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
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)

#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)

#4 - Back
&
Draw
(Yo-Yo Game)

10 ft
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 – Horse 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 face you, pause. Then send the horse in the other direction over the barrels, have the horse stop, turn and face you, pause.
Appendix - NYS 4-H Ranch Horse

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.
Appendix - NYS 4-H Ranch Horse

ENTRY
Versatility In-Hand
Intermediate

#1 - Friendly
With the Big Ball
Bounce-It

#2 - Driving
To the Tarp
Stand-On

#3 - Yo-Yo
Back Thru
&
Draw to You

15ft

#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

NYS 4-H Equine Show Rule Book
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 – Horse 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 sulksies 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**

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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. Please Driving - Refer to the Driving Division for General Specifications and Clarification of Gaits. Refer to the Please Driving Class description.

   Please note: There will be a separate Donkey Please Driving Class and Mule Please Driving Class.