

2010 HUNTER HORSE DIVISION

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Horses/ponies are to be divided into two divisions: Hunter on the Flat and Hunter over Fences. All exhibitors are eligible for showmanship, dressage and/or hunter under saddle then should select from either the Hunter on the Flat or Hunter over Fences sequence of performance classes. Cross entering in both divisions is allowed, however the division in which the highest number of classes was entered will be used for calculating high point status. **Walk/Trot entries are not eligible for High Point Awards.** See General Rule #32 for further high point award details.

All 4-Hers riding or driving horses at 4-H events or activities are required to wear an ASTM-SEI Equestrian Helmet at all times.

DIVISION CLASS ENTRY OPTIONS:

Choose no more than 4 of the following classes given per division. Note that Showmanship must be one of those classes chosen. Walk/Trot entries will not be eligible for High Point awards.

Walk/Trot Division

- Walk/Trot-any age
 - Showmanship
 - Dressage-Introductory Test
 - Hunter Under Saddle Walk/Trot
 - Hunt Seat Equitation Walk/Trot
 - Walk/Trot over Cross Rails

Hunter on the Flat Division-High Point Awards will be calculated based on Age Division

- Age Division I, II, or III
 - Showmanship
 - Dressage-Lower Training, Upper Training or First Level (pick one)
 - Hunter Under Saddle Pony, or Horse I, II, or III (pick one)
 - Hunt Seat Equitation I, II, or III (pick one)

Hunter Over Fences Division-High Point Awards will be calculate based on the following divisions (not age)

- Beginner Horse/Pony (must pick at least 1 jumping class to be eligible)
 - Showmanship
 - Beginner Horse/Pony Over Fences 2'
 - Hunt Seat Equitation Over Fences 2'
 - Dressage-Lower Training, Upper Training or First Level (pick one)
 - Hunter Under Saddle Pony, or Horse I, II, or III (pick one)
 - Hunt Seat Equitation I, II, or III (pick one)
- Beginner Rider (must pick at least 1 jumping class to be eligible)
 - Showmanship
 - Beginner Rider Over Fences 2'
 - Hunt Seat Equitation Over Fences 2'
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 - Hunter Under Saddle Pony, or Horse I, II, or III (pick one)
 - Hunt Seat Equitation I, II, or III (pick one)
- Intermediate Horse/Pony (must pick at least 1 jumping class to be eligible)
 - Showmanship
 - Intermediate Horse/Pony Over Fences 2'6"
 - Hunt Seat Equitation Over Fences 2'6"
 - Jumpers
 - Dressage-Lower Training, Upper Training or First Level (pick one)
 - Hunter Under Saddle Pony, or Horse I, II, or III (pick one)
 - Hunt Seat Equitation I, II, or III (pick one)
- Low Horse/Pony (must pick at least 1 jumping class to be eligible)
 - Showmanship
 - Low Horse/Pony Over Fences 3'
 - Hunt Seat Equitation Over Fences 3'
 - Jumpers
 - Dressage-Lower Training, Upper Training or First Level (pick one)
 - Hunter Under Saddle Pony, or Horse I, II, or III (pick one)
 - Hunt Seat Equitation I, II, or III (pick one)

HUNTER HORSE DIVISION CLASSES

SHOWMANSHIP I - Exhibitors must be between the ages of 9 - 11 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, fitting and grooming and method of showing (See Standards for Showmanship below).

SHOWMANSHIP II - Exhibitors must be between the ages of 12 - 14 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, fitting and grooming and method of showing (See Standards for Showmanship below).

SHOWMANSHIP III - Exhibitors must be between the ages of 15 - 18 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, fitting and grooming and method of showing (See Standards for Showmanship below).

HUNTER HORSE & PONY YEARLING, OPEN INVITATIONAL - Registered and grade fillies and geldings foaled anytime during the previous year. Class judged on the yearling's conformation, way of moving, quality, substance, soundness and suitability to become a hunter.

DRESSAGE-USDF INTRODUCTORY TEST-Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year. Class judged on the performance of the horse and pony in executing the maneuvers listed in current USDF INTRODUCTORY TEST A OR B (test chosen will be listed on entry form). Dressage Test maneuvers can be found below. Exhibitors are eligible for the following riding classes: Hunter Under Saddle w/t, Baby Green Hunters w/t over Cross Rails, Hunt Seat Equitation w/t. Exhibitors in this class may not enter any class that requires a canter. Test maneuvers may be ridden from memory or read to exhibitor.

