SAN BERNARDINO COUNTY 4-H HORSE SHOW RULES AND GUIDELINES

I. GENERAL RULES

1. For rules not specified by San Bernardino County 4-H Horse Show rulebook, the United States Equestrian Federation (USEF) Rulebook is to be used as a guideline. For any gymkhana class the California Gymkhana Association (CGA) Rule Book will apply to all 4-H horse shows. Decisions of the Judge/Show Management are final.

2. A member is responsible for knowing the specific rules of the show in which he or she has entered. The rules from this book apply to the San Bernardino County Horse Program.

3. California 4-H members are eligible to be in the horse project after the completion of the third grade or 9 years old & can exhibit as a member until the end of the calendar year in which the member reaches age 19.

4. The show committee is not responsible for finding errors in entries.

5. Unless otherwise stated, there will be a two minute gate call in effect at all shows. Tack changes should be requested one class prior to the class for which the change is needed. (i.e. Tack change needed before class #14, request tack change prior to class #13.)

6. Post entries must be added at least two classes prior to the class to be added.

7. Use of intoxicating substances is prohibited by any person at all 4-H events. Smoking by members or adults is prohibited.

8. 4-H Horse Shows are meant to be an educational and fun event for members and participants. Improper or unsportsmanlike conduct on the part of 4-H members, parents, leaders or guardians will be grounds for removal from the premises for the remainder of the show. Improper conduct includes, but is not limited to:

   a. Hitting a horse in front of the cinch.
   b. Under no circumstances may an exhibitor, parent, leader or spectator badger, insult or be argumentative with a judge, show secretary, ring steward, or show management. Any flagrant display of poor sportsmanship or affront to the judge or ring steward by or on behalf of the exhibitor, may result in exclusion of the exhibitor from competition and forfeiture of awards.
   c. The management may, at its discretion, expel any person or persons abusing any horse on the grounds at any time, and entry fees and prize money will be forfeited. In any 4-H class, horses showing signs of undue stress or inhumane treatment must be penalized. Any horse exhibited in a class that has a cut or abrasion showing clear evidence of fresh blood in the mouth, nose, chin, shoulder, barrel, flank, or hip area must be considered to be ineligible to receive an award in that class.
   d. Approaching a judge before or after a decision without first obtaining permission from show management or steward.
   e. Physical assault upon a person and/or cruelty to all animal will be grounds for immediate expulsion from the show.
   f. Participation of temporarily or permanently handicapped exhibitors in a horse show shall be decided by the show management, or the judge, based upon the safety to the individual and/or other exhibitors.
   g. Judges will penalize for unsoundness. The severity of penalty is at the judge's discretion.
   h. Riders who do not have their mounts under suitable control will be excused from the ring.

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9. Judges and ring officials should interpret this wording to stress safety and courtesy to all riders in the class, and consider a horse as being sufficiently out of control at any time the rider is unable to manage the animal in the required class routine after a reasonable corrective action.

10. If a rider feels their horse is not under control for a class and might interfere with other exhibitors in the class, the rider is encouraged to excuse themselves from the class. Permission from the ring steward and/or judge must be obtained before leaving the arena. If an exhibitor voluntarily removes a horse from the ring without permission from the judge, that exhibitor and all animals of the exhibitor can be disqualified from all future classes at the show by the management and shall forfeit all prizes and entry fees for the entire show. If an exhibitor leaves the arena for any reason, he/she may not return to that class.

11. Riders MUST keep proper spacing between themselves and other exhibitors. Proper spacing is defined as at least two horse lengths between exhibitors, and when passing at least one horse length between riders. Running up on another exhibitor’s horse, not giving proper distance before and after passing, and improper and unsafe spacing may be penalized by the judge. Continuous infractions can result in expulsion from the class and/or show.

12. Fall: a rider is considered to have fallen when he is separated from his horse, that has not fallen, in such a way as to necessitate remounting or vaulting into the saddle. A horse is considered to have fallen when the shoulder and haunch on the same side have touched the ground, or an obstacle and the ground.

II. REQUIREMENTS

13. Eligibility requires member to be enrolled as an active horse & pony project member in good standing & their horses, ponies, or mules be registered at least 60 days prior to the show (some fairs require 120 days). Ownership or lease must be in effect, and papers on file with the county, in the time outlined by show requirements. It's recommended that proof of ownership or lease should be in member's possession each show and may be verified at check-in. All signatures and information necessary to determine eligibility must be on the entry form and all fees must be paid with the entry.

14. Lease - An agreement in writing for a specific period of time, giving possession of animal to the 4-H member and all other rights as agreed upon between the 4-H member and leaser. To be official, a copy MUST be on file with the San Bernardino County 4-H office at least 60 days prior to competition (or 120 days, depending on fair ownership requirements).

15. A horse, pony, or mule may be owned by the family and shown by one or more family members. Two different exhibitors may not show the same horse in the same class, in the same division.

16. An exhibitor may show no more than 2 horses in individual work classes i.e., trail, gymkhana, jumpers, western riding, working hunters, etc. Exhibitors are limited to showing only 1 horse in individual work classes that are judged on the rider i.e. equitation over fences, horsemanship, etc.

17. Substitution of an animal will be permitted only in the case of illness or injury, or death of an animal, with a veterinarian's certificate. County 4-H office must be notified in writing prior to competition. Animal substituted must be member's project animal and must qualify under Rule Number 6.

18. NO STALLIONS WILL BE SHOWN. - A stallion is an unaltered male horse, over one year of age.

19. Exhibitors are required to care for, prepare for showing, and show their own animals. 4-H member must groom (including braiding and banding) and tack their own horse or pony. Adult help (including trainers) in handling, preparing or caring for animals at a 4-H Horse Show will be limited to assisting.
with bridling, saddling, and other safety concerns - and members must be present. It is suggested that older members or members who are not showing help members who are showing instead of adults. Adults (including trainers) will NOT ride exhibitor's animals at a 4-H Horse Show. Leaders may give directions from the rail during a class for safety and encouragement, however NO coaching is allowed during classes.

20. Safety of members and animals will be first consideration.

21. Infractions may cause disqualifications of member and/or animal. (Disqualification consists of withholding ribbons and/or points, elimination from further competition and removal from the grounds.)

22. The term "disqualified" defines a person who has been deprived of the right of participating in a given competition by the judge(s) or show management of that competition for cause. All such disqualifications must be reported in writing to the San Bernardino County 4-H office.

23. A contestant who is handicapped by equipment failure or by the horse casting a shoe, may be allowed 7 minutes to stop and make repairs. The contestant will then proceed from the point of failure and compete the class. If, in the opinion of the judge, the contestant is able to continue the class, in a safe and humane manner, no penalty will be assessed. The judge and/or management of the show will make the final decision concerning stopping and repair of equipment.
   a. Show management may inspect for proper equipment and attire prior to entry into the ring, however it is the exhibitor's responsibility to be in accordance with show rules.
   b. A judge or show management shall have the authority to require the removal or alteration of any piece of equipment which, in their opinion, would tend to give a horse or rider an unfair advantage. Lack of required appointments or inability to alter prohibited equipment will be penalized or exhibitor may be prohibited to show at the discretion of the judge or show management.

24. Riders will not be asked to change horses in mounted classes because of differences in proper fit of tack.

25. Show management may randomly select and post or draw the order of go for the individual work off classes such as trail, reining, jumping, western riding, horsemanship, gymkhana, etc.

26. 4-H members, parents and leaders are strongly encouraged to enter the exhibitor at their appropriate skill level, neither too advanced nor too basic.

27. The judge(s)/show management reserve the right to vacate, as ineligible for competition, and/or deem the removal of any entry which in not in the best interest of the show or endangers the public or other exhibitors or which has been entered in violation of these rules and regulations.

28. Any exhibitor who refuses to allow their horse to be examined by the show management or veterinarian for just cause, shall be disqualified from showing and such violation shall be reported in writing by the show management to the 4-H office. No refund will be made in these cases.

29. The management reserves the right to combine any classes or division in which there are less than three entries. Class splits will be determined by arena size and safety considerations.

30. The judge shall award first, second or third place etc., according to merit and if without merit, the Judge shall make no award under any circumstances. This rule applies whether there are one or more entries in the class.

31. High Point award may be awarded for English Flat, Over Fences, Western, and Gymkhana in each age group at each show. Points will be accumulated by one horse/rider combination per division, per
show. Points will be kept as follows:

a. First place - 6 points  
b. Second place - 5 points  
c. Third place - 4 points  
d. Fourth place - 3 points  
e. Fifth place - 2 points  
f. Sixth place - 1 point  
g. Seventh and lower - 0 points

32. No horse or pony may be shown in any class at a 4-H show if it has been administered, in any manner, a forbidden substance. A forbidden substance is any stimulant, depressant or local anesthetic that might affect the performance of a horse (stimulants and depressants are defined as medications which stimulate or depress the circulatory, respiratory or central nervous systems.) Also prohibited are any drugs regardless of how harmless or innocuous they might be, which by their very nature might mask or screen the presence of the aforementioned prohibited drugs, or prevent or delay testing procedures. The use of these drugs is considered physical abuse and will be enforced through general rules and requirements Rule # 8, c.

