

Powder River County

4-H Horse Projects, Show Patterns and Rules

Revised May 1, 2015

Available Projects:

Horsemanship

Horsemanship is the basis for the horse project. Members may take Western or English Horsemanship, depending on which form of riding you practice. All members must complete Horsemanship Introduction and levels 1, 2, and 3 before entering any other horse project except Working Ranch Horse, Judging, Careers and Showing. Levels do not necessarily correspond to years. It is possible to complete several levels in a given year; or, conversely, you may take several years to complete one level. Assessment sheets are provided for leaders to determine when a member has completed the levels. Powder River County recommends the horsemanship project horse and the Working Ranch Horse to be a mature horse at least 5 years of age or older.

Colt to Maturity

This project is for those who own or have a colt (gelded by Fair time) or filly to care for and train. This is a five year progressive project beginning with a yearling. The project is designed to help you select a foal and train it to maturity. You must be 12 years old or older during the current project year; have completed Horsemanship Introduction and levels 1, 2 and 3; and have demonstrated your ability to handle the project for a horse leader or to the judge at the Fair.

Working Ranch Horse

This project prepares you and your horse for general ranch work. Should be a mature horse at least 5 years of age or older.

Packing

This project develops your knowledge and skills in the art and science of using horses to transport materials.

Driving

This is a project to teach you basic horse driving skills, safety and to train a horse to drive in a single or multiple hitch.

Horse Showing

This project teaches you to select, train and maintain your horses for showing. It will help you become an adept and knowledgeable horseman. It will also help you learn to plan and conduct shows and clinics.

Horse Judging

This project is to teach you to select and evaluate horses, give oral reasons and place classes of conformation horses and performance horses.

Green Horse

This project is for those who have horses that are not fully trained, but don't fit into the colt to maturity project because of age or ability. To participate in this project, you must be 12 years old or older during the current project year; have completed Horsemanship Introduction and levels 1, 2 and 3; and have demonstrated the ability to handle the project to a horse leader.

Careers with Horses

This project is intended to acquaint you with careers in the horse industry.

Clarification between Projects & Classes

Listed above are projects. At the Fair, there are a series of "classes" that the youth can participate in depending on the project he/or she is enrolled in. The classes are described in detail in the following literature. A "project horse" is the horse taken in one or more of the above projects.

Powder River County Rules

No stallions at the Fair.

Participation in 4-H horse events requires previous attendance at a Horse Helmet Safety Program by member and a parent.

Although not required, it is recommended that riders wear riding boots and long sleeve shirts. Riding boots are recommended for safety. Western attire should be worn in Western Classes; English attire should be worn in English Classes.

Judging Criteria for Junior and Senior Showmanship Classes

Senior Showmanship, 14 years or older as of October 1st of current 4-H year.

Junior Showmanship, younger than 14 years of age as of October 1st of current 4-H year.

Open to any project horse.

Criteria:

Showing the horse	50%
Appearance of the horse	40%
The exhibitor	10%

Exhibitor:

The member must be neat and clean in appearance and appropriately dressed in Western attire.

Equipment:

All horses will be shown with a properly adjusted halter. Lead shanks with chains may be used but the use of the chain over the nose or under the jaw or in any way having contact with the horse will be prohibited.

Appearance of the horse:

The hair coat should be clean, well brushed, and free of dust, dandruff, manure stains, and bots (fly eggs). The hair coat should have a natural luster so excessive oils contracted from spray cans and other market products will be counted down. Trimming should accentuate quality about the heads and legs. Breed standards for exhibition should be followed. The hooves should be clean and properly trimmed and shaped. No preference will be shown for hoof dressing or coloring. Tack should be neat, clean, and properly dressed and adjusted.

Showing the horse:

All exhibitors will be asked to perform a pattern. The exhibitor may be asked to perform the following pattern: Walk, trot, back, hindquarter pivots, set up squarely, move forward and backward freely. The showman may be asked to pick up any or all feet of his/her horse and know the parts of their horse. The exhibitor should perform the pattern briskly and in a businesslike manner.

The exhibitor must never obstruct the judge's view of the horse. This means the exhibitor must position his body either to the front left or front right of the horse, using the quarter system. The exhibitor should lead from the left side of the horse with the lead shank held in the right hand about 4 to 8 inches from the halter. Hold the excess shank, coiled in a figure 8 with the left hand. The horse should move readily and freely with the exhibitor at the near side of the horse's neck and in front of the shoulder. The horse should neither be ahead of the exhibitor nor should he be dragged along.

At the judge's discretion, the finalists in each class may be called back into the arena for further work.

Western Horsemanship Performance

General Requirements:

- ✓ Open to Western Horsemanship Project Horses
- ✓ Horses should be five years of age or older and ridden with a curb bit. A curb bit is one that may have a solid or broken mouthpiece, has shanks and acts with leverage.
- ✓ Horses must be shown in a Western saddle.
- ✓ In all classes the judge has the option of requesting one or all contestants perform individually.



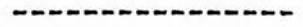



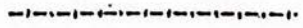

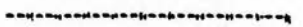

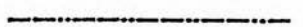

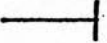

No:

- ✗ Tie-downs
- ✗ Martingales
- ✗ Mechanical hackamores of any type
- ✗ Roping reins
- ✗ Spurs forward of the cinch

Optional:

- Split or Romal reins*
- Splint boots, bell boots and skid boots*
- Spurs behind the cinch*

KEY FOR PATTERNS OF WESTERN AND ENGLISH HORSEMANSHIP.

	WALK		JUDGE
	JOG / TROT		MARKER
	LOPE / CANTER		BACK
	EXTENDED TROT		SIDEPASS
	RISING TROT		HINDQUARTER TURN
	SITTING TROT		FOREHAND TURN
	BACK		LEAD CHANGE

Level 1 – Western Horsemanship Performance

Required mounted abilities:

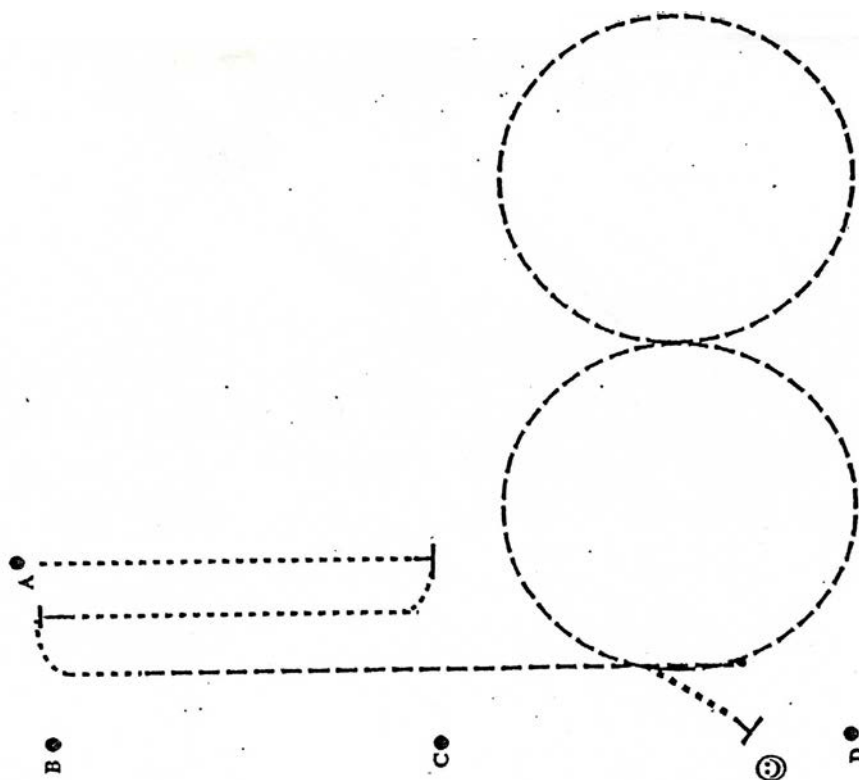
- Demonstrate how to check tack before mounting and explain reasons for checking tack.
- Safely mount; safely dismount.
- Sit in saddle and hold reins.
- At a walk, turn left and right.
- Walk in a straight line, halt, turn right about and return in a straight line, halt, turn left about and return in a straight line.
- Move from a walk to a jog, both directions of the arena.
- Slow from a jog to a walk, then halt.
- Walk a figure 8. Jog a figure 8. Back horse from the ground.

Pattern - Level 1

1. Starting at marker A, walk until even with marker C; stop
2. Turn about to right; walk until even with marker B; stop
3. Turn about to left; pick up a jog until past marker C then jog a figure 8 between markers C and D
4. Between markers C and D drop to a walk
5. Stop in front of judge; when done return to end of line out of path of next rider.

OPTIONAL (may be asked by judge to do these):

1. Dismount
2. Back horse from ground; check tack
3. Mount with help of ring steward if needed.



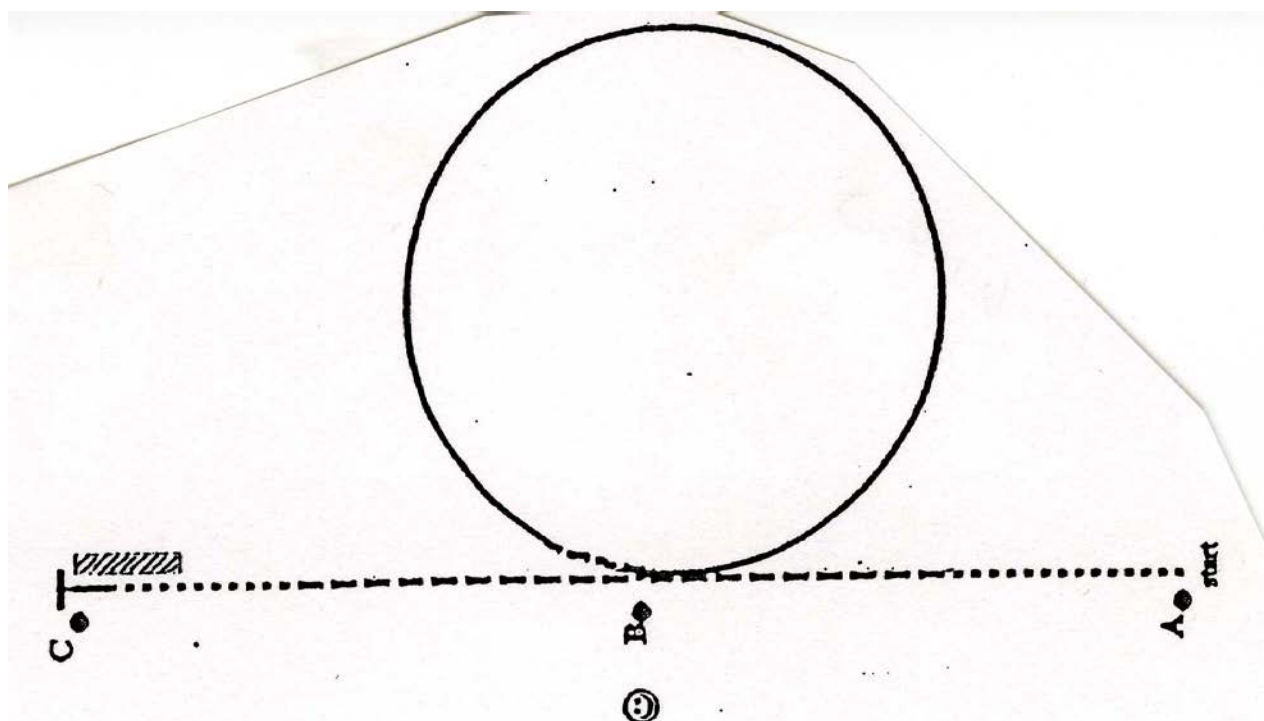
Level 2 – Western Horsemanship Performance

Required mounted abilities:

- Move from a walk to a jog to a lope, back to a jog, then a walk both directions of the arena.
- While riding at a lope, identify what lead the horse is in.
- Jog in a straight line, halt, turn right about and return at a jog, halt, turn left about and return at a jog.
- Back up horse, while mounted, six steps.
- Lope in a small circle, both directions.
- Demonstrate direct reining.
- Demonstrate indirect reining.

