. This class is to be judged on the cleanliness and condition of the equine, the training and manners of the equine and the way in which the exhibitor presents the equine.
2. The basic score card and procedures to be used are as in the Fitting and Showmanship class description except:
   a) Clipping shall be as appropriate for draft horses.
   b) The tails only of mares are to be braided, both manes and tails of geldings are to be braided.

PLEASE NOTE: Refer to Fitting and Showmanship rules in the Cross Divisional section of this rule book.

NEW YORK STATE 4-H COMMAND CLASS

I. PERSONAL ATTIRE AND APPOINTMENTS

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

II. TACK AND EQUIPMENT

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

III. GENERAL SPECIFICATIONS

This is an elimination contest where any rider not executing the judge's exact command promptly and correctly is **eliminated**. Assistants may be stationed at various points of the ring to aid in observing and eliminating contestants who fail to follow commands. Placing's are made in the reverse order of elimination. Commands to be used include: walk, trot, canter, halt, reverse at any gait or at the halt, go from a gait to any other gait, counter lope or canter and to back up in a straight line or back into a reverse. All assistants and the judge should agree on an established procedure for calling faults including the number of steps or strides permitted in transitions, the number of feet which move at a halt, etc.

NEW YORK STATE 4-H DONKEY/MULE DIVISION
(Not offered 2006-current year at the State Level)

I. PERSONAL ATTIRE AND APPOINTMENTS

PLEASE NOTE: You may show your donkey or mule Western, Hunt Seat, Saddle Seat, Miniature Equine or Driving. To avoid excessive duplication of rules, refer to the Personal Attire and Appointment list for the seat being ridden or driven. Any exceptions will be indicated below. If there is a conflict in the listings, the Donkey/Mule list will take priority.

Western

A. **Required** - No exceptions
B. **Optional** - No exceptions
C. **Prohibited** - No exceptions

Gymkhana

A. **Required** - No exceptions
B. **Optional** - No exceptions
C. **Prohibited** - No exceptions

Hunt Seat

A. **Required** - No exceptions
B. **Optional** - No exceptions
C. **Prohibited** - No exceptions

Saddle Seat

A. **Required** - No exceptions
B. **Optional** - No exceptions
C. **Prohibited** - No exceptions

Miniature Equine

A. **Required** - No exceptions
B. **Optional** - No exceptions
C. **Prohibited** - No exceptions

Driving

A. **Required** - No exceptions
B. **Optional** - No exceptions
C. **Prohibited** - No exceptions

II. TACK AND EQUIPMENT

PLEASE NOTE: You may show your donkey or mule Western, Hunt Seat, Saddle Seat, Miniature Equine, or Driving. To avoid excessive duplication of rules, refer to the Tack and Equipment list for the seat being ridden or driven. Any exceptions will be indicated below. If there is a conflict in the listings, the Donkey/Mule list will take priority.

All led classes will require a lead rope that is a maximum of ten (10) feet in length.

PLEASE NOTE: For donkeys, **saddles will be optional in all led classes**.

Western

A. **Required** - No exceptions
B. **Optional**
1. Saddle crupper
C. **Prohibited** - No exceptions

Gymkhana

A. **Required** - No exceptions
B. **Optional**
1. Saddle crupper
C. **Prohibited** - No exceptions

Hunt Seat

A. **Required** - No exceptions
B. **Optional**
1. Saddle crupper
C. **Prohibited** - No exceptions

Saddle Seat

A. **Required** - No exceptions
B. **Optional**
1. Saddle crupper
C. **Prohibited** - No exceptions

Miniature Equine

A. **Required** - No exceptions
B. **Optional** - No exceptions
C. **Prohibited** - No exceptions

Driving

A. Required - No exceptions
B. Optional - No exceptions
C. Prohibited - No exceptions
D. Specifications - No exceptions

III. CLASS DESCRIPTIONS

PLEASE NOTE: In the Donkey/Mule Division you may show your donkey or mule in cross divisional classes (Fitting and Showmanship, Trail and Costume), Western classes, Gymkhana and Games (mounted and unmounted) classes, Hunt Seat classes, Saddle Seat classes, Miniature Equine classes and Driving classes. To avoid excessive duplication of rules you will be referred to the appropriate section of this rule book. If there is a conflict in any rules, the Donkey/Mule Division rules will take priority.

A. Cross Divisional Classes

1. Fitting and Showmanship - Refer to the Fitting and Showmanship section of this rule book for General Specifications, the "Quarter" System and Score Cards.

   Please note: There will be a separate Donkey Fitting and Showmanship Class and Mule Fitting and Showmanship Class.

2. Trail
   a) Ridden Class - Refer to the Trail section of this rule book for General Specifications (III) and the Trail Class Score Card.

      Please note: There will be a separate Mule Trail-Ridden Class and Donkey Trail-Ridden Class.

   b) Led Class - Refer to the Trail section of this rule book for General Specifications and the Trail Class Score Card. Remember, this is a led class.

      Please note: Lead rope required; halter and lead rope preferred. Lead rope may be a maximum of ten (10) feet in length. A bridle is optional.

   c) There will be a separate Mule Trail-Led Class and Donkey Trial-Led Class.
   d) Costume Class
      1) Refer to the Costume section of this rule book for General Specifications.