33. The full use of modern therapeutic measures includes phenylbutazone for the improvement and protection of the health of the horse is permitted, unless the treatment may also stimulate or depress the circulatory, respiratory, or central nervous systems. Use of these drugs must be declared at the show office (see USDA drug information and rules for further information).

34. It is the exhibitor’s responsibility to inform the show management of acceptable standards for unique breed and attire. All acceptable attire will be judged equally.

35. Any exhibitor making a protest shall lodge such protest with the horse show management in writing, signed by the protester, within 48 hours of the time of the cause of the protest. Protest shall be based on violation of rules. The committee shall consider no protest unless accompanied by a deposit of $50.00. This deposit shall be forfeited if the protest is not sustained. Protests shall be adjudicated by the horse show management and designated Horse Advisory Representatives.

III. DEFINITIONS AND DESCRIPTIONS

36. The term “horse” as used in these rules denotes either a horse, pony, or mule. CROSS ENTRIES BETWEEN DIVISIONS IS NOT ALLOWED EXCEPT AS NOTED UNDER OVER FENCES DIVISIONS.

a. Junior Horse - a horse that is age five (5) and under  
b. Pony - Entrants in pony classes must be under 14.2 hands tall.  
c. Green Horse - A green horse is a horse that is in its first or second calendar year (January 1 to December 31) of showing in performance classes in walk/trot only in any horse show (4-H, open, or breed or any judged event). If the green horse is a Jr. horse (five years of age or under) and is being shown western it may be shown with two hands in a snaffle or bosal or any legal western bit as described in the bits section of the USEF rulebook. If the green horse is not a Jr. horse and is showing western it shall be shown in any legal western bit as described in the bits section of the USEF rulebook. If the green horse is being shown English it may be shown in any legal bit as described in the bits section of the USEF rulebook. The green horse division shall be a two gaited (walk/trot or jog) class designed so that the green horses can compete with other horses of their same experience level, while preparing them to compete in regular classes. Once an eligible green horse has participated in the California State 4-H Horse Classic, it forfeits any further eligibility to competition regardless of discipline.  
d. Beginning Rider (walk/Trot Rider) - The walk/trot division is open to all beginning riders who have never competed in any horse show or competition (breed, local, open, or 4-H or horsemastership) in any class or event that requires loping or cantering. A rider may remain...
in this division for only two years. Members are encouraged to move out of this division as soon as they are able. Once a member competes in a loping or cantering class at any horse show or competition (breed, local, open, or 4-H or horsemastership), he/she will no longer be eligible for the walk/trot division at any 4-H show. In addition, once the member competes in the horse show at the California State 4-H Horse Classic or California State Fair Best of Show Horse Show, he/she forfeits any further eligibility to compete in the walk/trot division at 4-H horse shows.

e. A Junior member is considered as a member who has completed the third grade or 9 years old through the eighth grade or 13 years old

f. A Senior member is considered as a member who has completed the eighth grade or 14 years of age until the end of the calendar year in which the member reaches age 19.

IV. PERSONAL ATTIRE

Exhibitors and judges should bear in mind that at all times entries are being judged on ability rather than on personal attire. However, neatness is the first requisite regarding a rider's attire and the following requirements are based on tradition and present day custom. Exhibitors who do not conform will be penalized. In extreme weather conditions, show attire show management may alter requirements.

37. Exhibitors are encouraged to wear recommended 4-H attire during showmanship classes. Fairs may require specific attire during specific classes. The suggested 4-H attire is: White, off white, green, or black pants (or breeches for English classes), long sleeved white shirt with the official 4-H tie or scarf, belt and a 4-H cap (ASTM/SEI approved helmets while mounted. See rule # 44). Boots MUST be worn in ALL classes!

38. Advertising of any form (including names) on anything worn while showing or on the 4-H uniform is not permitted. The uniform is encouraged in performance classes, but appropriate attire may be used.

39. Western Dress Code - Western clothing that reflects neat, clean, well-fitted workman-like appearance. Expensive clothing WILL NOT count over neat, clean clothing.
   a. Cowboy boots, belt and long-sleeved shirt with any type of collar; a necktie, kercief or bolo tie or brooch; trousers or pants; (a one-piece long-sleeved equitation suit is acceptable provided it includes any type of collar).
   b. All exhibitors must wear protective headgear (ASTM/SEI). See rule # 44
   c. Optional: Gloves, chaps, vests, jackets, raincoat, and spurs.

40. English Dress Code - Saddle Seat:
   a. Conservative colors are required. These include black, blue-gray, green, beige or brown jacket with matching jodhpurs (white jacket in season), blouse and jodhpur boots.
   b. All exhibitors must wear protective headgear (ASTM/SEI). See rule # 44
   c. Optional: Spurs of the unrowelled type, whip and crop.

41. English Dress Code - Hunt Seat:
   a. Riders should wear suitable hunt seat attire consisting of a suitable hunt jacket, of any tweed or Melton. Ratcatcher blouse with collar for girls, shirt and tie for boys, breeches or jodhpurs, appropriate boots or jodhpur boots.
   b. All exhibitors must wear protective headgear (ASTM/SEI) See rule # 44
   c. Optional: Spurs of the unrowelled type, gloves, collar pins, crop or bat.
   d. When management permits riders to ride without jackets, riders must wear traditional, short, or long-sleeved riding shirts with chokers or ties.

42. Dressage Seat:
   a. Rider should wear conservative colored hunt or dressage coat (dark colors), with tie, choker or stock tie, breeches or jodhpurs, and boots or jodhpur boots.

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b. All exhibitors must wear protective headgear (ASTM/SEI). See rule # 44

c. Optional: Gloves, spurs, dressage whip no longer than 4 ft., and collar pin.

d. When management permits riders to ride without jackets competitors must wear a solid white or very pale colored long or short-sleeved shirt, without neckwear.

43. Gymkhana Dress Code: Clothing shall be neat and clean, either Western or English riding attire, but not mixed, except where required for safety (i.e., helmet).

a. All contestants shall be fully attired in a dress shirt with a button or snap closure in the front from top to bottom, a collar, long or short sleeves (female contestants may wear sleeveless shirts), long pants, belt and boots. The sleeves on long-sleeved shirts must be rolled down and fastened at the cuff. Shirts and blouses must be tucked into the pants. Only the two buttons at the top of a shirt may be left unbuttoned. A tie or neckerchief is not required but their use is encouraged.

b. All exhibitors must wear protective headgear (ASTM/SEI) See rule # 44

c. Optional: Gloves, chaps, vests, and spurs.

44. Helmet/Protective Head Gear: All youths and adults participating in any 4-H equestrian activity, regardless of riding seat, shall wear a properly fitted equestrian helmet, which meets ASTM/SEI approval with secured chin harness properly fastened at all times when mounted on an equine or in a vehicle being pulled by one or more equine. During Driving activities, a motorcycle helmet meeting the SNELL, ASTM, or ANSI safety standards is acceptable. Motorcycle helmets may not be used as a substitute for approved equestrian helmets during other horse project activities such as while riding or seated on a horse.

a. It is the responsibility of the rider or the parent or guardian of the minor rider, to see to it that the headgear worn complies with such approved standards and carries the proper seals, and is properly fitted and in good condition, San Bernardino County 4-H staff, volunteers, and show management are not responsible for checking headgear for compliance, and makes no representation or warranty, expressed or implied, about such headgear and cautions riders that serious injury may result despite wearing headgear, as no helmet can protect against all foreseeable injuries in equestrian sports.

b. At any time during a 4-H equestrian activity, the 4-H Activity Leader (i.e. Horse Show manager, clinic organizer, club leader) may check a participant's equestrian helmet for proper standards. Individuals found to be wearing an unapproved or defective helmet will not be permitted to participate in any mounted or driving activity until a proper helmet is acquired.

V. TACK AND EQUIPMENT

See individual divisions for acceptable tack and restrictions

VI. GAITS

45. Western – The following terminology shall apply in all Western classes whenever a specific gait is called for. The head should be carried at all angle that is natural and suitable to the horse's conformation at all gaits.

a. Walk - a natural, flat-footed, four-beat gait. The horse 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 horse.

b. Jog - a smooth, ground-covering two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog should be squarely balanced with a straight forward movement of the feet. Horses walking with their back feet and trotting on the front are not considered performing the required gait. When asked to extend the jog, he moves out with the same way of going.

c. Lope - an easy, rhythmical three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses traveling at a four beat gait are not considered to be performing at a proper lope. The horse should lope with a
natural stride and appear relaxed and smooth. It should be ridden at a speed that is a natural way of going.

d. **Extended gaits** - an increased lengthening of the gait.

46. English, Hunt Seat - The following terminology shall apply in all Hunt Seat English Classes whenever a specific gait is called for. The head should be carried at all angle that is natural and suitable to the horse's conformation at all gaits.

a. **Walk** - forward, working walk, rhythmical and flat-footed; extremely slow walk to be penalized.

b. **Trot** - long, low, ground covering, cadenced and balanced strides. Smoothness is more essential than speed. Excessive speed to be penalized.

c. **Canter** - smooth, free moving, relaxed and straight on both leads. The stride should be suitable to cover ground following hounds. Over-collected or four-beat canter to be penalized. Excessive speed to be penalized.

d. **Hand Gallop** - should be a definitive lengthening of the stride with a noticeable difference in speed. The horse should be under control at all times and be able to pull up (not a sliding stop).

e. **Extended Gates** - an increased lengthening of the gait.