Pattern - Level 2

1. Start at marker A, walk half way to marker B, pick up jog
2. At marker B lope circle on right lead
3. At marker B again break to a jog and jog half way to marker C then slow to a walk
4. Walk to marker C. At marker C stop, settle horse, then back 5 steps
5. Walk to judge.



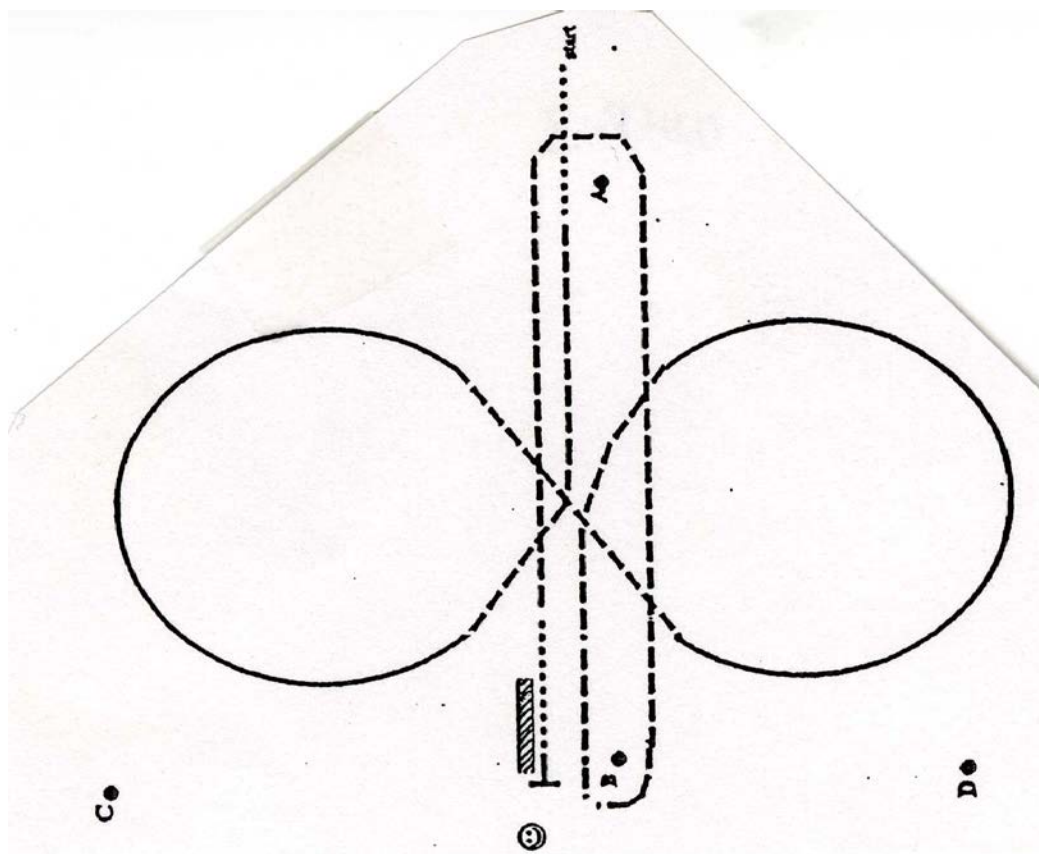
Level 3 – Western Horsemanship Performance

Required mounted abilities:

- Move from a walk to a trot to a lope, back to a jog, then to a walk, both directions of the arena. When moving the horse to a lope, the rider should cue the horse to take the correct lead. If the horse fails to take the correct lead, rider should slow horse to a jog and attempt to get correct lead.
- Jog horse in straight line, turn around a pylon and return in a straight line.
- Lope horse in a straight line, turn around pylon, without breaking gait and return in a straight line.
- Back up horse, while mounted, ten steps.
- Demonstrate what one would do if his/her horse were running away.

Pattern - Level 3

1. Walk to marker A. Pick up jog, jog to middle of arena. Pick up right lead and lope circle. Near center of arena break to a jog. Jog through center of arena then pick up a left lead and lope a circle.
2. After completing left circle jog to and around markers B and A.
3. Continue jogging towards judge. When near judge slow to a walk then stop. Settle horse. Back your horse 8 steps.



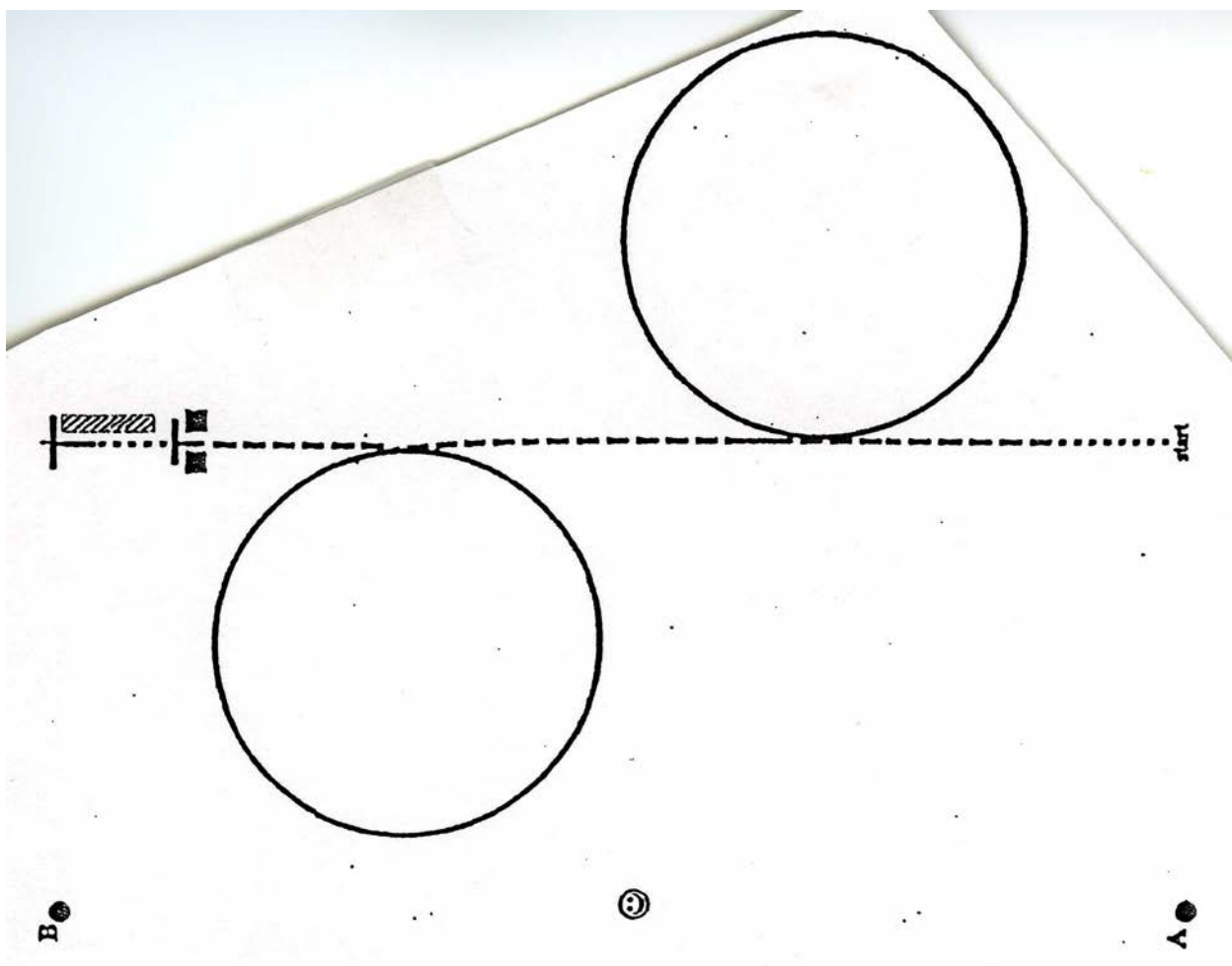
Level 4 – Western Horsemanship Performance

Required mounted abilities:

- Execute a proper left lead in a left circle; execute a proper right lead in a right circle.
- Demonstrate a drop to a jog lead change while riding in a figure 8 pattern.
- Execute right and left turn on hindquarters (90 degrees).
- Recognize and execute proper diagonals while mounted.
- Demonstrate proper leg yielding in place (90 degree turns, left and right on the forehand).
- Ride and execute a pattern consisting of above maneuvers.

Pattern - Level 4

1. Start across from marker A at a walk. Pick up jog then a right lead. Lope right circle between marker A and judge.
2. Break to a jog after completion of circle. Jog then pick up left lead and lope a left circle.
3. Break to a jog after completion of circle then to a walk. Stop. Settle.
4. Do a right 90 degree forehand pivot then a left 90 degree forehand pivot.
5. Walk until across from marker B and stop. Settle. Back 8 steps.