DRESSAGE-USEF LOWER TRAINING LEVEL - Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Class judged on the performance of the horse and pony in executing the maneuvers listed in current USEF TRAINING LEVEL, TEST 1 or 2 (test chosen will be listed on entry form). Dressage Test maneuvers can be found on the 4-H Horse Program web site at <http://www.uky.edu/ag/4hhorse> under 4-H Rules & Resource Material. Exhibitors showing in this class cannot show in any other Dressage class. Test maneuvers may be ridden from memory or read to exhibitor.

DRESSAGE-USEF UPPER TRAINING LEVEL - Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Class judged on the performance of the horse and pony in executing the maneuvers listed in current USEF TRAINING LEVEL, TEST 3 or 4 (test chosen will be listed on entry form). Dressage

Test maneuvers can be found on the 4-H Horse Program web site at <http://www.uky.edu/ag/4hhorse> under 4-H Rule & Resource Material. Exhibitors showing in this class cannot show in any other Dressage class. Test maneuvers may be ridden from memory or read to exhibitor.

DRESSAGE-USEF FIRST LEVEL, TEST 1- Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year. Class judged on the performance of the horse and pony in executing the maneuvers listed in current USEF First Level Test 1. Dressage Test maneuvers can be found on the 4-H Horse Program website at <http://www.uky.edu/ag/4hhorse> under 4-H Rules & Resource Material. Exhibitors showing in this class cannot show in any other Dressage class. Test maneuvers may be ridden from memory or read to exhibitor.

WALK/TROT OVER CROSS RAILS - Exhibitors 9 - 18 years of age as of January 1 of the current year may enter this class in their first or second year of showing in any class over fences only. If the 4-H member shows in this class, he or she can not show in any class which asks for a canter or any other jumping class. Registered and grade mares and geldings of any size. Class judged on the horse's or pony's manners, style of jumping, hunting pace and way of moving over the designated jumping course. Jumps consist of 18" cross-rails, trotting in the class will be permitted, and cantering will not be penalized. The course must contain at least four (4) jumps which simulate obstacles found in the hunting field. Horses and ponies must take at least eight (8) jumps with all obstacles at least 48 feet apart. Exhibitors are eligible for the following riding classes: Dressage-USDF Introductory Test, Hunt Seat Equitation Walk/Trot and Hunter under Saddle Walk/Trot.

BEGINNER RIDER OVER FENCES 2' - Open to registered and grade mares and geldings of any size. Exhibitors 9 - 18 years of age as of January 1 of the current year are eligible in their first or second year of showing in any class over fences. Class judged on the horse's or pony's manners, style of jumping, hunting pace and way of moving over the designated jumping course. Jumps consisting of 2 foot vertical poles. The course must contain at least four (4) jumps which simulate obstacles found in the hunting field. Horses and ponies must take at least eight (8) jumps with all obstacles at least 48 feet apart. Trotting on course will not be penalized. **Horses entered into Beginner Rider over Fences may not enter into Beginner Horse/Pony over Fences or any other jumping class except Hunt Seat Equitation Over Fences 2'.**

BEGINNER HORSE/PONY OVER FENCES 2' - Open to registered and grade mares and geldings of any size that are in their first or second year of showing in any class over fences. Exhibitors 9 - 18 years of age as of January 1 of the current year. Class judged on the horse's or pony's manners, style of jumping, hunting pace and way of moving over the designated jumping course. Jumps consisting of 2 foot vertical poles. The course must contain at least four (4) jumps which simulate obstacles found in the hunting field.

Horses and ponies must take at least eight (8) jumps with all obstacles at least 48 feet apart. Trotting on course will not be penalized. **Horses entered into Beginner Horse/Pony over Fences may not enter into Beginner Rider over Fences or any other jumping class except Hunt Seat Equitation Over Fences 2’.**

HUNT SEAT EQUITATION OVER FENCES 2’- Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Contestants must take eight (8) fences in order with horses and ponies jumping 2' obstacles. A change of direction in the jump course is required. Riders cannot enter into any class where fences are higher than 2'. See Standards for Judging Hunt Seat Equitation for an explanation of judging. **Horses entered into Hunt Seat Equitation Over Fences 2’ may not enter into any other Equitation Over Fences class.**

INTERMEDIATE HORSE/PONY OVER FENCES - Open to registered and grade mares and geldings of any size who have not won six or more 1st place blue ribbons in any hunter over fences classes at any competition. Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Class judged on the horse or pony's manners, style of jumping, hunting pace and way of moving over the designated course. The course will contain at least four (4) jumps set at a minimum of 2’3” and maximum of 2’6” which simulate obstacles found in the hunting field. Horses will make at least eight (8) jumping efforts with all obstacles at least 48 feet apart. **Horses entered into Intermediate Horse/Pony may not enter into Low Horse/Pony or Hunt Seat Equitation Over Fences 2’6”-3’.**