47. English, Saddle Seat - The following terminology shall apply in all Saddle Seat English Classes whenever a specific gait is called for:

a. **Walk** - four-beat, brisk, true and flat-footed with good reach.

b. **Normal Trot** - two-beat gait, to be performed at medium speed with moderate collection. The normal trot must be mannerly, cadenced, balanced, and free moving.

c. **Strong trot or extended trot** - two-beat gait, this trot is faster and stronger than the normal trot. It is performed with a lengthened stride, powerful and reaching, at a rate of speed, which may vary, between horses since each horse should attain his own strong trot in harmony with his own maximum natural stride. The horse must not be strung out behind. He should show moderate collection without exaggerated high action in front. He must present a willing attitude while maintaining form. The strong trot must be mannerly, cadenced, balanced and free moving.

d. **Canter** - three-beat gait; smooth, unhurried with moderate collection, correct and straight on both leads.

e. **Extended Gates** - an increased lengthening of the gait.

48. English, Dressage Suitability/Show Hack - The following terminology shall apply in all Dressage Suitability Classes whenever a specific gait is called for. The horse should be able to perform all of the gaits called for with a noticeable transition between the normal, collected, and extended gaits. The horse must be under control and easily ridden. Obedience to the rider is of prime importance.

a. **Walk**, a four-beat gait: straight, true and flat-footed.

   i. **Normal Walk** – Regular and unconstrained, moving energetically and calmly forward.

   ii. **Collected Walk** – Strides are shorter and higher than at the normal walk. The head approaches the vertical, but should never move behind it. Pacing is a serious fault.

   iii. **Extended Walk** – The horse is allowed to lengthen frame and stride while rider maintains light rein contact. The horse should cover as much ground as possible without rushing.

b. **Trot**, a two-beat gait: Free-moving, straight, rider maintaining light contact with horse's mouth at all times.

   i. **Normal Trot** – Light, crisp, balanced and cadenced, with rider posting.

   ii. **Collected Trot** – The horse's stride is shorter and lighter, maintaining balance and impulsion. The neck is more raised and arched than at the normal trot as head approaches the vertical line, never moving behind it. Rider is sitting.

   iii. **Extended Trot** – Maintaining the same cadence and performing at medium speed, the horse lengthens its stride as a result of greater impulsion from the hindquarters.

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Horse should remain light in rider's hand as it lengthens its frame. Rider is posting.

c. **Canter**, a three-beat gait: Straight on both leads, smooth.
   i. **Normal Canter** – Light even strides, should be moved into without hesitation.
   ii. **Collected Canter** – Marked by the lightness of the forehand and the engagement of the hindquarters, the collected canter is characterized by supple, free shoulders. Neck is more raised and arched than in normal canter as the head approaches the vertical line, never moving behind it.
   iii. **Extended Canter** – Maintaining the same cadence, the horse lengthens its stride as a result of greater impulsion from the hindquarters. Horse should remain light in rider's hand as it lengthens its frame.

d. **Hand Gallop**. The hand gallop is performed with a long, free, ground-covering stride. The amount of ground covered may vary between horses due to difference in natural length of stride. The distinction between hand gallop and extended canter is, the latter being the ultimate linear extension of stride within the hand of the rider; the hand gallop being a looser, more free elongation of stride and frame of the horse. A decided lengthening of stride should be shown while the horse remains controlled, mannerly, correct and straight on both leads. Extreme speed to be penalized.

**CLASS DESCRIPTIONS**

VI. **SHOWMANSHIP**

**Western and English** (For personal attire see Division IV, rules 39 – 42)

49. Showing a horse in hand is considered an art and should be considered as such by the showman and judge alike. Conformation of the horse is not judged since the horse is considered a means of displaying the abilities of the showman.

50. Technical points and minor infractions of rules should not be over emphasized to the extent they outweigh an effective job of presenting a clean, well-conditioned trained animal.

51. Judging Parameters -

   a. Showing the Horse ......................... 60 %
   b. Appearance of Horse ..................... 30 %
   c. The Exhibitor ............................... 10 %

   Total - 100 %

**Explanation of Judging Parameters:**

52. **Showing the Horse** (Total of 60 percent)

d. **Ring Conduct**:
   i. The exhibitor should be ready when the class is called, entering the ring in a brisk, alert manner. Circling in a counter-clockwise direction is preferred, but follow instructions given by the ring steward or pattern.
   ii. Exhibitor should remain attentive for any instructions from the ring steward or judge.
   iii. Showmanship is practiced from the time of entering the ring until retired from the ring after the class is completed.
   iv. It is the Exhibitors responsibility to know their pattern before entering the arena.

e. **Leading**:
   i. Lead from the left side of the horse. The horse should be led so that its head and neck are carried in a natural position. This necessitates that the lead shank be held some distance from the halter. This distance will depend upon the size and conformation of the horse and the stature of the exhibitor. The lead shank should be held in the right hand. The remaining portion of lead is held neatly and safely in the

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left hand. A tightly coiled lead shank will be considered a fault in showmanship. Animal should lead readily at a walk or trot.

ii. The horse should move readily and freely at a walk or trot with a very minimum of urging by the exhibitor. The exhibitor should stay in position by the near side of the horse’s neck, preferably half-way between the horse’s head and shoulder. A well-trained horse will move readily at a speed of gait equal to the speed at which the exhibitor is moving.

f. Posing:
   i. When posing your horse, stand toward the front facing the horse, but not directly in front of the horse, and always in a position where you can keep your eye on the judge.
   ii. Exhibitor should show in the manner appropriate for the breed shown. Whips are not allowed.
   iii. The horse should set up quickly, stand quietly and correctly, and move forward or back freely.
   iv. Do most of the showing with lead strap. Never kick or place horse’s leg into position.
   v. Do not crowd exhibitor next to you when in a side-by-side position. Do not crowd exhibitor in front when lined up head to tail. Maintain a distance of at least 1 horse length between horses.
   vi. When judge is observing other animals, let your horse stand, if posed reasonably well.
   vii. Be natural. Over-showing, undue fussing and maneuvering are objectionable.

52. Appearance of Horse (Total of 30 percent)
   a. Condition of Horse
      i. Smooth, glossy coat, showing hard rippling muscles.
      ii. Displays alertness and vigor.
      iii. A loose pliable skin that is clean and healthy, with fine, smooth, glossy hair.
      iv. Evidence of a correct balance of nutrition, care and exercise.
      v. Excess fat or a thin, unthrifty condition are objectionable.
   b. Grooming
      i. Clean, well-brushed hair coat. Dust, dandruff and stains are objectionable. Judges should discriminate heavily against artificial whiteness or coloring on the body.
      ii. Areas around the eyes, ears, muzzle, and nostrils, between legs and around the tail should be clean.
      iii. Grooming of the mane and tail should correspond to breed standards. The mane and tail must be clean, free of snarls, with the mane trained properly to fall on the side of the neck.
      iv. Feet should be clean and the hooves trimmed properly. Hoof dressing that shows the hooves in their natural color is preferred.
      v. If the feet are shod, the shoes must fit and not show undue wear.
   c. Tack and Equipment
      i. Neat, clean and properly adjusted.
      ii. Should complement and not detract from horse.
      iii. Western appropriate show halter and lead shank. Showing in a halter with chain is acceptable. Chain may be shown over or under the jaw.
      iv. English exhibitors will show in the bridle appropriate for their style or breed (i.e. hunt bridle, full bridle). When showing in the bridle, exhibitors showing in a "broken" mouth bit will hold the reins in their hands. When showing in a "solid" mouth bit exhibitor may show with the rein left over the neck in a safe and neat position with a lead shank attached to the bit.
      v. Whips are not allowed for showmanship.

53. The Exhibitor (Total of 10 percent)
   a. Appearance
      i. A neat, clean appearance.
      ii. Appropriate clothing, well-fitted and in good taste. Expensive clothing is not
necessary.

iii. Pants should be clean and pressed.
iv. Hat or helmet should be in good shape.
v. Boots should be clean and shined.

b. Dress
i. The suggested 4-H attire for all classes is: White, off white, green, or black pants (or breeches for English), long sleeved white shirt with the official 4-H tie or scarf, belt and a 4-H cap. Appropriate Western or English attire may be worn. (See sections in Western Dress Code (Rule #39) and English Dress Code (Rule #40)).

c. Poise
i. Keep alert and be aware of the position of the judge at all times. Don’t be distracted by persons or things outside the ring.
ii. Show animal at all times, not yourself.
iii. Respond quickly to requests from judge and official.
iv. Be courteous and sportsmanlike at all times.
v. Recognize quickly, and correct faults of your horse.
vi. Keep showing until the entire class has been placed and excused from the ring.