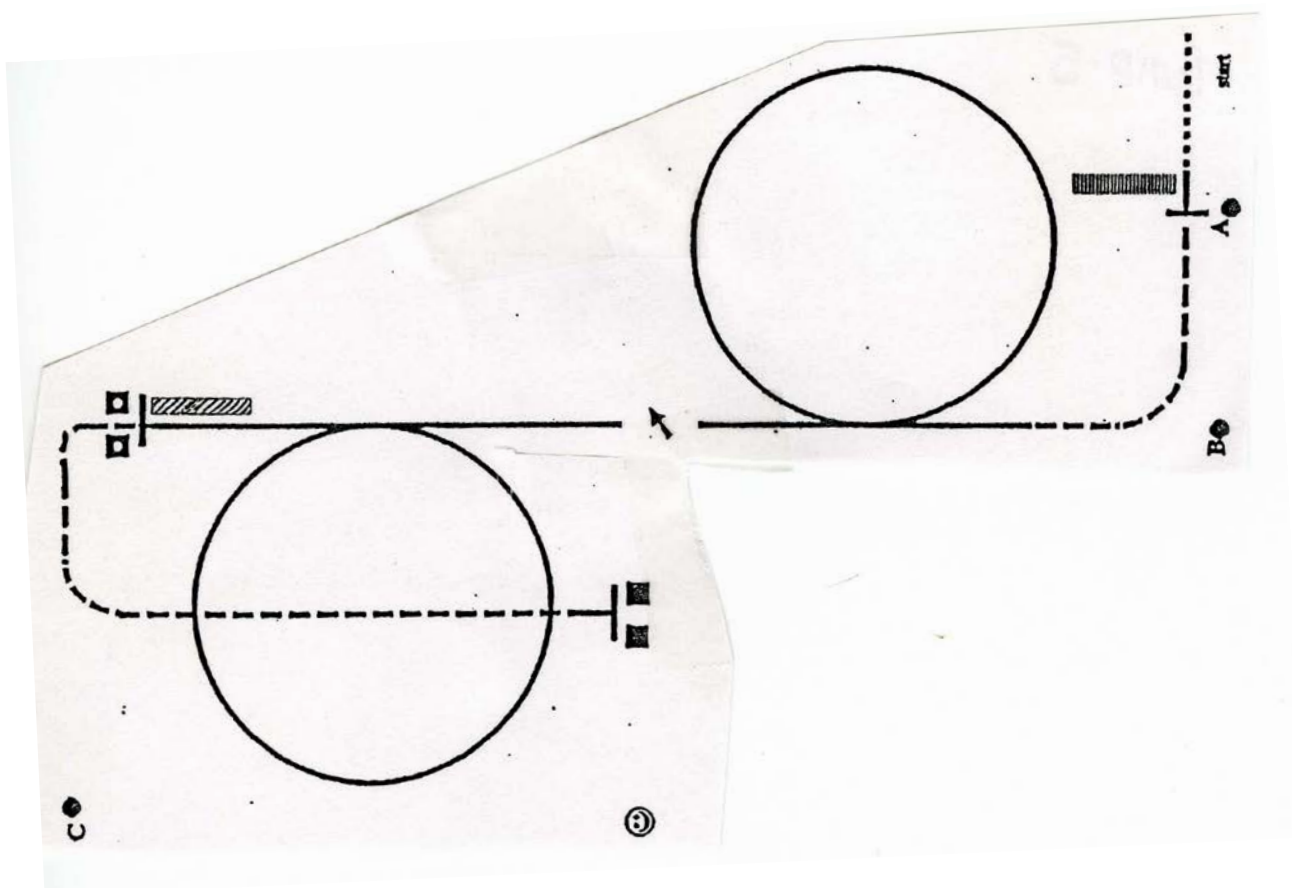
Level 5 – Western Horsemanship Performance

Required mounted abilities:

- Execute a proper left lead in a left circle; execute a proper right lead in a right circle.
- Demonstrate a lead change in a straight line (drop to a trot change)
- Execute proper leg yielding in place (180 degree turns left and right on the forehand).
- Demonstrate how to change diagonals using a serpentine pattern.
- Drop stirrups and ride as instructed.
- Execute a side pass a minimum of 10 feet both to the left and to the right.
- Demonstrate how to extend a trot.
- Demonstrate a half halt.
- Ride and execute a pattern consisting of above maneuvers.
- Demonstrate skills required in Level 4.

Pattern - Level 5

1. Walk to marker A. Stop. Sidepass right then left 10 feet.
2. Pick up a jog and jog around corner by marker B. Pick up right lead and lope one circle.
3. After completion of circle do a drop to trot lead change and lope one circle.
4. Lope until even with marker C. Stop. Settle.
5. Back 10 steps. Settle. Do one 180 degree hindquarter turn each way.
6. Pick up a jog. Jog around corner until even with judge. Stop. Do one 180 degree forehand turn each way.



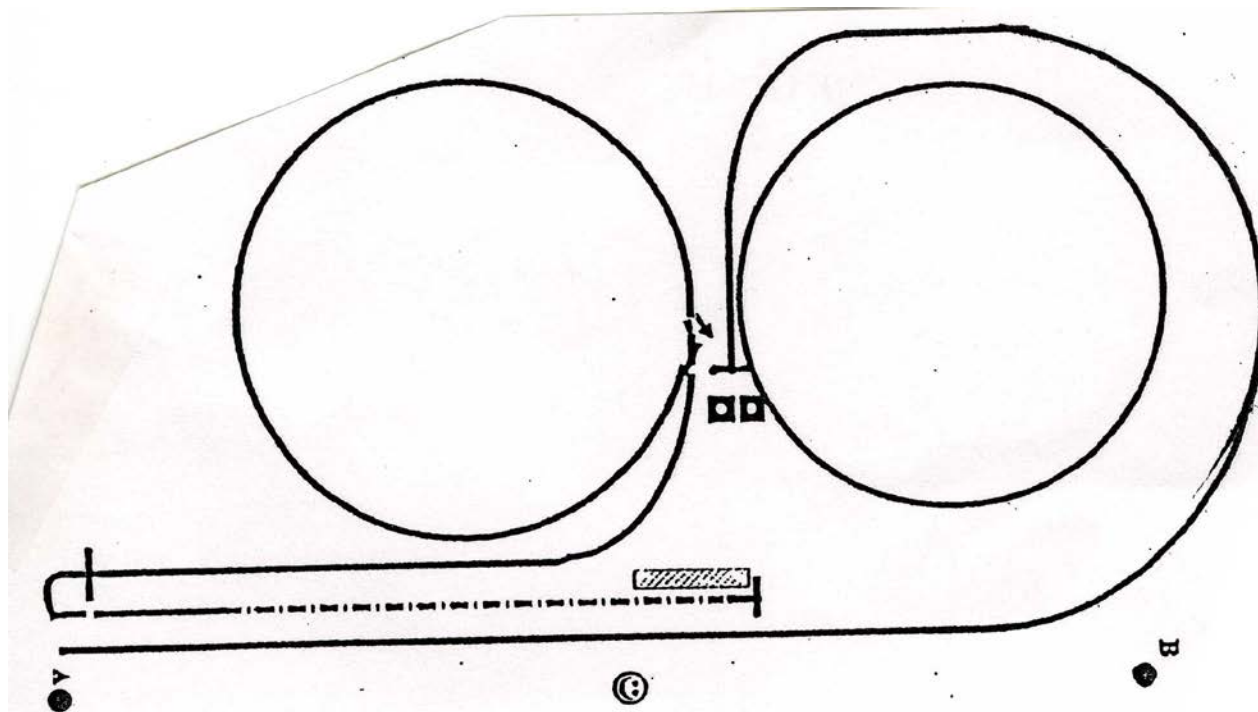
Level 6 - Western Horsemanship Performance

Required mounted abilities:

- Demonstrate a lope from a stop with designated leads.
- Explain and demonstrate how to lengthen a stride.
- Execute a 360 degree spin.
- Ride and demonstrate a hand gallop.
- Demonstrate how to counter canter.
- Demonstrate left and right two-track/half pass at the jog.
- Execute a rollback.
- Execute a flying lead change.
- Demonstrate skills required in levels 4 and 5.
- Ride and execute a pattern consisting of above maneuvers.

Pattern - Level 6

1. At marker A pick up right lead. Lope towards marker B. Continue counter cantering around end of arena to center across from judge. Stop.
2. Complete one 360 degree hindquarter turn each way. Settle.
3. Lope circle to left to start figure 8. Do a flying lead change at center of figure eight.
4. After completion of one circle to right continue loping to marker A and do a rollback to the left.
5. Between marker A and judge do an extended trot.
6. Stop. Back 10 steps.



Level 7 – Western Horsemanship Performance

Required mounted abilities:

- Rider to execute the pattern using skills from required mounted abilities from Level 6. Pattern to be developed by rider and submitted with registration and entry. It will then be provided to the judge before the class begins.
- Pattern may be choreographed to music.
- Single exhibitor and horse to perform the pattern.
- Setup time, performance of pattern, and tear down time not to exceed 4 minutes. The time limit will be enforced.

The following classes are only open to Colt-Maturity Project Horses.

Colt to Maturity - Conformation

Members must be 12 years old and older during the current 4-H year to be enrolled in this project and must have completed Horsemanship Levels 1-3. This class is open to yearling through 5 year old horses who are enrolled in the “Colt to Maturity Project”. All ages and sexes (**NO STALLIONS ALLOWED AT ANY AGE**) compete together. Horses are judged on the halter strictly on conformation.

Yearling Performance at Halter

This class is where yearlings are shown on the halter. Emphasis is on performance over conformation.

Criteria

- * Performance and manners of horse 50%
- * Appearance of horse and exhibitor 15%
- * Soundness and body conformation 25%
- * Project knowledge 10%

Two-Year Old – Colt under Saddle

Equipment

1. Entries must be shown with a saddle (Western or English). Spurs will be permissible, but not encouraged.
2. Two-year olds will show best with a ring snaffle bit or a rawhide noseband hackamore (bosal). The use of running martingale or German Olympic martingale are permissible, but not mandatory. Other martingales, tie downs and bits are not permitted.

Instructions to Riders

1. Horses will be direct reined only.
2. Spurs should not be used forward of the cinch.
3. While horse is in motion the rider's hands should be clear of the horse and the saddle unless necessary to prevent a fall.

Required Mounted Abilities

- The horses will be judged on their ability to perform the following:
- Walk, trot and canter both directions of the ring. Exhibiting recognition of proper leads. The horse must follow his head and show flexion. The change to gait will be progressive.
Example: Walk, to trot, to lope, to trot, to walk.

Other tasks the contestants may be asked to perform are:

- A halt (not sliding stop) will be asked for from the walk.
- Line up in center of the ring.
- Unsaddle at judge's discretion.
- Saddle at judge's discretion.
- Back horse 6 to 10 feet while mounted.
- Mount as judge indicates and ride forward out of the line to the judge and halt.
- Judge may ask questions of the rider to determine knowledge of equipment, horse, training techniques and nutrition.

Faults of the horse and rider

The following characteristics will be considered faults:

1. Equitation Faults
 - a. Improper saddling.
 - b. Improper mounting and dismounting.
 - c. Bouncing in saddle at any gait.
 - d. Heavy handed.
 - e. Jerking the horse's head.
 - f. Excessive whipping or spurring.
 - g. Incorrect foot, leg, and body position of rider while mounted.

2. Horse Faults
 - a. Opening mouth, throwing head.
 - b. Nervousness.
 - c. Switching tail.
 - d. Moving while rider mounts or dismounts.
 - e. Breaking gaits.
 - f. Unwillingness to back on command.
 - g. Failure to properly execute any of the required movements.
 - h. Failure to yield or give to the bit.

Three-Year Old – Colt Under Saddle

Equipment

1. Entries must be shown with a saddle. Spurs will be permissible, but not encouraged.
2. The three-year old will show best with a ring snaffle bit or a rawhide nose-band hackamore (bosal). The use of a German Olympic martingale or running martingale is recommended, but not mandatory. However, other martingales, tie downs and bits are not permitted.

Instructions to Riders

1. Horses may be neck reined or direct reined (rein held in each hand). Either method is acceptable, and no additional credit will be given for neck reining. The horses will be judged on quality of their performance without regard for the method of reining used.
2. Spurs should not be used forward of the cinch.
3. While the horse is in motion, the rider's hands should be clear of the horse and the saddle unless necessary to prevent a fall.