2) Costumes may be authentic costumes, native to donkeys or mules.

Please note: There will be a separate Donkey Costume Class and Mule Costume Class.

B. Western Division

1. Stock Seat Equitation - Refer to the Stock Seat Equitation Class description in the Western section of this rule book. Note: Donkeys may be ridden with two hands. Mules must be ridden with one hand only. Refer to the Western Division, Stock Seat Equitation for class description.

   Please note: There will be a separate Donkey Stock Seat Equitation Class and Mule Stock Seat Equitation Class.

2. Western Pleasure - Refer to the Western Pleasure Class description in the Western section of this rule book.

   Please note: There will be a separate Donkey Western Pleasure Class and Mule Western Pleasure Class

C. Gymkhana and Games (Mounted and Unmounted) Division

1. Cloverleaf Barrels (Ridden) - Refer to the Gymkhana and Mounted Games section of this rule book for General Specifications and Cloverleaf Barrel pattern.

   Please note: There will be a separate Donkey Cloverleaf Barrels- Ridden Class and Mule Cloverleaf Barrels-Ridden Class.

2. Cloverleaf Barrels (Led) - Refer to the Gymkhana and Mounted Games section of this rule book for General Specifications and Cloverleaf Barrel pattern.

   Please note: There will be a combined Donkey and Mule Cloverleaf Barrels-Led Class. Animal and handler must cross line for start and finish.

3. Stake-N-Barrel (Ridden) - Refer to the Gymkhana and Mounted Games section of this rule book for General Specifications and Stake-N-Barrel pattern.

   Please note: There will be a separate Donkey Stake-N-Barrel (Ridden) Class and Mule Stake-N-Barrel (Ridden) Class.

4. Stake-N-Barrel (Led) - Refer to the Gymkhana and Mounted Games section of this rule book for General Specifications and Stake-N-Barrel pattern. Animal and handler must cross line for start and finish.

   Please note: There will be a separate Donkey Stake-N-Barrel (Led) Class and Mule Stake-N-Barrel (Led) Class.

   For the Donkey Stake-N-Barrel (Led) Class, the distance between barrels will be decreased to 45 feet.

5. Coon Hunter Jumping - This is a "led" class for donkeys or mules.
   a) Division Chair has the option of dividing the class into separate classes, one class for animals up to 48" at the withers and one class for animals over 48".
   b) Animals up to 48" will jump from inside a 10' square box.
   c) Animals over 48" will jump from inside a 12' square box.
   d) The initial jump height will be determined by the median chest height of the smallest and largest animal in the class.
   e) The initial jump must be cleared in order to qualify for a placing in the class.
   f) Each jump attempt will be timed by a stopwatch. A back- up stopwatch is required for timing. Time starts when the last hoof touches the ground in box.
   g) Two jump attempts may be made at each height. The maximum allowable time is 90 seconds. Time is only stopped to replace rail or jump cups.
   h) After entering the box, the animal must pause before jumping.
   i) If an animal steps out of the marked box, it will be counted as one attempt.
   j) The handler may stand to either side of the box, but must hold the reins or lead rope in at least one hand at all times.
   k) Animals must be shown saddled. No tack changes will be allowed after entering the ring.
   l) The saddle shall be fitted with standard equipment (stirrups, fenders, girth, etc.) and must be of suitable size for the animal. Stirrups may be tied up (handler's option).
   m) The equine may be bridled or haltered. The reins or lead rope may not be more than 10' in length.
   n) A blanket or cover may be used over the jump (handlers option). Handlers must supply their own blanket or cover.
   o) No cruel or abusive treatment of equines will be tolerated. (Read General Equine Show Rules.)
   p) The equine may lean against the jump but may not push the jump more than 2' or it will be counted as one attempt.
   q) Should two or more equines tie for a height, the animal that clears the jump in one attempt will place over the animal needing two

attempts, regardless of time. If two or more animals clear a jump on the same attempt (1st or 2nd), the animal with the shortest time will take the higher placing.

D. English Division

Please note: Unless the size of the class merits differently, Hunt Seat and Saddle Seat will be a combined class, one class for Equitation and one class for Pleasure.

1. English Equitation
   a) Hunt Seat Equitation - Refer to the Hunt Seat Equitation Class description in the Hunt Seat Division section of this rule book.
   b) Saddle Seat Equitation - Refer to the Saddle Seat Equitation Class description in the Saddle Seat Division section of this rule book.

   Please note: There will be a separate Donkey English Equitation Class and Mule English Equitation Class.

2. English Pleasure
   a) Hunt Seat Pleasure - Refer to the Hunt Seat Pleasure Class description in the Hunt Seat Division section of this rule book.
   b) English Pleasure Saddle Seat - Refer to the English Pleasure Saddle Seat Class description in the Saddle Seat Division section of this rule book.

   Please note: There will be a separate Donkey English Pleasure Class and Mule English Pleasure Class.

E. Driving Division

1. Pleasure Driving - Refer to the Driving Division for General Specifications and Clarification of Gaits. Refer to the Pleasure Driving Class description.

   Please note: There will be a separate Donkey Pleasure Driving Class and Mule Pleasure Driving Class.