54. Questions - the judge may ask questions of the exhibitors. Questions should be appropriate for the age of the exhibitor and the same questions should be repeated for each exhibitor in the class.

55. Patterns - Numerous patterns are acceptable for showing the horse’s way of going. Show management should designate the pattern to be used, considering show ring space available and judge’s preference. The basic points of proper handling apply in all patterns. When a pattern is used for judging, the show management must post the class pattern a suitable time prior to the class.

56. Turns of 90 degrees or less may be made to the left when common sense applies, but collection and control of the horse are important. The horse must be under control and not free to swing its hindquarters wide.

VIII. WESTERN DIVISION

General:

a. Riders will be judged on hands, basic position, position in motion and designated class procedures.

b. Results as shown by performance of the horse are NOT to be considered more important than the method used by the rider in obtaining them.

57. Hands:

a. Upper arms to be in a straight line with body, the one holding reins bent at elbow. Reins will be held where required and cannot be changed during performance. Free hand held at the waist or neatly down on the rider’s leg.

b. End of split reins should be carried on the side of the reining hand (a romal should be carried on the opposite of the reining hand).

c. Hand to be around reins if romal-type reins are used. One finger is permitted between split reins. Reins are to be carried immediately above and as near to the saddle horn as possible.

58. Basic Position:

a. Rider should sit in saddle with legs hanging straight and even with cinch and knees slightly bent and weight directly over balls of feet. The stirrups should be just short enough to allow heels to be lower than toes.

b. Body should always appear comfortable, relaxed, and flexible.

c. Feet should be placed in the stirrups with the weight on ball of foot.
59. Position in Motion:
   a. All movements of horse should be governed by the use of imperceptible aids. Exaggerated
      shifting of the rider's weight is not desirable. Rider should sit to jog and not post.
   b. The rider should be close to saddle at the lope.

60. Mounting and Dismounting:
   a. Horse should stand while mounting until given the signal to move. Control the horse by
      taking the reins in left hand and adjusting reins evenly with enough tension to feel the bit and
      hold the horse steady. Ends (bite) of the reins fall on the near side while mounting.
   b. Facing the horse, place left foot in stirrup (if necessary twist stirrup with right hand). Grasp
      saddle horn with right hand spring up with right leg, keeping body close to the horse
      and settle gently into the saddle.
   c. Slip the right foot into the off stirrup.
   d. To dismount, reverse above procedure - step, slide, or jump down.

61. Appointments and Equipment:
   a. Personal: See Western Personal Attire Rule #39.
   b. Equipment:
      i. Horses shall be shown in a stock saddle with horn; silver equipment will not count
         over a good working outfit. Western bridle with a standard western bit of the grazing,
         curb, half-breed, bar or spade for varieties; romal or split reins with curb strap or curb
         chain.
      ii. Whenever this rulebook refers to snaffle bit in Western performance classes, it means
          the use of a smooth snaffle bit with broken mouth-piece (conventional O-ring, egg-
          butt or D-ring) and the ring no larger than 4 inches. The bit when measured 1 inch in
          from the check, must be a minimum of 3/8- inch diameter with a gradual decrease to
          center of the snaffle. The mouthpiece may be two or three pieces. Optional loose
          curb strap allowed and must be attached below the reins (leather or nylon only).
      iii. Whenever this rulebook refers to hackamore, it means the use of a rawhide-braided,
           leather-braided or rope bosal. It does not refer to a so-called mechanical hackamore.
           Absolutely no metal will be permitted under the jaws regardless of how padded or
           covered.
      iv. Hackamore and snaffle bits are allowed on horses five years old and under. When
          ridden in hackamore or snaffle bit, two hands MUST be used on reins.
   c. Optional Equipment:
      i. Rope or riata - If used the rope or riata must be coiled and attached to the saddle.
      ii. Hobbles - attached to saddle.
   d. Prohibited Equipment:
      i. Wire curbs regardless of how padded or covered.
      ii. Any chin strap narrower than 1/2".
      iii. Martingales, nosebands, tie-downs, whips, bats, or quirts.
      iv. Curb bit with shanks over 8 1/2" maximum, measured from the top ring (under the
          circle) where the check piece attaches to the bit; down to the lower ring where the
          reins attach to the bit.

IX. WESTERN EQUITATION

62. Class Routine: Class to enter ring at the jog and proceed in a counter-clockwise direction. Class
    shall proceed around the ring at each gait and on command, reverse and repeat. The order to
    reverse may be executed by turning either toward or away from the rail. Entries shall line up on
    command and any or all riders may be required to execute any appropriate tests included in class
    requirements. Judges are all encouraged to call for at least two tests of the top contestants. When
    individual tests are called for, the judge's opinion should rest on a analyses of the rail work and the
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individual tests.

a. Tests from which judge must choose include:
   i. Individual performance on rail
   ii. Figure eight at the jog
   iii. Lope and stop
   iv. Figure eight at the lope on correct lead demonstrating simple or flying change of lead.
      Figures commenced in the center of two circles so that two lead changes are shown.
   v. Ride without stirrups or drop and pick up stirrups.
   vi. Change leads down center of ring, demonstrating flying or simple change of lead.
   vii. Ride serpentine course at the jog and/or canter on correct lead demonstrating simple
        change of lead. A series of left and right half circles off-center of imaginary line where
        correct diagonal or lead must be shown.
   viii. Back.
   ix. Mount and dismount.
   x. Turn on forehand, turn on haunches.

X. WESTERN HORSEMANSHIP

63. Class Routine: The horse should be in balance at all times, working off its haunches with its head at
    a normal height for its conformation. A Western horse responds smoothly and instantly to all aids
    showing lightness and freedom of action.
    a. Class may or may not have rail work. When class is worked on the rail, the class will enter at
       a walk or jog as requested and proceed in a counter-clockwise direction. The class will be
       worked at a walk, jog, lope, both directions of the ring, and should always be on the correct
       lead, riding without evidence of undue restraint.

64. The class may be asked to extend gaits, reverse at walk or jog, stop, and other individual
    performances requested by the judge.

65. The class may be judged on the rail, individual pattern or in combination. When individual tests are
    called for, the judge’s opinion should rest on analysis of the rail work and the individual tests.

66. If the class is to be worked by individual pattern, pattern shall be posted a minimum of one (1) hour
    prior to class.

67. Tests Judge may choose from
    a. Individual performance on the rail.
    b. Figure 8 at jog.
    c. Lope and balanced stop.
    d. Figure 8 at lope on correct lead, demonstrating simple change of leads.
    e. Riding without stirrups or drop and pick up stirrups.
    f. Executing a simple change of lead on the straightaway down the center of the ring.
    g. Controlled turn on hindquarters or forehand (at least one-half turn both directions).
    h. Side pass both directions.
    i. Mount and dismount.
    j. Back.
    k. Ride serpentine course at the jog and/or canter on correct lead demonstrating simple change
       of lead.
    l. A series of left and right half circles off-center of imaginary line where correct diagonal or lead
       must be shown.

XI. TRAIL

The trail class is a test of the rider’s ability to maneuver a horse through natural obstacles that might be
encountered on a trail. No horse may enter the trail course area until the course and the judge are
Riders will be permitted to inspect the course on foot during the Judge's instructions prior to the start of the class.

68. The course should be designed to require each horse to show the three gaits (walk, jog, lope or walk and jog in walk/jog classes) somewhere between obstacles as a part of its work.

69. Gait requirements may be adjusted to fit arena or trail course conditions. Each contestant will enter the trail area and negotiate the trail course individually. The class will not be worked on the rail.

70. Judges are encouraged to advance on to next obstacle any horse taking excessive time at an obstacle. The number of obstacles on the course will be at the discretion of show management. It is suggested that a minimum of six and a maximum of eight obstacles be used.

71. The actions of the horse will reflect the rider's skills. It should move briskly between obstacles at the gait determined by the judge to reflect ground covering ability.

72. As each obstacle is encountered, the judge should evaluate the rider's actions in putting the horse through the obstacles, as well as the performance of the horse over the obstacles, with the emphasis on manners, response to the rider, and attitude.

73. Consideration should be given to the rider's seat, hands, legs and weight in cuing the horse to position it for the obstacle. A quiet, confident, attitude that allows the horse to carefully scrutinize each obstacle, and then pass through or over it in an assured manner with coordinated effort between horse and rider is important.

74. The horse shall be penalized for an unnecessary delay while approaching the obstacles.

75. Credit will be given to those riders negotiating the obstacles with style. Credit will be given to horses showing capability of picking their own way through course when obstacle warrants it and willingly responding to rider's cues on more difficult obstacles.

76. As each rider completes the course, he or she may be asked to ride to the judge for a check of equipment and appointments before being dismissed from the course.

77. The gait used between obstacles shall be at the discretion of the judge. The course to be used must be posted at least one hour before scheduled time of class. Failure to complete an obstacle shall not be disqualification but is to be severely penalized. The course shall be reset after each horse has worked if needed. Management, when setting courses, should keep in mind that the idea is not to trap a horse or eliminate it by making an obstacle too difficult. Trail courses should be set according to appropriate skill levels. Enough space should be provided for a horse to jog at least 20 feet and lope at least 30 to 40 feet for the judge to evaluate these gaits.