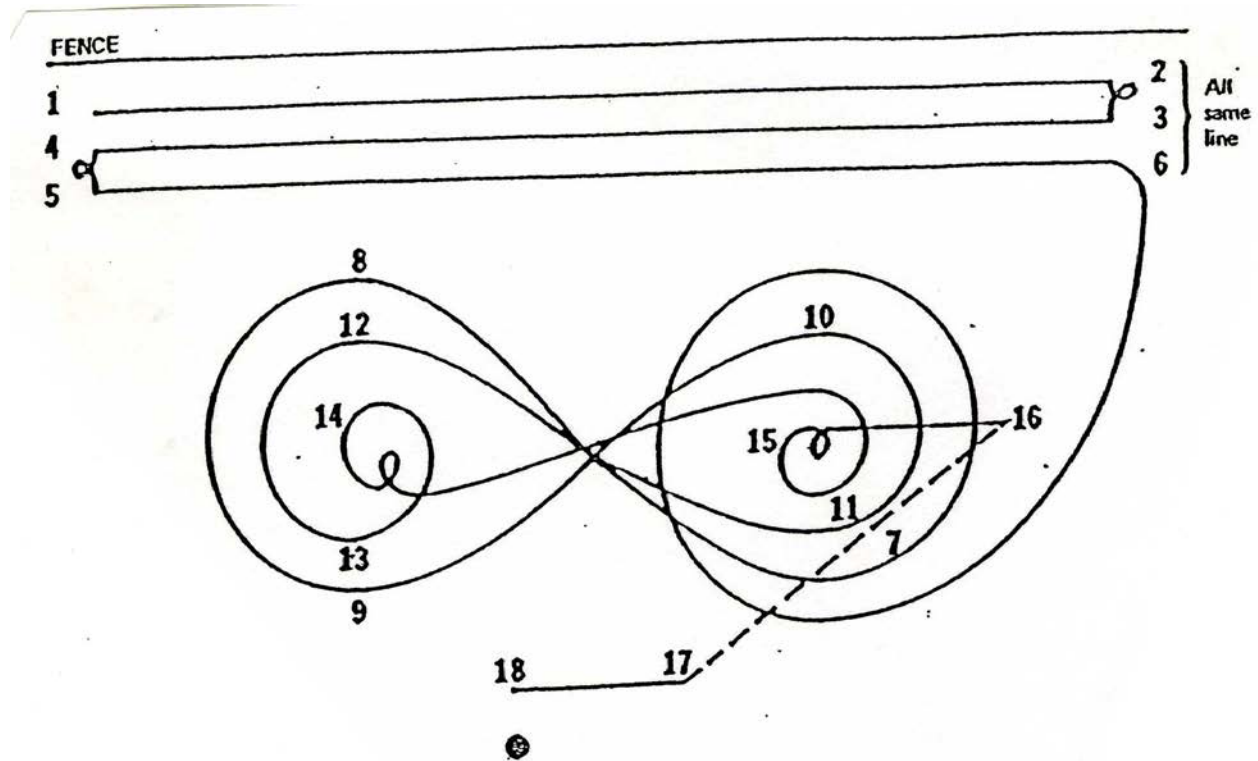
Required Mounted Abilities

The horses will be judged on their ability to perform the following:

1. Walk, jog, lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Rider may post the extended trot, (must be on correct diagonal) Western or English, but must sit the jog.
2. Retire to one end of the arena where each rider will perform the following pattern individually.
 - 1-2 Trot along side of fence about 100 feet.
 - 2 Stop.
 - 2-3 Turn on forehand (front feet stay in 2 foot circle) with hind quarter moving to the right.
 - 3-4 Trot back toward starting point along the fence.
 - 4 Stop.
 - 4-5 Turn on the forehand (keep front feet in 2 foot circle) with hindquarter moving to the left.
 - 5-6 Trot along fence striking into a lope as the rider begins the Figure 8 and go around Circle A once at the lope.
 - 7 Drop to a trot.
 - 8 Pick up new lead and go around Circle B at the lope.
 - 9 Drop to a trot.
 - 10 Pick up new lead and go around Circle A.
 - 11 Drop to a trot.
 - 12 Pick up new lead and go around Circle B.
 - 13-14 Trot to left making the circle progressively smaller and smaller until the horse is holding hindquarters in one spot and crossing his front legs to walk around 180 degree turn.
 - 14-15 Trot to right making the circle progressively smaller and smaller until the horse is holding hindquarters in one spot and crossing his front legs to walk around 180 degree turn.
 - 15-16 Trot.
 - 16 Stop.
 - 16-17 Back 10 feet.
 - 17 Stop, Settle horse for 10 seconds
 - 18 Retire to judge for inspection

This pattern has been designed for the 4-Her to demonstrate that the horse will yield to the rider's leg and move its hindquarter to the left and right. (Rider will be penalized for using strong hands or pulling horse's head to the side to accomplish this turn on the forehand.) The fence is used to aid 4-Her to stay off the horse's mouth as much as possible. This control of the hindquarters is needed to be able to direct the horse to take the correct lead at the lope in the Figure 8. The Figure 8 calls for a drop to the trot change of lead because this will give the rider several opportunities to demonstrate that he can direct the horse to take the correct lead and because this will help prepare the horse to do a flying change of lead called for in later years as this horse project continues to maturity.

Pattern for Three-year-old Colt To Maturity



Four-Year Old – Colt Under Saddle

Equipment

1. Entries must be shown with a saddle. Spurs will be permissible, but not encouraged.
2. The four-year old will show best with a ring snaffle bit or a rawhide nose-band hackamore (bosal), using two hands; however, if a contestant desires a curb bit, one hand can be used. The use of a German Olympic martingale or running martingale may be used when using a ring snaffle only, but is not mandatory. However, other martingales, tie downs and bits are not permitted.

Instructions to Riders

1. Horses may be neck reined or direct reined (rein held in each hand). Either method is acceptable, and no additional credit will be given for neck reining. The horses will be judged on quality of their performance without regard for the method of reining used.
2. Spurs should not be used forward of the cinch.
3. While the horse is in motion, the rider's hands should be clear of the horse and the saddle unless necessary to prevent a fall.

Required Mounted Abilities

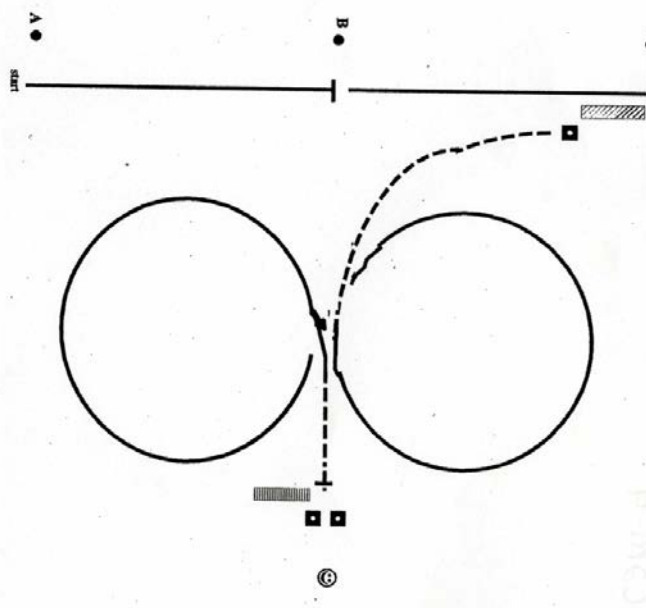
The horse will be judged on his ability to perform the following:

Walk, jog, lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Rider may post the extended trot (must post on the correct diagonal), but must sit the jog trot.

Retire to one end of the arena where each rider will perform the following pattern individually:

1. At marker A start lope in left lead. At marker B stop. Settle.
2. At marker B pick up right lead and lope to marker C. Stop. Settle. Back 10 steps. Do a 180 degree hindquarter pivot to the right.
3. Jog towards marker B picking up left lead to start figure 8. Execute a flying lead change at center.
4. After completing figure 8 break to jog. Jog towards judge. Stop. Settle. Sidepass right and left at least 6 feet each way. Do a 360 degree hindquarter turn each way.

Pattern for Four-year-old Colt to Maturity



Five-Year Old – Colt Under Saddle

Equipment

1. Entries must be shown with a saddle. Spurs will be permissible but not encouraged.
2. The five-year old stock horse will show best in a curb bit. English horses will show best in the Pelham or Weymouth bits. Tie down martingales and other types of bits are not permitted.
3. Skid boots optional for sliding stop.

Instructions to Riders

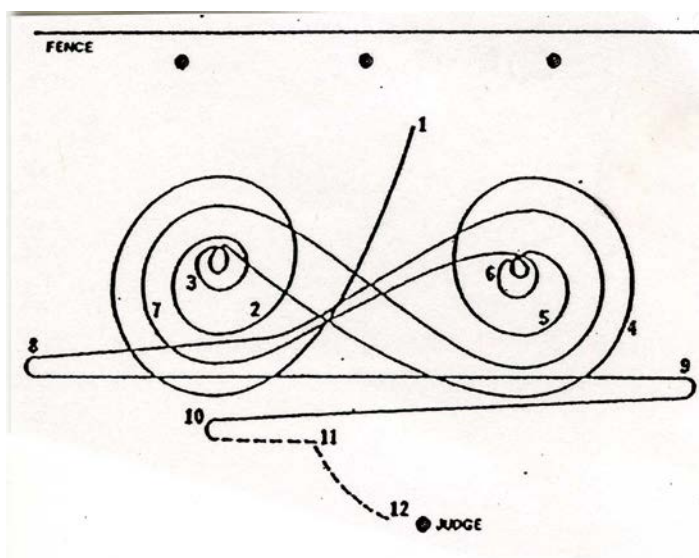
1. If riding Western, horses must be neck reined. English riders must hold reins properly.
2. Spurs or reins should not be used forward of the cinch.
3. While the horse is in motion, the rider's hands should be clear of the horse and the saddle unless needed to prevent a fall.

Required Mounted Abilities

The horse will be judged on his ability to quietly and accurately perform the following pattern:

1. Starting in the center of the arena make a large fast circle to the right.
2. Draw the circle down to a small circle until you reach the center of the arena. Stop.
3. Do a double spin (720 degrees) to the inside of the small circle in the center of the arena - at the end of the spins, the horse should be facing the left wall - slight hesitation.
4. Begin on the left lead and make a large fast circle.
5. Then a small circle again drawing it down to the center of the arena - stop - no hesitation on these stops.
6. Do a double spin (720 degrees) to the inside of the circle - slight hesitation - horse to be facing right wall.
7. Begin on right lead and make a fast figure eight over the large circle - close the eight - and change leads.
8. Run to far end of arena and do a left roll back.
9. Run to opposite end of arena and do a right roll back.
10. Run back past center of the arena and do a sliding stop. Hesitate
11. Back over slide tracks
12. Finish - walk to judge for inspection and dismissal.

Pattern for Five-year-old Colt to Maturity



Green Horse

Only youth enrolled in the Green Horse Project can enter the following classes. This project is for members who have horses that are not fully trained, but do not fit into the colt to maturity project because of age or ability. Open to mares and geldings. **NO STALLIONS!** To participate in this project, you must be 12 years old or older during the current year and have completed Horsemanship Levels 1-3.

Level 1 Green Horse

Animal will show best with a ring snaffle bit or a rawhide hackamore (bosal). The use of running martingale or German Olympic martingale is permissible, but not mandatory.

Other martingales, tie downs, and bits are not permitted (shank bits are not permitted).

Horses will be direct reined only (rein held in each hand).

Required Mounted Abilities

1. The horses will be judged on their ability to perform the following:

Walk, trot and canter both directions of the ring.

Exhibiting recognition of proper leads.

The horse must follow his head and show flexion.

The change to gait will be progressive.

Example: Walk, to trot, to lope, to trot, to walk.

Other tasks the contestants may be asked to perform are:

Halt (not sliding stop)

Dismount and mount

Unsaddle and saddle up

Back while dismounted

Name parts of the animal, equipment, and nutrition

Enter ring counter clockwise at a walk at judge's direction; increase to a trot, maintain until judge asks to increase to a canter, hold until judge asks you to trot then to a walk. Switch directions turning toward judge and repeat. Halt from a walk at judge's direction.