HUNT SEAT EQUITATION OVER FENCES (2’3” to 2’6”) - Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Contestants must take eight (8) fences in order with horses and ponies jumping 2’3” to 2’6” obstacles. A change of direction in the jump course is required. See Standards for Judging Hunt Seat Equitation for an explanation of judging. **Horses entered into Hunt Seat Equitation Over Fences 2’3”-2’6” may not enter into any other Equitation Over Fences class.**

LOW HORSE/PONY OVER FENCES - Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Open to registered and grade mares and geldings of any size. Class judged on the horse and pony's manners, style of jumping, hunting pace and way of moving over the designated course. The course will contain at least four (4) jumps set at a minimum of 2’9” and not to exceed 3’ which simulate obstacles found in the hunting field. Horses will make at least eight (8) jumping efforts with all obstacles at least 48 feet apart. **Horses entered into Low Horse/Pony may not enter into any class below 2’6”.**

HUNT SEAT EQUITATION OVER FENCES (2’9”-3’) - Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Contestants must take eight (8) fences in order with horses and ponies jumping obstacles. A change of direction

in the jump course is required. See Standards for Judging Hunt Seat Equitation for an explanation of judging. **Horses entered into Hunt Seat Equitation Over Fences 2'9"-3' may not enter into any other Equitation Over Fences class.**

JUMPERS- Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Open to horses and ponies. Height of obstacles must be a minimum of 2'6" and not to exceed 3'. See Jumper Description below. Class will follow Table II, Sec. 2 (b) of the current USEF rules.

TWO & THREE YEAR OLD HUNTER UNDER SADDLE, OPEN

INVITATIONAL - Registered and grade fillies and geldings that are two or three years old. Class judged on the horse/pony's manners and performance with light contact in the horse/pony's mouth at the walk, trot, and an extension of the trot both ways of the ring. Horses/ponies should back easily and stand quietly. Judges may reverse horses/ponies at the walk and trot only. Judges may ask for additional work and may use conformation in cases of extremely close performances.

HUNTER UNDER SADDLE WALK/TROT -Exhibitors must be between the ages of 9 - 18 as of January 1 of the current year. 4-Hers may show in this class one time only, with special consideration for special needs children. If the 4-H member shows in this class, he or she can not show in any class which asks for a canter. Class judged on horse/pony's performance. Horses/ponies will be asked to work both ways of the arena at a walk and a trot. Entries may be asked to back. **Exhibitors are eligible for the following riding classes: Dressage Walk/Trot, Hunt Seat Equitation Walk/Trot and Baby Green Hunters w/t Over Cross Rails.**

HUNTER UNDER SADDLE-PONY - Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Registered and grade mares and geldings 14.2 hands and under. Class judged on the pony's manners and performance at the walk, trot and canter both ways of the ring. Light contact with the pony's mouth is required. Ponies should be obedient, alert, and responsive and move freely. They should not be eliminated for slight errors. Judges may ask ponies to hand gallop collectively one way of the ring. No more than eight ponies will be asked to gallop at a time. Ponies should back easily and stand quietly. Judge may reverse the ponies at the walk and trot only, and may ask for extension of the trot. Judge may ask for additional work and may use conformation in cases of extremely close performances.

HUNTER UNDER SADDLE HORSE-I- Exhibitors must be between the ages of 9 - 11 years-old as of January 1 of the current year are eligible (see General Rules #10). Registered and grade mares and geldings over 14.2 hands. Class judged on the horse's manners and performance at the 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 horses will be asked to gallop at a time. Horses should back easily and stand quietly. Judges may reverse horses at the walk and trot only, and may ask for extension of the trot. Judges may ask for additional work and may use conformation in cases of extremely close performances.

HUNTER UNDER SADDLE HORSE-II- Exhibitors must be between the ages of 12 - 14 years-old as of January 1 of the current year. (See General Rules #10). Registered and grade mares and geldings over 14.2 hands. See Hunter Under Saddle Horse-I for judging criteria. Judges may ask for additional work and may use conformation in cases of extremely close performances.

HUNTER UNDER SADDLE HORSE-III- Exhibitors must be between the ages of 15 - 18 years-old as of January 1 of the current year. (See General Rules #10). Registered and grade mares and geldings over 14.2 hands. See Hunter Under Saddle Horse-I for judging criteria. Judges may ask for additional work and may use conformation in cases of extremely close performances.