78. **Suggested obstacles:** (safety should be considered when selecting obstacles).

   a. Opening, passing through and closing gate (changing hands or turning loose of gate is to be penalized.) Use a gate that will not endanger horse or rider, rope gate is acceptable.
   b. Ride over logs
   c. Ride over wooden bridge. (Suggested minimum width shall be 36" wide and at least 5' long.)
   d. Water hazard. No slick bottom obstacles will be used.
   e. Hobble or ground tie horse at contestant's option (Western trail only).
   f. Carry object from one part of the arena to another. (Only objects that reasonably might be carried on a trail ride may be used.)
   g. Put on and remove slicker.
   h. Remove and replace materials from mailbox.
   i. Back through and around three markers set either in a triangle or line.
   j. Walk or jog through serpentine.

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k. Back through or around obstacles.
l. Turns or side passes in or around box.
m. Side pass.
n. Ride over one or more poles. These poles can be in a straight line, curved, zigzag, raised or combined.

79. Mandatory dimensions of trail obstacles.
   a. Walk-overs:
      i. Single Poles: Maximum height 16".
      ii. Multiples: Maximum height 10".
      iii. Minimum width between poles, 20" – 24" is generally considered good spacing for walkovers, depending upon difficulty desired. No rolling poles. 6' – 7' apart, 7' is preferable for most horses.
   b. Cavaletti
      i. Jog overs: 3' to 3'6" apart (space measured between poles)
      ii. Lope overs: 6' to 7' apart – 7' is preferable for most horses
   c. Back Throughs:
      i. On ground: 28" between minimum
      ii. Elevated: 30" between minimum
      iii. Barrels/Cones: 32" between minimum
   d. Side Passes:
      i. Single pole: Up to 24" high
      ii. Slots: Never closer than 24" wide (space is measured between poles).
   e. Serpentinaes (jog arounds):
      i. Pylons 6 feet apart (base to base) minimum
      ii. Guardrails 3 feet to either side of the pylon
      iii. Pylons 3 feet apart (base to base) minimum
      iv. Guardrails 6 to 8 feet to either side of the pylons (If tall standards are used, dimensions can be looser).

80. The judge has the right and duty to alter the course in any manner or remove any obstacle he deems unsafe. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents.

81. Except for English and 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. Horses 6 years of age or older must be shown in a curb bit.

82. While horse is in motion, rider's hands shall be clear of horse and saddle.

83. Spurs or romal shall not be used forward of the cinch. Trail course may be ridden English or Western.

XII. WESTERN RIDING

Western Riding is an event where the horse is judged on quality of gaits, lead changes at the lope, and response to the rider, manners and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving. The performance required in this class is designed to reflect a combination of controls and skills used in equitation reining and trail classes. Proper execution of this class requires advanced skills.

84. Each rider will perform individually. He or she will be judged upon the skills shown in executing the required pattern.

85. Judging emphasis will be placed upon the following points: basic position in the saddle; lightness of movement.
hands; correct and imperceptible use of aids; response of the horse as indicative of the horsemanship; ability of the rider; the smoothness of performance and steadiness of the gaits.

86. Western riding is neither a stunt nor a race, but it should be performed with reasonable speed. It is the performance of a sensible, well-mannered, free and easy moving horse. The horse will be judged on quality of gaits, changes of leads, response to the rider, manners, disposition and intelligence.

87. Credit shall be given for and emphasis placed on smoothness even cadence of gaits (i.e., starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, and easily, rear and front, at the center point between markers. Gaits are to be performed as described in #45. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexing at the poll. The horse should negotiate the pattern in an easy fashion, neither diving into nor rushing through the markers. The horse should cross the log both at the walk and lope without breaking gait or radically changing stride.

88. The judge or show committee shall select the pattern to be used and shall post it a minimum of one hour prior to class. The following patterns are to be ridden as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena. The following patterns and routine are prescribed. It is essential that judge and exhibitors adhere to it.

WESTERN RIDING

PATTERN I

PATTERN II

Walk ___
Jog ___
Lope ___
Gate ________
Log
Marker •
Back ________

PATTERN III

PATTERN IV

Walk ___
Jog ___
Lope ___
Gate ________
Log
Marker •
Back ________

89. The exhibitor will negotiate horse through the gate (optional to show management) and proceed on course as indicated by the pattern.

90. The judge may require an exhibitor to repeat or reverse any part of the routine.

91. Only one hand on the reins is permitted and must not be changed, except for junior (5 years and under) horses shown with a hackamore or snaffle bit. It is permissible to change hands when opening the gate (if the gate is in such a position as to justify the change of hands on the reins).

92. Score will be on a basis of 0-100 with 70% denoting an average score, with points being added or subtracted based on performance. A horse going off pattern will receive 0 points. Off pattern is any San Bernardino Co. 4-H Horse Show Rules & Guidelines, revised 11/04
of the following; an incomplete pattern, incorrect order of maneuvers, knocking over markers, passing on wrong side of marker or missing the log.

93. The following characteristics are considered as faults and should be judged accordingly:
   a. Opening mouth excessively or raising head on maneuvers.
   b. Anticipating signals or early lead changes.
   c. Stumbling
   d. Losing stirrup or holding on
   e. Any unnecessary aid given by rider such as: unnecessary talking, petting, spurring, quirting or jerking on the reins.

XIII. WESTERN PLEASURE

94. In all classes in this section, horses are to be shown at a flat footed four-beat walk; free moving easy riding two-beat jog, and three-beat lope both ways of the ring on a reasonably loose rein without undue restraint. Class Routine: Class to enter ring at the jog and proceed in a counter-clockwise direction. Class shall proceed around the ring at each gait and on command, reverse and repeat. The order to reverse may be executed by turning either toward or away from the rail. The horse should be in balance at all times, working off its haunches with its head at a normal height for its conformation. A Western horse responds smoothly and instantly to all aids showing lightness and freedom of action. Class to be judged on the horses performance. Gaits to include walk, jog, lope and back (in walk/jog divisions: walk, jog and back). Extended gaits may be called for by the judge.

XIV. REINING AND STOCK SEAT EQUITATION MEDAL

The performance required in this class should reflect the rider's ability to rein the horse around a specified pattern and perform all tests called for with ease. To rein a horse is not only to guide him, but also to control his every movement. The best-reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of or temporary loss of control and therefore a fault that must be marked down according to the severity of the deviation. Proper execution of this class requires advanced skills.

95. Pattern for this class must be posted a minimum of 1-hour prior to start of class. Judge or show management will pick appropriate pattern from patterns 1 – 8 from USEF rule book (patterns follow). The following patterns are to be ridden as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

96. Horses shall work individually. Judging begins the moment the horse begins the pattern. Pattern will consist of the following: circles, lead changes and runs terminating in well-balanced stops straight to the line of travel, turns and a back-up of a reasonable distance with slight hesitations denoting each maneuver. The judging ends when the rider indicates he is finished by coming to a complete stop.

97. Elements of Reining/Stock Seat Medal Class: Stops, spins, rollbacks, circles, lead changes and back.
98. PATTERN 1
   a. Start at end of arena. Run down middle past center marker to a sliding stop.
   b. Back up 10 to 15 feet to center. ½ turn left.
   c. Pickup right lead, big fast circle, small slow circle.
   d. Change leads to left, big fast circle, small slow circle.
   e. Change leads to right, do not close this circle.
   f. Run around end of arena and down the side (approximately 20 feet from fence) past center
      marker and come to a sliding stop.
   g. Complete 3 ½ spins to right.
   h. Continue back down side and end of arena to other side (approximately 20 feet from fence)
      go past center marker and come to a sliding stop.
   i. Complete 3 ½ spins to the left.
   j. Hesitate to complete pattern.

99. PATTERN 2
   a. Trot to center of arena, stop. Pick up left lead, complete 3 circles to the left. The first one
      large and fast, the second small and slow, the third large and fast.
   b. Change leads at center of arena.
   c. Complete 3 circles to the right. The one large and fast, the second small and slow. The third
      large and fast.
   d. Change leads at center of arena.
   e. Do not stop, continue on to run downs.
   f. Run to far end past the marker to a sliding stop. Hesitate,
   g. Complete 2 ½ spins to the left, Hesitate.
   h. Run to far end past the marker to a sliding stop. Hesitate,
   i. Complete 2 ¼ spins to the right, Hesitate.
   j. Run past center marker to a sliding stop. Hesitate.
   k. Back 10 to 15 feet in a straight line. Hesitate.
   l. Back 10 to 15 feet in a straight line. Hesitate.
   m. Make 2 full spins each way, either way first. Hesitate between spins.
   n. Hesitate to complete pattern.

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100. PATTERN 3
   a. Start at center of arena.
   b. Begin on left lead, complete one circle, and change to the right.
   c. Complete one circle to the right, change leads to the left.
   d. Do not stop, continue loping to end of arena without breaking gait.
   e. Run to far end past the marker and come to a sliding stop.
   f. Complete 2 ½ spins to left.
   g. Run to far end past the marker, come to a sliding stop.
   h. Complete 2 ½ spins to the right.
   i. Run back to middle of the arena past the center marker and come to a sliding stop.
   j. Back 10 to 15 feet in a straight line.
   k. Complete 1 full turn each way, either way first.
   l. Hesitate to complete pattern.