Level 2 Green Horse

Animal will show best with a ring snaffle bit or a rawhide hackamore (bosal). The use of running martingale or German Olympic martingale is permissible, but not mandatory. Other martingales, tie downs, and bits are not permitted (shank bits are not permitted).

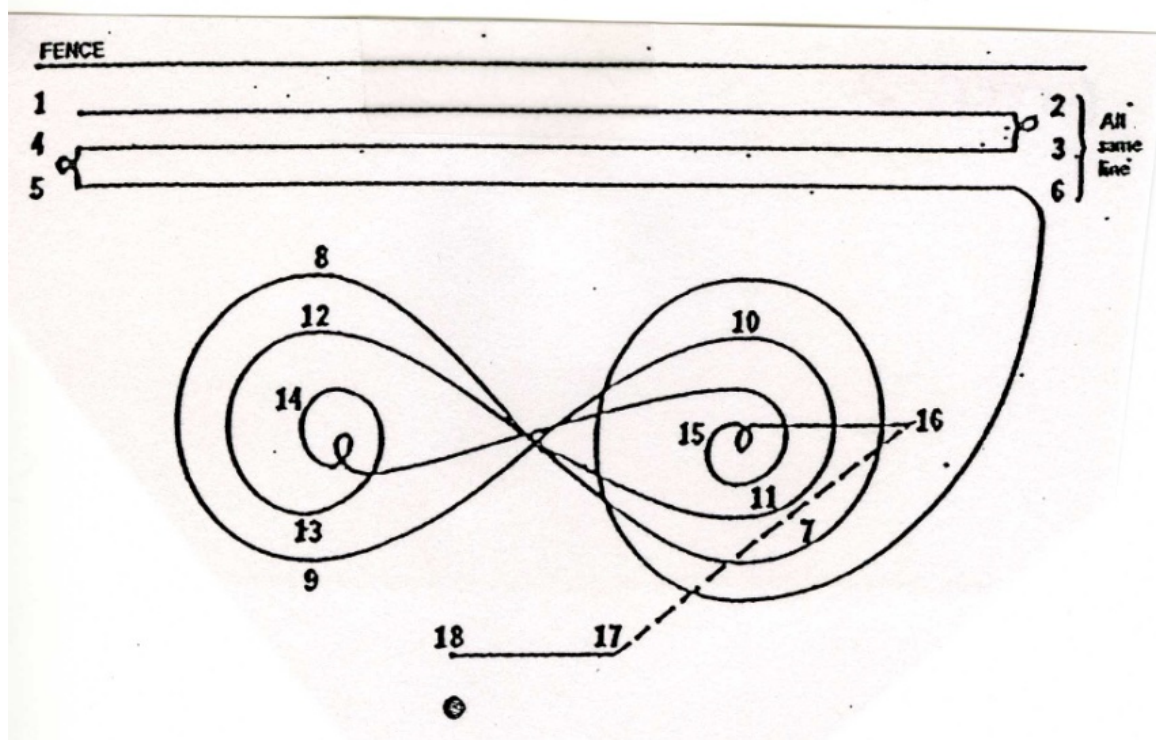
Horses may be neck reined or direct reined. Either method is acceptable; no additional credit will be given for neck reining. Spurs should not be used forward of the cinch.

Horses will be judged at the walk, jog, lope on the rail both directions and lengthen and reduce each gait as directed by the judge.

Horses will also be judged on the following pattern:

- 1-2 Trot along side of fence about 100 feet.
- 3 Stop.
- 2-3 Turn on forehand (front feet stay in 2 foot circle) with hindquarter moving to the right.
- 3-4 Trot back toward starting point along the fence.
- 4 Stop.
- 4-5 Turn on the forehand (keep front feet in 2 foot circle) with hindquarter moving to the left.
- 5-6 Trot along fence striking into a lope as the rider begins the Figure 8 and go around circle A once at the lope.
- 7 Drop to a trot.
- 8 Pick up new lead and go around circle B at the lope.
- 9 Drop to a trot.
- 10 Pick up new lead and go around circle A.
- 11 Drop to a trot.
- 12 Pick up new lead and go around circle B.
- 13-14 Trot to left making the circle progressively smaller and smaller until the horse is holding hindquarters in one spot and crossing his front legs to walk.
- 14-15 Trot to right making the circle progressively smaller and smaller until the horse is holding hindquarters in one spot and crossing his front legs to walk around 180 degree turn.
- 15-16 Trot.
- 16 Stop.
- 17 Stop, settle horse for 10 seconds.
- 18 Retire to judge for inspection.

Pattern for Level 2 Green Horse



Level 3 Green Horse

Animal will show best with a ring snaffle bit or a rawhide noseband hackamore (bosal) using two hands; however, if a contestant desires a curb bit, one hand can be used. The use of a German Olympic martingale or running martingale, may be used when using a ring snaffle only, but it is not mandatory. However, other martingales and tie downs are not permitted.

Horses may be neck reined or direct reined. Either method is acceptable and no additional credit will be given for neck reining.

Horses will be judged at the walk, jog, lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Rider may post the extended trot, but must sit the jog trot.

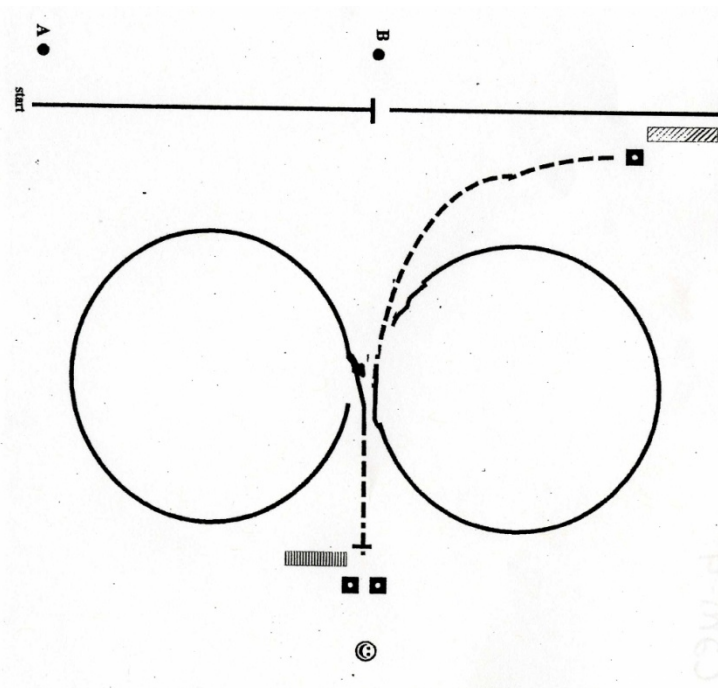
The horse will be judged on his ability to perform the following

Walk, jog, lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Rider may post the extended trot (must post on the correct diagonal), but must sit the jog trot.

Retire to one end of the arena where each rider will perform the following pattern individually:

1. At marker A start lope in left lead. At marker B stop. Settle.
2. At marker B pick up right lead and lope to marker C. Stop. Settle. Back 10 steps. Do a 180 degree hindquarter pivot to the right.
3. Jog towards marker B picking up left lead to start figure 8. Execute a flying lead change at center.
4. After completing figure 8 break to jog. Jog towards judge. Stop. Settle. Sidepass right and left at least 6 feet each way. Do a 360 degree hindquarter turn each way.

Pattern for Level 3 Green Horse



Working Ranch Horse

Only youth enrolled in the “Working Ranch Horse Project” can enter the following classes. It is recommended that horses in this project should be mature, five years or older.

Level 1 –Working Ranch Horse

1. Knowledge – Each contestant will be required to answer 3 knowledge questions from the judge at any point during their competition. Each question will be worth 5 points. The questions will be taken from their assessment.

2. Heading – The purpose of the heading competition will be for youth participants to show their skill in throwing head loops.

Participants will throw loops from the ground while a handler holds their horse at a roping dummy that is equipped with a horn-less or muley head. Handling and control of the rope will be important in the scoring process.

Competitors will be allowed a maximum of five head loops within a two (2) minute time limit.

Scoring will be as follows:

1. 30 points – Handling and control of the rope.
2. 10 points – Each catch (potential of 50 points).
3. 3 points – Each catch for use of side arm throw, scoop loop, backhand throw, or turnover loop. Judge must be aware of the intended type of throw (‘call your shot’).

Each participant will use only one rope, and must re-coil and build a new loop after each throw.

3. Heeling – The purpose of the heeling competition will be for youth participants to show their skill in throwing heel loops. Scoring for heeling on a dummy is based solely on technique of the throw, smoothness, delivery, and how the loop lays.

Participants will throw loops from the ground while a handler holds their horse. Handling and control of the rope will be important in the scoring process.

Competitors will be allowed a maximum of five heel loops within a two (2) minute time limit.

Scoring will be as follows:

1. 30 points – Handling and control of the rope.
2. 10 points – Technique of each “catch” (potential of 50 points).
3. 3 points – Each catch for use of side hipshot or backhand. Judge must be made aware of the intended type of throw (‘call your shot’).

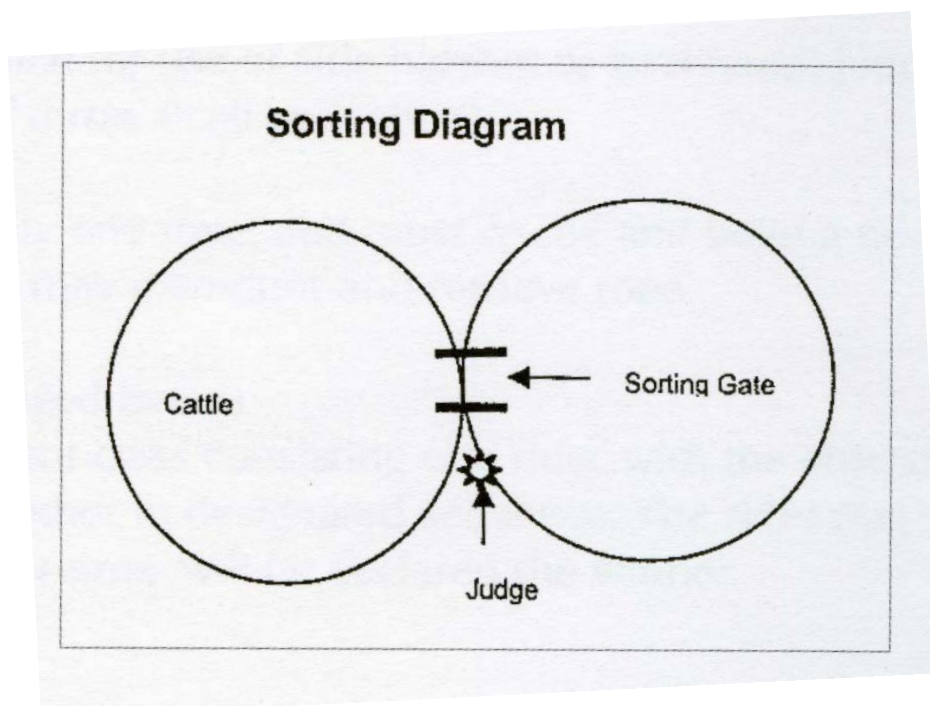
Each participant will use only one rope, and must re-coil and build a new rope after each throw.