101. PATTERN 4
   a. Start at end of arena.
   b. Run to far end of arena past the end marker and stop. Complete 2 ½ spins to the left.
   c. Run to other end of arena past the end marker and stop. Complete 2 ½ spins to the right.
   d. Run past the center marker and stop.
   e. Back 10 to 15 feet in straight line.
   f. Complete ½ turn to the left, hesitate. Begin on right lead, circle to the right.
   g. Complete one small, slow circle and one large, fast circle. Change leads to the left.
   h. Complete on small, slow circle and one large, fast circle. Change leads to the right.
   i. Run around end of arena to the other side, past center, marker, at least 20 feet from fence and stop.
   j. Hesitate to complete pattern.
102. PATTERN 5

a. Begin at the center of the arena, facing right wall or fence. Take a right lead and complete a circle to the right, away from the judge.
b. At the center of arena, change leads and do two circles to the left, of approximately the same size.
c. At the center of arena, change leads.
d. Go to the end of the arena and without stopping or breaking gait, start the run near the approximate center marker of the arena. Run full length of arena.
e. Do a square sliding stop, hesitate.
f. Do 2 ½ spins right.
g. Run full length of arena past marker and do a square sliding stop, hesitate.
h. Do 2 ½ spins left.
i. Run past center marker of arena; do a square sliding stop.
j. Back to center of arena (minimum 10 to 15 feet).
k. Do a 360-degree spin right or left.
l. Do a 360-degree spin opposite direction taken in #11.
m. Hesitate to show completion of pattern.

103. PATTERN 6

a. Start at end of arena.
b. Run down the middle of the arena, past the end marker and come to a sliding stop.
c. Complete 2 ½ spins to the left.
d. Run to the other end of the arena, past the end marker and come to a sliding stop.
e. Complete 2 ½ spins to right.
f. Run back to middle of the arena, past the center marker and stop.
g. Back 10 to 15 feet, hesitate.
h. Complete ½ turn to the left.
i. Start to circle to the right, change leads in the middle to the left lead. Complete circle and change to the right leads. Close circle and stop.
j. Hesitate to complete pattern.
104. **PATTERN 7**
   a. Proceed to end of arena. Run down in the middle of the arena, past end marker and come to a sliding stop. Hesitate.
   b. Complete $\frac{1}{2}$ turn to the right, pick up right lead, and make one large, fast circle and one small, slow circle. Stop.
   c. Complete 2 $\frac{1}{2}$ spins to the right. Hesitate.
   d. Run down to end of arena, past end marker and come to a sliding stop. Hesitate.
   e. Complete $\frac{1}{2}$ turn to the left, pick up left lead and make one large, fast circle and one small, slow circle. Stop.
   f. Complete 2 spins to the left. Hesitate.
   g. Pick up left lead to make one figure eight, change in center of arena to right lead. Proceed back to center of arena and change leads to the left. Close circle, stop.
   h. Back 10 to 15 feet.
   i. Hesitate to complete pattern.

105. **PATTERN 8**
   a. Start in center of arena and complete 3 spins to the right. Hesitate.
   b. Begin on right lead, complete one circle to the right, change leads to the left, close this circle and stop.
   c. Complete 3 spins to the left. Hesitate.
   d. Begin on left lead, circle to the left, change leads to the right.
   e. Do not close this circle. Run straight down side of arena approximately 20 feet from the fence, past end marker and come to a sliding stop.
   f. Complete 1 $\frac{1}{2}$ spins to the left.
   g. Continue back down side of arena approximately 20 feet from fence, around end of arena (horse should be on left lead at this point). Run straight down other side of arena approximately 20 feet from fence, past end marker and come to a sliding stop.
   h. Complete 1 $\frac{1}{2}$ spins to the right.
   i. Continue back down side of arena approximately 20 feet from fence, around the end of arena (horse is to be on the right lead at this point). Run straight down middle of arena, past middle marker and come to a sliding stop.
   j. Back 10 to 15 feet.
   k. Hesitate to complete pattern.

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XV. GYMKHANA DIVISION –
Gymkhana games are a test of equitation and team work between horse and rider. Participants, judges and leaders should remember all gymkhana games can be dangerous. The games are timed events and the goal is to complete the course in the fastest time possible. By adhering to given guidelines and following good equitation this will allow for enjoyable competition while assuring safety.

General Rules and Regulations Governing Gymkhana Events
106. A rider may show no more than two horses in one class.
107. A qualified official must be in the arena observing while Gymkhana events are being run.
108. All gates to the arena shall be kept closed during the running of every event. No gate or gates shall be opened until the rider has completed the course and been excused by the official.
109. All riders should be fully prepared to run when called, be in proper dress, have equipment in good shape and their horse warmed up ready to compete.
110. The rider will be notified when the course is ready and must enter the arena within one minute after such notification. After entering the arena the rider must show control of the horse before the official will signal approval for the run. The course must be started within one minute after notification by the official.
111. The gymkhana class will be timed by at least two (2) timers, one electronic timer and one backup timer (i.e. stopwatch).
112. For timed events over specific courses, time shall start when any part of the horse crosses the starting line and shall end when any part of the horse crosses the finish line upon completion of the course, or when disqualified by the official. A rider shall be considered on course once any part of the horse crosses the starting line and until every part of the horse crosses the finish line after completing the course.
113. After the course is completed, the horse must be brought under control before leaving the arena. The rider may circle away from the gate to bring the horse under control.
114. Penalties and disqualifications: Listed are general disqualifications. For other disqualifications, check the specific events.
   a. Leaving the course or breaking the pattern.
   b. If the contestant hits the horse with any equipment of the event (i.e.. the flag).
   c. If the contestant uses unsportsman-like conduct in the arena (including profane language, disorderly conduct or an unmanageable horse).
   d. Return across the start-finish line before finishing the pattern.
   e. Immobility or lack of forward progression (exceeding 30 seconds in events that do not require dismounting).
   f. There will be a two second penalty for knocking down poles and a five second penalty for knocking down a barrel.
   g. Spurring, striking, or beating the horse in any manner whatsoever forward of the cinch. Touching the horse shall not be considered striking or beating the horse.
   h. Excessive use of spurs, crops, bats, romal's and/or over & unders.
   i. Any kind of cruelty to the horse, whether or not specifically mentioned in this rulebook.
   j. Any of the following will be considered loss of control and will result in disqualification:
      i. Failure to show control of the horse.
      ii. Falling off horse while on course.
      iii. Horse falling while on course.

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115. Tack and equipment: (For personal attire see Division IV, rule 43)
   a. Any appropriate, neat and humane Western or English equipment may be used with the
      following exception: Mechanical Hackamore's are acceptable however no metal is allowed
      under the jaw. The judge may prohibit the use of bits or equipment he may consider severe
      or unsafe or severe (including mechanical hackamore) Spurs or romal shall not be used
      forward of the cinch.
   b. Optional Equipment: tie-downs, whips or bats, skid, splint or bell boots or polo wraps.
   c. Prohibited: Jerk lines, tack collars.
   d. The judge at his discretion may disqualify any exhibitor for excessive use of a bat, crop, whip,
      or rope, or for use in front of the cinch.

116. Course general guidelines:
   a. In all gymkhana events there must be at least 15' between any obstacle to be turned and the
      fence or rail. All measurements shall be made from the center position of the obstacle.
   b. The distance for running starts shall be no less than 20' and no greater than 80' from the
      timing line. Unless the fence is used as the: 80' foul line, that line must be marked with either a
      non-caustic type of lime or flour. Poles may be used to mark the foul line for reverse rides.
   c. In quadrangle and figure 8 stake, riders may begin the course from either end of the arena.
      Riders that are started from the end of the arena farthest from the gate shall be known as
      reverse course.
      i. Riders desiring to reverse course upon entering the arena must raise their hand and
         be acknowledged by the official.
      ii. The rider shall enter the gate at the walk and proceed past the course to their starting
         position.
      iii. After verifying the gate has been closed, the rider will start "at will".
   e. In all courses there must be a minimum of 50' from the end fence to the start/finish line.

117. Position of poles and obstacles: After measuring each course, place a spot of non-caustic lime
      or flour under each pole or obstacle so that it may be put back in the same position in the event it is
      knocked down. Each obstacle shall be centered over the spot of lime. In the event the spot is
      obliterated, the course shall be re-measured.

118. Enter the arena and begin the course. The rider will be notified when the course is ready and
      must enter the arena within one minute after such notification. A rider may be assisted through the
      gate however, the rider must ride their horse into the arena. After entering the arena, the rider must
      show control or the horse before the judge will signal approval for the run. The course must be
      started within one minute after notification by the judge.

Course descriptions: These are: MAXIMUM course size.

   a. Cloverleaf Barrels: Course may be started with left or right barrel, 3 turns.