4. Ranch Sorting (Timed/Judged Event) – Ranch Sorting is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.

The concept of ranch sorting is:

- Ten (10) head of cattle in the herd numbered 0-9.
- Ranch Sorting will take place between two pens of approximately equal size with the Show Management’s option of working cattle back and forth or only one way.

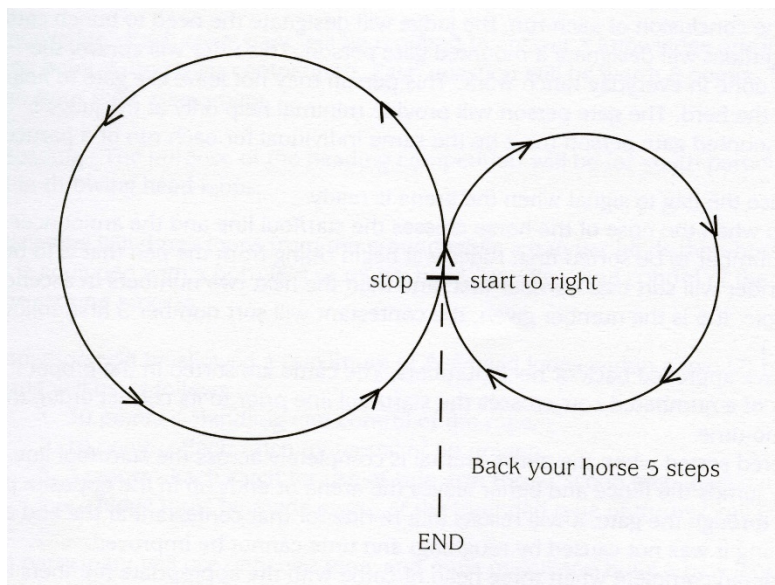
- Recommended sorting area to be round pens 50'-60' in diameter. The start/foul line will be recommended as a 12'-16' opening between the two pens.
- There will be a 90 second time limit.
- The judge will be positioned evenly with the foul line.
- All cattle will be bunched on the cattle side of the gate within the designated area before the time begins. At the conclusion of each run, the judge will designate the need to bunch cattle.
- The show management will designate a mounted gate person. This rider will control the gate as would be done in everyday ranch work. This person may not leave the gate to help a contestant sort the herd. The gate person will provide minimal help only at the judge's discretion. The mounted gate person must be the same individual for each run of a particular age group.
- The judge will raise the flag to signal when the arena is ready.
- The flag will drop when the nose of the horse crosses the start/foul line and the announcer will provide the number to be sorted first. Rider will begin riding from the pen that is to be sorted into. The rider will sort that number first, and then the next two numbers in ascending order. (For example: If 5 is the number given, the contestant will sort number 5 first, followed by 6 and then 7.)
- All cattle must have approved back or neck numbers. The cattle are sorted in the proper order. If any part of a numbered cow crosses the start/foul line prior to its correct order, the rider receives a no-time.
- A cow is considered sorted when the entire animal is completely across the start/foul line. If a numbered cow jumps the fence and either leaves the arena or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride for that contestant at the end of the herd, (assuming it was not caused by roughing) and time cannot be improved.
- The run is considered complete when three head of cattle with the appropriate numbers are sorted through the center gate or the time limit expires.
- Show Management must use three timers for this event. Contestants will receive a time for each animal they sort. The purpose of this is to decide placing if not enough riders sort three head. (For example: If rider #7 sorts three head in 1:16, but no one else sorts three, rider #7 is the winner. If rider #4 sorted two in :58 and #8 sorted two in :45, but neither sorted three, #8 would be second place. The first timer will time the first head sorted, the second will time the second head sorted, and the third will record either the time for the third sort or the 90 second time limit.



Pattern - Level 1

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

1. Beginning in the right direction, trot a small circle.
2. At the center of the arena, change direction.
3. Trot in a large circle to the left.
4. Stop in the center of the arena.
5. Back your horse five steps.



Level 2 – Working Ranch Horse

1. Test – Each contestant will be required to take a written exam. The exam will be worth 100 points. Level 1 and 2 exams will have questions from 4-H Horsemanship and Montana 4-H Working Ranch Horse Practical Training Guide. Level 3 and 4 exams will have questions from the already mentioned books as well as 4-H Horse Science.

2. Heading – The purpose of the heading competition will be for youth participants to show their skill in throwing head loops and demonstrating their ability to safely dally their ropes.

Participants will throw loops from horseback at a roping dummy that is equipped with a horn-less or muley head. Control and positioning of the horse will be important in the scoring process.

Competitors will be allowed a maximum of five head loops within a two (2) minute time limit. Scoring will be as follows:

1. 20 points – Control and positioning of the horse
2. 10 points – Each catch (potential of 50 points)
3. 15 points – Display of safe dallying techniques
4. 3 points – Each catch for use of side arm throw, scoop loop, backhand throw or turnover loop. Judge must be aware of the intended type of throw ('call your shot').

Each participant will use only one rope, and must re-coil and build a new loops after each throw. If rope is dropped, contestant may dismount and retrieve rope.

3. Heeling – The purpose of the heeling competition will be for youth participants to show their skill in throwing heel loops and demonstrating their ability to safely dally their ropes. Scoring for heeling on a dummy is based solely on technique of the throw, smoothness, delivery and how the loop lays.

Participants will throw loops from horseback at a roping dummy. Control and positioning of the horse will be important in the scoring process.

Competitors will be allowed a maximum of five heel loops within a two (2) minute time limit.

Scoring will be as follows:

1. 20 points – Control and positioning of the horse
2. 10 points – Technique of each catch (potential of 50 points)
3. 15 points – Display of safe dallying techniques
4. 3 points – Each catch for use of side hipshot or backhand. Judge must be aware of the intended type of throw ('call your shot').

Each participant will use only one rope, and must re-coil and build a new loops after each throw. If rope is dropped, contestant may dismount and retrieve rope.

4. Ranch Sorting (Timed/Judged Event)– Ranch Sorting is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.

Ranch Sorting Concepts listed in Level 1 will also apply in Level 2.

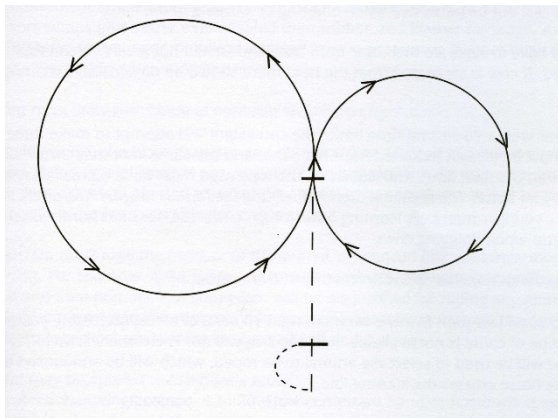
5. Working Ranch Horse (Pattern + Cow Work) – This class combines the reining ability and cow sense of the horse and will be judged on the rider's and horses' ability, cow sense, and smoothness. Each contestant will perform individually. The event will begin with the reining pattern and then release one cow into the arena.

Each exhibitor will be allowed a maximum of 5 minutes to complete the class. At the 3 minute mark, there will be a two-minute warning. When the 5 minute time limit has expired, the exhibitor will be excused from the arena.

Pattern - Level 2

Walk to the center of arena facing the judge or the left wall.

1. Beginning on a right lead, lope a small, slow circle.
2. Using a simple lead change, change leads at the center of the arena.
3. Lope a large, slow circle to the left.
4. Stop in the center of the arena.
5. Back your horse ten feet.
6. Complete one half spin to the left.
7. Complete one half spin to the right.
8. Hesitate to show completion of pattern.



After the exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall move and hold the cow on the prescribed number located at some point in the arena. The contestant must hold the animal a sufficient time to demonstrate the ability of the horse to contain the cow.

Numbers 1, 2, and 3 will be posted on the fence inside the arena. Contestant will be given a randomly drawn number of 1 to 3 signifying where the animal is to be boxed.

Score of zero:

- Fall of rider not caused by falling motion of horse.
- Leaving the arena before the pattern or work is complete.
- Any horse that is out of control while working the cow, thus endangering the rider, shall be whistled out.

The judge may blow his whistle at any time to terminate the work. A score of zero will be charged if the work is not completed.

Level 3 – Working Ranch Horse

1. Test – Each contestant will be required to take a written exam. The exam will be worth 100 points. Level 1 and 2 exams will have questions from 4-H Horsemanship and Montana 4-H Working Ranch Horse Practical Training Guide. Level 3 and 4 exams will have questions from the already mentioned books as well as 4-H Horse Science.

2. Heading – The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Galloping or trotting of the horse will be permitted when entering or working in the herd.

Contestant does not have to separate their cow from herd and should not receive credit for separation from herd. If cow is separated from the herd there should be no excessive running or cutting of the cow.

This is a judged event with a 90 second time limit. The contestant will attempt to make three head catches. The rope must be thrown (released from the hand) and the contestant may throw as many loops as needed within the time limit. The Honda on the rope used must be of a breakaway design. Leather horn wraps give better when members learning how to rope cows. Rubber bites harder on the rope and gives a better grip when dragging cows.

Contestant must start with horse at opposite end of pen from cattle.

Herd should consist of no less than five and no more than 10 head of cattle, preferably yearlings or younger. If this type of cattle is not available then any size will do. The cattle will be numbered 0-9. A random draw will be used to select the animal to be roped, which will be announced to the contestant when the horse crosses the starting line.

The contestant must rope the number of the animal announced first, and then move on to the next and the next. For example: If the judge announces number 5, the contestant will rope 5 first and then number 6 and then number 7. A contestant will be disqualified for roping any animal out of order.

Time will be started when the contestant starts the horse walking towards the cattle. The contestant must make a legal head catch of the designated calf and dally up. The animal's head must pass through any legal catch. Points will be deducted for feet or legs of any portion of the calf's body behind the shoulder.

Points that may be applied to exhibitor's score:

1. Horse handling/position, 1 to 20 – How contestant handles horse when entering herd, position when throwing loop, position when dallying, etc.
2. Rope handling ability, 1 to 20 – How contestant handles rope, position of coils in hand, appropriate loop size, re-coiling of rope, etc.
3. Each legal head catch, 15 points – 10 points for head and front legs, belly, etc. Anything other than a clean catch.
4. Loops other than traditional head catch, 3 points each. Backhand, underhand, scoop, etc. Judge must be made aware of the intended type of throw ('call your shot')

*Score of zero for galloping or trotting horse when entering or working herd.

3. Heeling – The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Galloping or trotting of the horse will not be permitted when entering or working in the herd.

Contestant does not have to separate their cow from herd and should not receive credit for separation from herd. If cow is separated from the herd there should be no excessive running or cutting of the cow.

This is a judged event with a 90 second time limit. The contestant will attempt to make three heel catches. The rope must be thrown (released from the hand) and the contestant may throw as many loops as needed within the time limit. The Honda on the rope used must be of a breakaway design. Leather horn wraps give better when members learning how to rope cows. Rubber bites harder on the rope and gives a better grip when dragging cows.

Contestant must start with horse at opposite end of pen from cattle.

Herd should consist of no less than five and no more than 10 head of cattle, preferably yearlings or younger. If this type of cattle is not available then any size will do. The cattle will be numbered 0-9. A random draw will be used to select the animal to be roped, which will be announced to the contestant when the horse crosses the starting line.