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b. **Figure 8 Stake:** Rider may start from either end of course with left or right turn. Start in center, 2 turns.

```
\[ \begin{array}{c}
\text{Start in center, 2 turns.}
\end{array} \]
```

c. **Keyhole:** Turn may be made in either direction inside keyhole. Chalk line. Enter, turn & exit without going over or touching lines.

```
\[ \begin{array}{c}
\text{Keyhole diagram}
\end{array} \]
```

d. **California Pole Bending:** Course may be started from either side. Weave down, weave back.

```
\[ \begin{array}{c}
\text{California Pole Bending diagram}
\end{array} \]
```
e. **Washington Pole Bending**: Course may be started from either side. (Same dimensions as California Pole bending). Run to end pole, weave back, weave again, run home.

f. **Quadrangle**: Course may be started from either end, turning either direction. Start in center, 4 turns, 2 rights & 2 lefts.
g. **Bi-Rangle**: Course may be started turning in either direction. 2 turns, rights or lefts.

h. **Single Pole**: Course may be run in either direction. (It is suggested that this class be run in the day after more skilled events). 1 turn, right or left.

i. **Speed Barrels**: Course may be started on either side. Weave barrels

j. **Boot, Candy Bar, Cracker, Pop or Dress Race**:
   i. These are all variations of the same event. For safety, the management should provide attendants for the horses during the activities listed below. The rider rides across the start-finish line and does one of the following:
   1. From Start/Finish Line (with attendant holding horse at boot pile) run on foot and put on own boots (from the pile), mount and return to Start/Finish line.
   2. Dismounts, eats a candy bar, mounts and returns to finish line.
   3. Dismounts, drinks a can/cup of pop, mounts and returns to finish line.
   4. Dismounts, eats crackers, whistles, mounts and returns to finish line.
   5. Dismounts, puts on clothes provided, mounts and returns to finish line.
   6. Dismounts, crawls through barrel, mounts and returns to finish line.
   ii. Disqualifications:
   1. Violating general rules.
   2. In options b, c, and d, rider must eat or drink entire food or beverage.
k. **Walk, Trot, or Gallop Race.**
   i. The course shall be laid out with two pylon markers, 100 feet apart, labeled #1 and #2. The start line shall be at marker #1, the finish line at marker #2. The rider must walk to marker #2, turn and trot back to marker #1, turn, and gallop back to the finish line. Each time the horse breaks gait, the rider must return to the marker and start that gait over again.
   ii. Disqualifications: Violating general rules.

l. **Musical Mounting**
   i. This event is to be ridden as a class with any number of riders. Allow plenty of room for the class.
   ii. The riders ride while music is being played. As soon as the music stops, the riders dismount move to the off side of the horse and remount. The last rider to remount is excused from the arena. The last rider remaining wins. Gait will be determined by the judge.
   iii. Disqualifications:
      a. Violating general rules.
      b. Incorrect gait at any point during the class.
   iv. Another version includes use of feed sacks or old tires for riders to stand on or in when the music stops. There should be one less sack or tire than riders. One sack or tire is removed as music starts and riders mount.

m. **Dollar Bill Contest**
   i. This class is to be ridden bareback at the walk, trot, and lope, at the direction of the judge. The rider is to place a dollar between his or her leg and the horse.
   ii. Last person to drop their dollar bill wins.
   iii. Disqualifications:
      1. Violating general rules.
      2. Using sticky substances between the rider and the dollar bill.
      3. Touching the dollar with your hand.
      4. Not obeying commands.

n. **Egg and Spoon Contest**
   i. Rider carries a spoon with an egg while performing basic horsemanship commands, walk, trot, lope and stop. Last person to drop the egg from the spoon wins.
   ii. Disqualifications:
      1. Violating general rules.
      2. Touching egg with hand or finger.
      3. Dropping the egg.
      4. Holding spoon more than halfway up the handle.
      5. Using gum or sticky substance on the spoon or egg.

o. **Australian Pursuit**
   i. This class may be ridden English or Western. The idea of this class is to trot around the markers until they are the remaining rider.
   ii. Markers will be set towards the middle of the ring in a circle or round shape.
   iii. Riders will space themselves evenly around the markers starting at the walk, when directed riders will pick up the trot.
   iv. Riders will attempt to pass other riders to the outside of the circle, once a rider is passed they are eliminated. If their horse breaks into the canter, rider is eliminated.
   v. The last rider left is declared the winner of that class.
   vi. Markers may be moved in as to change the diameter of the circle. Riders may be asked to stop and reverse then pick up the trot again.

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XVI. ENGLISH DIVISION

Personal Attire: Refer to rules #40, 41 & 42.

119. Equipment:
   a. Saddle Seat - Bridle: Double bridles, (curb and snaffle). Junior horses may be shown in
      snaffles. Martingales and similar tie downs are prohibited. Saddle - Flat, (cut-back style)
      English type. Forward seat or Western saddles are prohibited. Optional: spurs of the
      unrowelled type; whip or crop.
   b. Hunt Seat - Bridle: Regular snaffles, pelham, or Kimberwick may be used. A cavesson
      noseband is required regardless of the bridle/bit used. Saddle - forward, hunt type or all-
      purpose English type. Prohibited: no Western or flat saddles (cut-back style) allowed.
      Optional: spurs of the unrowelled type, crop or bat. Martingales are optional in classes over
      jumps; they are prohibited in classes not to jump.
   c. Dressage - Bridle: Horse will be shown in plain smooth-mouth snaffles; cavessons are
      required, drop and flash nosebands made of leather are permitted. Saddle: English-type
      saddle, forward, all-purpose or dressage styles. Optional: spurs, dressage whip no longer
      than 4 ft. Prohibited: No Western or Flat saddles. No martingales.
   d. Boots, wraps and bandages are prohibited except in jumpers and equitation over fences
      classes. In the case of inclement weather competition management may permit the use of
      bell boots.

120. General
   a. Judging emphasis is placed upon the rider in equitation classes. Riders will be judged on
      seat, hands, performance of horse, appointments of horse and rider, and suitability of horse
      to rider.
   b. The results as shown by the performance of the horse are NOT to be considered more
      important than the methods used in obtaining them.
   c. No attendant shall be allowed in the ring except at the request of the judge.

121. Basic position, Seat and Hands

122. SADDLE SEAT
   i. The seat should not be exaggerated. It should be efficient and most comfortable for
      riding the type of horse called for at any gait and for any length of time.
   ii. The hands should be held in an easy position above the withers at a height
      determined by where the horse carries its head. Hands should be neither
      perpendicular nor horizontal to the saddle. They should show sympathy, adaptability
      and control.
   iii. The rider should position himself or herself correctly by sitting comfortably in the
      saddle without use of the irons. Find the center of gravity by sitting with a slight bend
      at the knees. Adjust the leathers to fit with the irons placed under the balls of the feet
      (not the ball or “home”) and with even pressure on the entire width of soles and
      centers of the irons. The foot position should be natural.
   iv. Maintain the positions given for the following gaits:
      1. Walk - slight motion in saddle.
      2. Trot - post with a slight elevation in the saddle, hips under body, not
         mechanical up-and- down, nor swinging forward and backward.
      3. Canter - maintain a close seat, going with the horse.
   v. To mount; standing at the horses left shoulder, facing the hip, hold reins in the left
      hand on pommel, using right hand to steady iron, place left foot in iron, place right
      hand on withers, step up and swing right leg over horse, sitting down gently into
      saddle, place right foot into right iron, pick up reins with right hand. To dismount,
      reverse order, slide to the ground.
123. HUNT SEAT

i. The rider should present a workmanlike appearance of being with the horse and in light control at all times. An impression of lightness and suppleness should be conveyed.

ii. The hands should be over and in front of the horse’s withers, with the palms turned in (down) with knuckles about 30 degrees inside the vertical. The hands should be held slightly apart and in a position to make a straight line from the horse’s mouth to the rider’s elbow. Method of holding the reins is optional, all reins are to be picked up at the same time, and bight of reins may fall on either side.

iii. The rider should sit in a basic position with the eyes up and shoulders back, toes at a natural angle, heels down ankle flexed in, and calf of the leg in contact with the horse slightly behind the girth. The foot must rest in the stirrup with the iron under the ball of the foot. The body should be vertical at the walk or slow trot, inclined forward at the posting trot and hand gallop, and half-way between the posting trot and the walk when at the canter.

iv. To mount, take up the reins in the left hand and place on the wither. Face the horse at an oblique angle to the rear near the shoulder, grasp stirrup leather with right hand, and insert left foot into iron, place right hand on withers step up and swing right leg over horse, sitting down gently into saddle, place right foot into right iron, pick up reins with right hand. To dismount, reverse order and slide to the ground.