The contestant must rope the number of the animal announced first, and then move on to the next and the next. For example: If the judge announces number 5, the contestant will rope 5 first and

then number 6 and then number 7. A contestant will be disqualified for roping any animal out of order.

Time will be started when the contestant starts the horse walking towards the cattle. The contestant must make a legal heel catch of the designated calf and dally up.

Points that may be applied to exhibitor's score:

1. Horse handling/position, 1 to 20 – How contestant handles horse when entering herd, position when throwing loop, position when dallying, etc.
2. Rope handling ability, 1 to 20 – How contestant handles rope, position of coils in hand, appropriate loop size, re-coiling of rope, etc.
3. Each legal head catch, 15 points for two legs, 10 points for one leg.
4. Loops other than traditional heel throw, 5 points each. Backhand, underhand, scoop, etc. Judge must be made aware of the intended type of throw ('call your shot')

*Score of zero for galloping or trotting horse when entering or working herd.

4. Ranch Sorting (Timed/Judged Event) – Ranch Sorting is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.

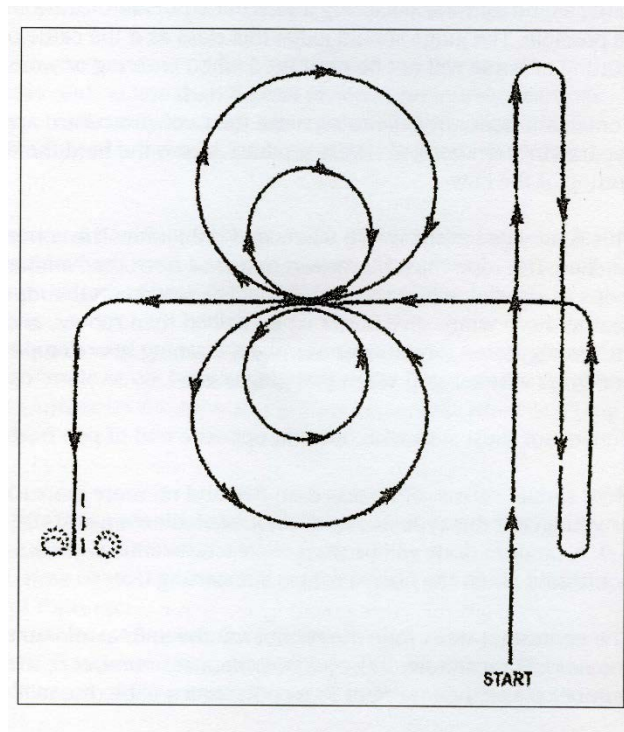
Ranch Sorting Concepts listed in Level 1 will also apply in Level 3.

5. Working Ranch Horse (Pattern + Cow Work) – This class combines the reining ability and cow sense of the horse and will be judged on the rider's and horses' ability, cow sense, and smoothness. Each contestant will perform individually. The event will begin with the reining pattern and then release one cow into the arena.

Each exhibitor will be allowed a maximum of 3 minutes to complete the class. At the 2 minute mark, there will be a two-minute warning. When the 3 minute time limit has expired, the exhibitor will be excused from the arena.

Pattern – Level 3

1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left. Change leads.
5. Lope right circle with medium speed. Change leads.
6. Lope large fast circle to left. Change leads.
7. Lope large fast circle to right. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do a 360 degree spin to the right.
11. Do a 360 degree spin to the left.
12. Hesitate to show completion of pattern.



After exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making a least one turn each way on the fence. Cattle to be used must be yearlings or older, no bulls.

The contestant must get at least one (1) turn in each direction. To be considered a turn, the contestant must be close to the cow to be the cause of the turn. The turn must be tight enough so as not to be considered just circling the fence.

After turning cow on the fence each way contestant will stop horse to complete run.

Score of zero:

- Fall of rider not caused by falling motion of horse.
- Leaving the arena before the pattern or work is complete.
- Any horse that is out of control while working the cow, thus endangering the rider, shall be whistled out.

The judge may blow his whistle at any time to terminate the work. A score of zero will be charged if the work is not completed.

Level 4 – Working Ranch Horse

1. Test – Each contestant will be required to take a written exam. The exam will be worth 100 points. Level 1 and 2 exams will have questions from 4-H Horsemanship and Montana 4-H Working Ranch Horse Practical Training Guide. Level 3 and 4 exams will have questions from the already mentioned books as well as 4-H Horse Science.

2. Heading – The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and

slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Galloping or trotting of the horse will be permitted when entering or working in the herd.

Contestant does not have to separate their cow from herd and should not receive credit for separation from herd. If cow is separated from the herd there should be no excessive running or cutting of the cow.

This is a judged event with a 90 second time limit. The contestant will attempt to make three head catches. The rope must be thrown (released from the hand) and the contestant may throw as many loops as needed within the time limit. The Honda on the rope used must be of a breakaway design. Leather horn wraps give better when members learning how to rope cows. Rubber bites harder on the rope and gives a better grip when dragging cows.

Contestant must start with horse at opposite end of pen from cattle.

Herd should consist of no less than five and no more than 10 head of cattle, preferably yearlings or younger. If this type of cattle is not available then any size will do. The cattle will be numbered 0-9. A random draw will be used to select the animal to be roped, which will be announced to the contestant when the horse crosses the starting line.

The contestant must rope the number of the animal announced first, and then move on to the next and the next. For example: If the judge announces number 5, the contestant will rope 5 first and then number 6 and then number 7. A contestant will be disqualified for roping any animal out of order.

Time will be started when the contestant starts the horse walking towards the cattle. The contestant must make a legal head catch of the designated calf and dally up. The animal's head must pass through any legal catch. Points will be deducted for feet or legs of any portion of the calf's body behind the shoulder.

Points that may be applied to exhibitor's score:

1. Horse handling/position, 1 to 20 – How contestant handles horse when entering herd, position when throwing loop, position when dallying, etc.
2. Rope handling ability, 1 to 20 – How contestant handles rope, position of coils in hand, appropriate loop size, re-coiling of rope, etc.
3. Each legal head catch, 15 points – 10 points for head and front legs, belly, etc. Anything other than a clean catch.
4. Loops other than traditional head catch, 3 points each. Backhand, underhand, scoop, etc. Judge must be made aware of the intended type of throw ('call your shot')

*Score of zero for galloping or trotting horse when entering or working herd.

3. Heeling – The idea of this class is to show the ability of the horse and rider's skill of handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Galloping or trotting of the horse will not be permitted when entering or working in the herd. Horses may be trotted or galloped to hold herd.

Contestant must have an adult header who is very capable of handling roped cattle. The assistant can be a family member, 4-H leader, or acquaintance.

This is a judged event with a three (3) loop limit. The rope must be thrown, and cannot be placed by hand in position to make a catch.

Herd will consist of no less than five and no more than 10 head of cattle, preferably yearlings or younger. Corriente or other roping type cattle may be used. The cattle will be numbered 0-9. A random draw will be used to select the animal to be roped, which will be announced to the contestant at the beginning of the run.

Heelers will use regular Hondas and not breakaway types. Leather horn wraps give better when dallied than rubber, and leather (or latigo, mule or elk hide, etc.) is suggested for younger embers learning how to rope cows. Rubber bites harder on the rope and gives a better grip when dragging cows.

Points that may be applied to exhibitor's score:

1. Horse handling/position, 1 to 30 – How contestant handles horse when entering herd, position when throwing loop, position when dallying, etc.
2. Rope handling ability, 1 to 30 – How contestant handles rope, position of coils in hand, appropriate loop size, re-coiling of rope, etc.
3. Each legal heel catch, 25 points for two legs, 15 points for one leg.
4. Catch made with loops other than traditional heel throw, 15 points. Backhand, Del Viento, Hipshot, etc. Judge must be made aware of the intended type of throw ('call your shot')

*Score of zero for galloping or trotting horse when entering or working herd.

4. Ranch Sorting (Timed/Judged Event) – Ranch Sorting is a timed event class consisting of a rider with the objective of sorting 3 head of cattle from one pen into another in designated sequence. The rider that sorts the most cattle in the correct order, with the fastest time, will be declared the winner.

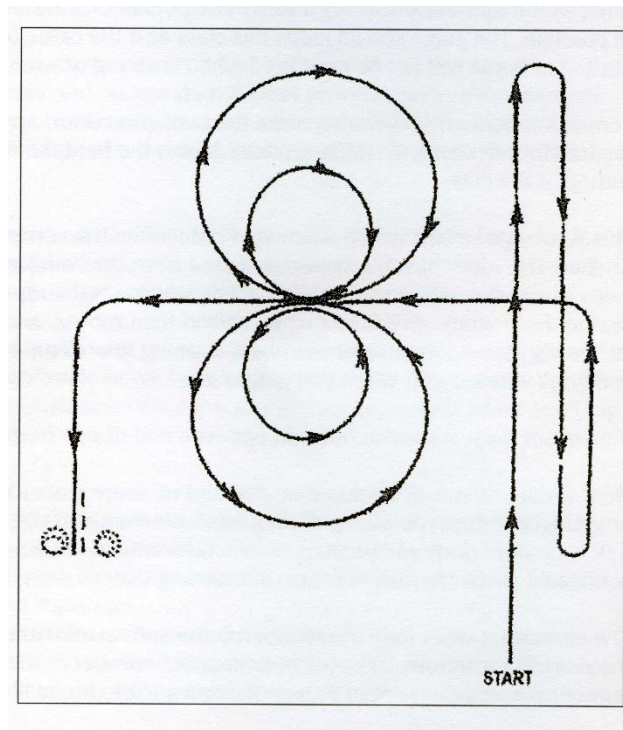
Ranch Sorting Concepts listed in Level 1 will also apply in Level 4.

5. Working Ranch Horse (Pattern + Cow Work) – This class combines the reining ability and cow sense of the horse and will be judged on the rider's and horses' ability, cow sense, and smoothness. Each contestant will perform individually. The event will begin with the reining pattern and then release one cow into the arena.

Each exhibitor will be allowed a maximum of 3 minutes to complete the class. At the 2 minute mark, there will be a two-minute warning. When the 3 minute time limit has expired, the exhibitor will be excused from the arena.

Pattern – Level 4

1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left. Change leads.
5. Lope right circle with medium speed. Change leads.
6. Lope large fast circle to left. Change leads.
7. Lope large fast circle to right. Change leads.
8. Continue down arena.
9. Stop and back 15 feet.
10. Do two 360 degree spins to the left.
11. Do two 360 degree spins to the right.
12. Hesitate to show completion of pattern.



After exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making a least one turn each way on the fence. Cattle to be used must be yearlings or older, no bulls.

The contestant must get at least one (1) turn in each direction. To be considered a turn, the contestant must be close to the cow to be the cause of the turn. The turn must be tight enough so as not to be considered just circling the fence.

After turning cow on the fence each way contestant will stop horse to complete run.

Score of zero:

- Fall of rider not caused by falling motion of horse.
- Leaving the arena before the pattern or work is complete.
- Any horse that is out of control while working the cow, thus endangering the rider, shall be whistled out.

The judge may blow his whistle at any time to terminate the work. A score of zero will be charged if the work is not completed.

Western Pleasure

- ✓ *Open to any project horse.*
- ✓ *Chaps and spurs are allowed.*

Criteria:

Performance	60%
Conformation	25%
Appointments	10%

Horses must work both ways of the ring at all three gaits (except for level one which is walk/trot only) to demonstrate their ability with different leads. At the option of the judge, horses may be asked to extend the walk, jog or lope, one or both ways of the ring.

The judge may ask all or just the finalists to extend a gait; however, never more than the top 12 horses may be asked to extend at the lope at one time. Riders should sit at the extended jog. Horses are required to back easily and stand quietly.

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

Judge may ask for additional work of the same nature from any horse. Judge is not to ask for work other than listed above.

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

Horses to be shown at a walk, jog and lope on a reasonably loose rein or light restraint.

A good pleasure horse has a free flowing stride of reasonable length in keeping with his conformation. He should cover a reasonable amount of ground with little effort. He should have a balanced flowing motion. He should be responsive, yet smooth, in transitions when called for. When asked to extend, he should move out with the same flowing motion. Maximum credit should be given to the horse that gives the appearance of being fit and a pleasure to ride.

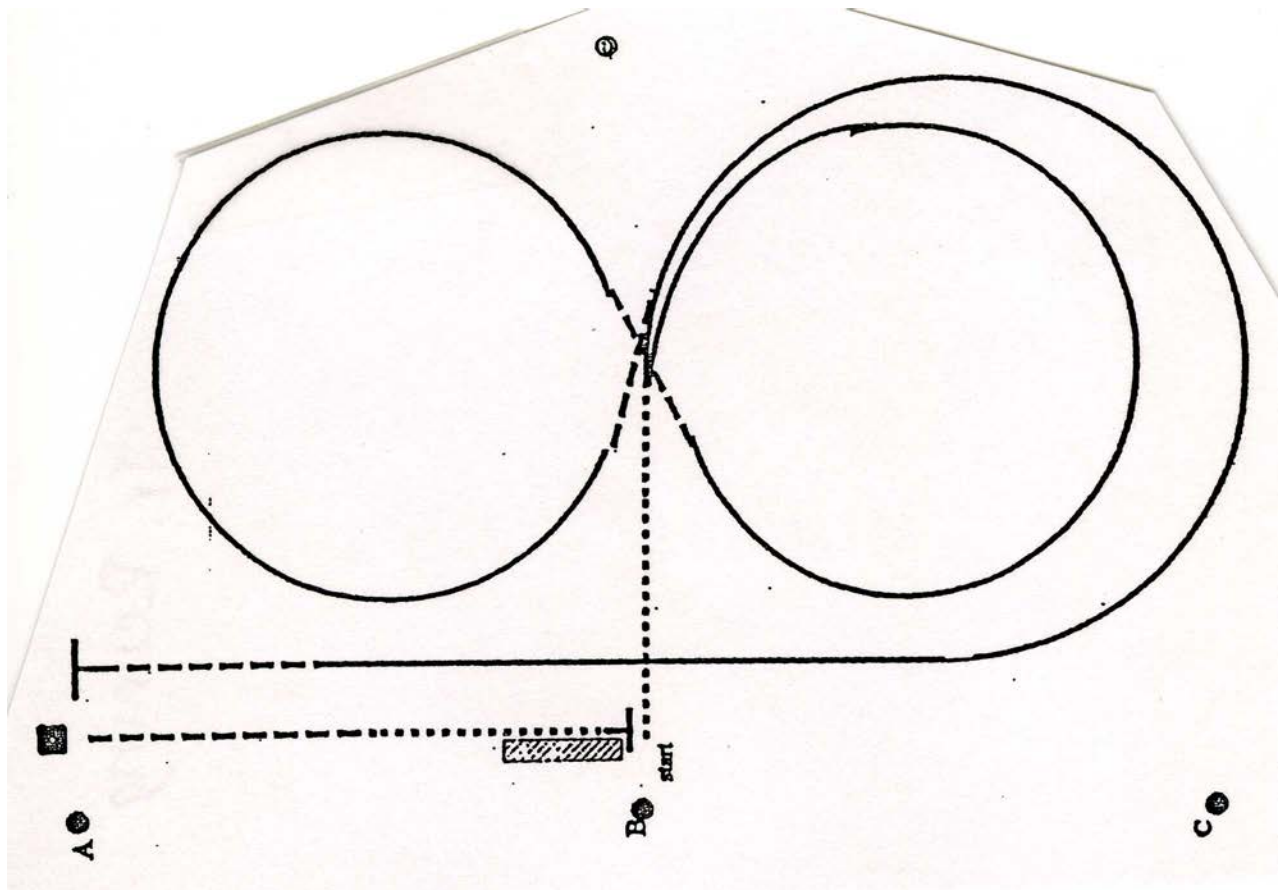
Reining

This class is open to any project horse. Judge will consider the performance of horses in the following pattern. This class will not include rail work.

Junior Pattern - Reining

Ride pattern as follows:

1. Walk to center. Pick up right lead and lope a circle.
2. Complete a simple lead change at center.
3. Lope a circle to the left with another simple lead change in the center.
4. Start right circle (don't close circle) but lope past center towards marker A. Break to jog.
5. Stop at marker A. Settle. Do a 180 degree hind quarter pivot to the left. Jog then slow to a walk and stop at marker B. Back 10 steps.



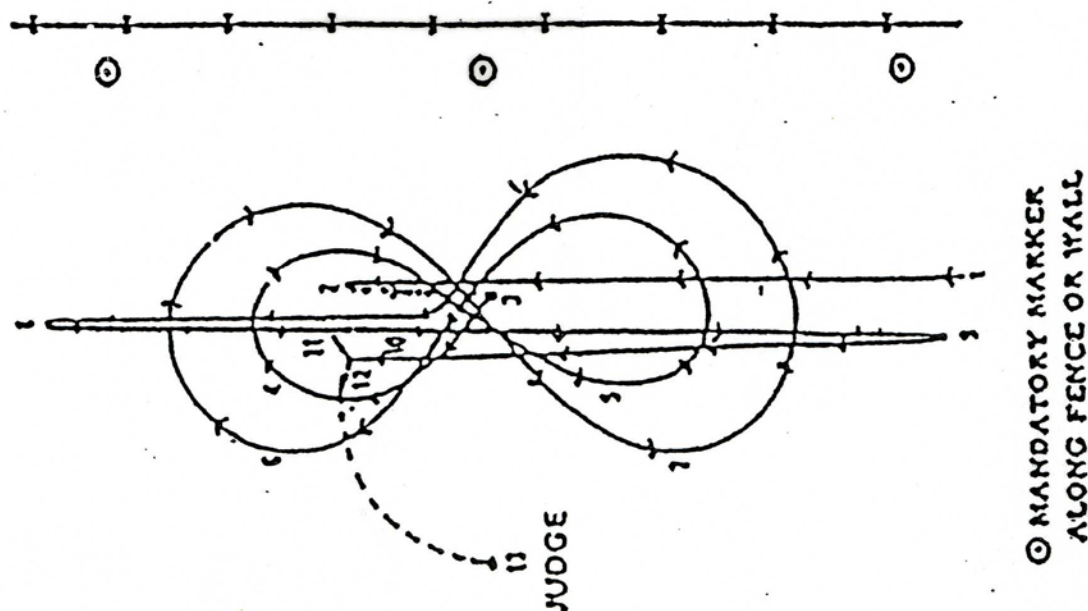
Senior Pattern - Reining

Ride pattern as follows:

- 1-2 Run with speed past center marker.
- 2 Stop and back up to center of pattern.
- 3 Settle horse for approximately 10 seconds. Start to lope to the right. Figure 8 should be made inside the end markers.
- 4-5 Ride small Figure 8 at a slow lope.
- 6-7 Ride a larger Figure 8 at a faster lope.
- 8 Left roll back over hocks (should be made past far end marker).
- 9 Right roll back over hocks (should be made past near end marker).
- 10 Stop, (should be made past center marker) let horse settle and in approximate area of stop, do the pivots.
- 11 Pivot, right or left, no more than 90 degrees.
- 12 Pivot opposite direction, no more than 180 degrees.
- 13 Walk to judge and stop for inspection until dismissed.

The arena or plot should be approximately 50 x 150 feet in size. The judge shall indicate with markers on arena fence or wall the length of the pattern, markers within the area of the pattern will not be used.

AQHA Reining Pattern Number 1



Bareback Equitation

This class is open to any project horse. Riders will be judged on seat, feet, hands, ability to control the horse, and the suitability of the horse to the rider. Performance of the horse is not to be considered more important than the method used by the rider to obtain them. **NO CHAPS OR SPURS ALLOWED.**

Members will be judged at a walk, trot, and canter both ways of the ring. One or all contestants may be asked to:

Back.

Name the parts of the horse and/or tack.

Dismount and mount.

Trail Class

This class is open to any project horse. This class will be judged on the performance of the horse in maneuvering the obstacles. The horse should work with a reasonably loose rein without undue restraint.

The pattern will be at the judge's discretion and posted the morning of the show.

Mandatory Obstacles

Opening, passing through, and closing gate. (Losing control of gate is to be penalized.) Use a gate which will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.

Ride over at least four logs or poles. These can be a straight line, curved, zigzag or raise. The space between the logs is to be measured and the path the horse is to take should be the measuring point. Trotovers and lopeovers cannot be elevated in novice classes. **All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll.** The height should be measured from the ground to the top of the element. Spacing for walkovers, trotovers, and lopeovers should be as follows or increments thereof:

1. The spacing for walkovers shall be 20" to 24" and may be elevated to 12". Elevated walkovers should be set at least 22" apart.
2. The spacing for trotovers shall be 3' to 3'6" and may be elevated to 8".
3. The spacing for lopeovers shall be 6' to 7' or increments thereof, and may be elevated to 8".

Backing Obstacle. Backing obstacles to be spaced a minimum of 28". If elevated, 30" spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.

1. Back through and around at least three markers.
2. Back through L, V, U, straight, or similar shaped course. May be elevated no more than 24".

Optional Obstacles, but not limited to:

Water hazard. No metal or slick-bottom boxes will be used.

Serpentine obstacles at a walk or jog. Spacing to be minimum of 6' for jog. Carry object from one part of arena to another. (Only objects which reasonably might be carried on a trail ride may be used.)

Ride over wooden bridge. (Suggested minimum width shall be 36" wide and at least six feet long.) Bridge should be sturdy, safe, and negotiated at a walk only.

Put on and remove slicker.

Remove and replace materials from mailbox.

Side pass (may be elevated to 12" maximum).

An obstacle consisting of four logs or rails, each 5' to 7' long, laid in a square. Each contestant will enter the square by riding over log or rail as designated. When all four feet are inside the square, rider should execute a turn, as indicated, and depart.

Any other safe and negotiable obstacle which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge may be used.

A combination of two or more of any obstacle is acceptable.

Yearling Trail Class

✓ *This class is only open to yearlings entered in the Colt to Maturity Project.*

Required Abilities:

The pattern will be at the judges discretion and posted the morning of the show.

This class will be judged on the performance of the horse in maneuvering the obstacles.

A trail course to be set may include; trotovers, bridge, gate, mailbox, back through.

Criteria:

Conformation/Conditioning	60%
Handling/Course Completion	40%

Driving

✓ *This class is only open to youth enrolled in the Driving Project.*

Level 1

Walk, jog, trot both ways of ring. Reverse (half figure 8), back, stand properly.

Level 2

Walk, jog, trot, road gait both ways of ring. Reverse, stand.

Obstacle driving: Mandatory - back through L-shaped pole, row of pylons.

Optional - bridge, mailbox, pivot within circle.