XVII. EQUITATION

124. **Class Routine: English Equitation not to jump:** Class to enter ring at the trot and proceed in counter-clockwise direction. Class shall proceed around the ring at each gait and on command, reverse and repeat. The order to reverse may be executed by turning either toward or away from the rail. Entries shall line up on command and any or all riders may be required to execute any appropriate tests included in class requirements. Judges are all encouraged to call for at least two tests of the top contestants. When individual tests are called for, the judge's opinion should rest on an analyses of the rail work and the individual tests. Test from which judge must choose include:

a. Individual performance on rail.
b. Figure eight at the jog.
c. Canter and stop.
d. Figure eight at the canter on correct lead, demonstrating simple or flying change of lead, figures commenced in the center of two circles so that two lead changes are shown.
e. Ride without stirrups or drop and pick up stirrups.
f. Change leads down center of ring, demonstrating flying or simple change of lead.
g. Ride serpentine course at the trot and/or canter on correct lead demonstrating simple change of lead. A series of left and right half circles off-center of imaginary line where correct diagonal or lead must be shown.
h. Back.
i. Mount and dismount.
j. Turn on forehand, turn on haunches.
k. **Additional tests judge may choose from for Hunt Seat Equitation Over Fences**

i. Pull up and halt between fences, except in combinations.

ii. Jump low fences at a walk and trot as well as at the canter. (Maximum height for a trotting fence is two feet, but may be lower than maximum).

iii. Jump fences on figure 8 course.

125. **Class Routine: English Equitation Over Fences:** the performance begins when the horse enters the ring or is given the signal to proceed after entering ring. Except for refusals, jumping faults of the horse are not to be considered unless it is the result of the rider’s ability.

a. Each contestant may circle once, if desired, before approaching the first jump. He shall then
proceed around course keeping an even pace throughout. Three cumulative refusals will be grounds for elimination. If a refusal occurs in a double or triple, rider shall re-jump all elements of the combination. Any or all contestants may be called back to perform at a walk, trot and canter, or to execute any appropriate test included in class requirements.

b. Course Requirements.
   i. Classes shall consist of at least six reasonable jumps by the horse.
   ii. Jumps will not exceed heights listed for each of the divisions. Ground lines are required.

XVIII. HUNTER HACK

126. Class Routine: Horses or ponies will be required to walk, trot and canter both directions. Horses are first required to jump 2 fences. Fence height will be as follows: 2' - 2'3" for ponies, 2' - 2'3" for Short/Long Stirrup, 2'3" - 2'6" for Low Hunters, 2'9" - 3' for Children's Hunters. Jumps to be set 36', 48' or 60' on a line. A ground line is required for each jump. At the discretion of the judge, contestants may be asked to hand gallop.

127. General: The class will be judged on flat work, manners way of going, and style over fences and even hunting pace. When it is necessary to split large classes by running more than one go-round, finalists may be re-jumped and reworked on the flat. Placing for the class shall be determined by allowing the maximum of 30 percent for work on the flat. Faults over fences will be scored as in working hunter class.
   a. Personal attire (See #41)
   b. Tack and Equipment (See #136)
      i. Prohibited: martingales.

XIX. OVER FENCES DIVISIONS

DEFINITIONS OF LEVELS – Exhibitors may cross enter into no more than two divisions except in the cross rail division i.e. short/long stirrup & low hunters.

128. Cross Rail – 2 gaited (walk/trot) Green Horse or Beginning Rider: Limited to first or second calendar year showing, may only show at State Horse Classic one year then rider must move on to next division the following year. Courses will be done at the trot.
   a. Fence height: 12" cross rails.
   b. Classes for this division:
      i. Equitation over fences
      ii. Working Hunters

129. Pony: Entrants in pony classes must be under 14.2 hands tall.
   a. Fence height: 2' – 2'3"
   b. Classes for this division:
      i. Hunter Hack
      ii. Equitation Over Fences
      iii. Working Hunters
      iv. Jumpers

130. Short/Long Stirrup – Beginner Class: Rider has successfully completed the Cross Rail division and is able to complete a course at a canter. After showing at State Horse Classic for no more than 2 years rider must move on to next division the following year. This class is designed for the horse and rider who are moving up from the Cross Rail division. As they are still beginners, minor infractions will be judged accordingly.
   a. Fence height: 2' – 2'3"
   b. Classes for this division:
      i. Hunter Hack

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ii. Equitation Over Fences
iii. Working Hunters

131. Low Hunters – Intermediate Class: Rider has successfully completed the Beginner Class division, or is capable of jumping an entire course at a canter without breaking gait, refusals, etc., and exhibitor possess a solid seat and leg in order to safely complete the course.
   a. Fence height: 2'3" – 2'6"
   b. Classes for this division:
      i. Hunter Hack
      ii. Equitation Over Fences
      iii. Working Hunters
      iv. Jumpers

132. Children’s Hunters – Advanced Class: Rider has successfully completed the Intermediate Class division, or is capable of jumping an entire course at a canter without breaking gait, refusals, etc. Exhibitor must possess a solid seat and leg in order to safely complete the course as well as knowledge and training of the techniques required for the requirements of advanced classes. The horse must be solid and experienced at jumping the indicated height, without refusals, etc.
   a. Fence Height: 2'9" – 3'
   b. Classes for this division:
      i. Hunter Hack
      ii. Equitation Over Fences
      iii. Working Hunters
      iv. Jumpers

133. Equitation Medal over fences (Clover Medal) – 2'6" – 2'9": intermediate to advanced class. For members wishing to compete over a more challenging equitation course over fences.

134. Jumpers – Gamblers Choice – Advanced Classes: For members that do not have Hunter horses and do concentrate on specifically jumpers. Obstacles of varying height from 3’ – 3’6” will be assigned points based on difficulty of the obstacle. Exhibitor will pick their own course and accumulate points in a specified time. Highest point total wins.

XX. HUNTERS

151. General: Horses to be judged on even hunting pace, manners, & jumping style together with faults and way of moving over the course. All horses must be serviceably sound. All horses being considered for an award may be jogged for soundness with rider dismounted. (Exception: Under saddle classes.) If the judge asks for horses being considered for an award in over fence classes to be jogged for soundness with rider dismounted, competitors may be refused an award unless they return to the ring with the same complete bridle in which they have performed.
   a. When the class is held in a ring, the performance starts as the competitor enters and ends when the competitor leaves the ring.

152. Faults: The following faults are scored according to the judge’s opinion, and depending upon severity, may be considered minor or major faults.
   a. Light touches or rubs against a jump.
   b. Showing an obstacle to a horse.
   c. Missing a lead change or switching leads.
   d. Refusals, pulling up.
   e. Bad manners, spooking, ringing tail, bucking, etc.
   f. Unsafe jumping and bad form over fences whether touched or not.
153. Elimination
   a. 3 refusals
   b. Off course
   c. Jumping a fence before it is reset.
   d. Fall of horse or rider

XXI. JUMPERS

154. General: Please refer to USEF Jumper division for further rules and information. Jumpers may be of any breed or height. Jumpers are scored mathematically, based on penalty faults incurred between the starting line and finish line. Penalty faults include knockdowns, falls, touches and time penalties as outlined in USEF Jumper division.

155. Personal attire (See #41)

156. Tack and Equipment (see #136)

XXII. SHOW HACK / DRESSAGE SUITABILITY

157. General: A show hack horse is not necessarily a Dressage horse, nor an English Pleasure horse. The Show Hack is a suitable section for the well-trained animal. Show hacks must be balanced and show vitality animation, presence, clean fine limbs and quality. Soundness is required.
   a. Competitors enter the ring in a counterclockwise direction at the normal walk.
   b. Light contact must be maintained with all reins at all gaits. A judge may not request that gaits be performed only on snaffle or curb.
   c. Judges are required to consider the performance at each gait equally in adjudicating this class.
   d. Horses may be shown with a braided mane and tail.

158. Appointments: (For personal attire see Division IV, rule 42)
   a. Bridle may be either single snaffle, double (full) or pelham. Kimberwick bit is permitted. Brow bands and cavessons other than hunter or dressage types are prohibited. Unconventional tack such, as figure eight, drop, or flash nosebands are not permitted.
   b. English saddle of any type is required.
   c. Martingales, breastplates are not allowed.
   d. Acceptable Hack attire is required. It consists of conservative colored coat, breeches and boots. Formal attire consisting of white breeches and tails may be worn after 6:00 p.m., or in Championships classes.
   e. Spurs, whip or crop optional at the exhibitor’s discretion.

159. Qualifying Gaits: (see rule #48) The collected and extended gaits must be called for; i.e., collected walk, extended walk, normal walk, collected trot, extended trot, normal trot, collected canter, extended canter, normal canter and hand gallop. At the discretion of the judge, horses while on the rail may be asked to halt and rein-back. A show hack shall be able to perform all of these gaits with a noticeable transition between the normal, collected, and extended gaits. The horse must be under complete control and easily ridden. Obedience to the rider is of prime importance. If the horse exhibits clear transition in a balanced and level manner, appearing to be giving a comfortable and pleasurable ride, he is performing correctly for this class.

XXIII. HUNTER UNDER SADDLE and ENGLISH PLEASURE

160. All classes must be judged on performance and soundness, suitability and manners. Horses are to be shown at a walk, trot and canter both ways of the ring. Light contact with the horse's mouth is required. Horses should be obedient, alert, and responsive and move freely. They should not be eliminated for slight errors. Judges may ask horses to hand gallop collectively, one way of the ring.
No more than eight will be asked to hand gallop at one time. All horses being considered for an award must be serviceably sound.

161. Tack and Equipment. See rule #42