HUNT SEAT EQUITATION WALK/TROT -Exhibitors must be between the ages of 9 - 18 as of January 1 of the current year. 4-Hers may show in this class one time only, with special consideration for special needs children. If the 4-H member shows in this class, he or she cannot show in any class which asks for a canter. Class judged on appointments, basic position and class routine. Horses/ponies will be asked to work both ways of the arena at a walk and a trot. Entries will be required to back. Contestants will follow USEF rules for all Hunt Seat Equitation classes. **Exhibitors are eligible for the following riding classes: Dressage Walk/Trot, Hunter Under Saddle Walk/Trot and Baby Green Hunter w/t Over Cross Rails.**

HUNT SEAT EQUITATION-I - Exhibitors must be between the ages of 9 - 11 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, basic position, mounting and dismounting (optional) and class routine. Judges may ask exhibitors for one or more of the following additional tests: halt (four to six seconds) and back, hand gallop, figure eight at a trot demonstrating change of diagonal, figure eight at canter on the correct lead demonstrating a simple change of lead, and work collectively at the walk, trot and canter. Pattern is optional and all contestants will follow current USEF rules for all Hunt Seat Equitation classes.

HUNT SEAT EQUITATION-II- Exhibitors must be between the ages of 11 - 14 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, basic position and class routine. Judges may ask exhibitors for one or more of the following additional tests: halt (four to six seconds) and back, hand gallop, figure eight at a trot demonstrating change of diagonal, figure eight at canter on the correct lead demonstrating a simple change of lead, and work collectively at the walk,

trot and canter. Pattern is optional and all contestants will follow current USEF rules for all Hunt Seat Equitation classes.

HUNT SEAT EQUITATION-III - Exhibitors must be between the ages of 15 - 18 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, basic position, mounting and dismounting (optional) and class routine. Judges may ask exhibitors for one or more of the following additional tests: halt (four to six seconds) and back, hand gallop, figure eight at a trot demonstrating change of diagonals, figure eight at canter on the correct lead demonstrating a simple change of lead, and work collectively at the walk, trot and canter. Pattern is optional and all contestants will follow current USEF rules for all Hunt Seat Equitation classes.

HUNTER & DRESSAGE ATTIRE AND TACK GUIDELINES

Hunter Appointment:

- Exhibitors and judges should realize that all times entries are being judged on the ability of the horse/pony or rider rather than on personal attire. However, riders should have a neat, clean and well groomed appearance.
- Riders must wear appropriate hunter attire including coat, traditional riding shirt and choker or tie, breeches or jodphurs and tall field boots, dress boots or paddock boots (with jodphurs). When wearing jodphurs and paddock boots, garter straps should be worn.
- An ASTM-SEI Equestrian Helmet is required for all riding or driving at all times during the District and State 4-H Horse Shows (See General Rules).
- Spurs, gloves, crops and bats are optional.
- Horses/ponies should be well groomed and properly clipped.

Hunter Tack:

- Most importantly, tack should be clean, well serviced and properly adjusted to fit the horse/pony.
- Regulation snaffles, pelhams and full bridles, all with cavesson nose bands, are recommended.
- A judge may penalize for non-conventional bits (kimberwick) and nosebands (including dropped, figure-eight or flash nosebands).
- Equipment should also include a forward seat or hunter type English saddle.
- Standing martingales are permitted in over fences classes but are prohibited in all under saddle and Dressage classes. All other types of martingales may be considered unconventional and may be penalized.
- Bosals, mechanical hackamores, draw reins, boots, wraps and bandages are prohibited in all Hunter classes, except in the case of inclement weather when management may permit the use of bellboots.

- In Jumper classes, standing or running martingales (used in a conventional manner), boots, wraps and bandages are permitted.
- Whips must be no longer than 30 inches. Whips that are weighted at the end are prohibited at any time.
- Draw reins are prohibited.

Dressage Attire:

- The dress code for Training through Fourth Levels is a short riding coat of conservative color, with tie, choker or stock tie, white or light-colored breeches or jodhpurs, boots or jodhpur boots
- A cutaway coat (modified tailcoat) with short tails is permitted.
- Riders through First Level may wear half-chaps, gaiters or leggings in solid black or brown, without fringe, matching the color of their boots, and made of smooth leather or leather-like material.
- Gloves of conservative color are recommended.
- Spurs must be made of metal. The shank must be either curved or straight pointing directly back from the center of the spur when on the rider's boot. If the shank is curved, the spurs must be worn only with the shank directed downwards. However, swan necked spurs are allowed. The inside arm of the spur must be smooth and one or both arms may have rubber covers. If rowels are used, they must be blunt/smooth and free to rotate.
- An ASTM-SEI Equestrian Helmet is required for all riding or driving at all times during the District and State 4-H Horse Shows (See General Rules).

Dressage Tack:

- An English type saddle with stirrups is compulsory for at all Dressage Levels.
- One whip no longer than 43.3 inches including lash may be carried.
- For Introductory, Training, and First Level Tests, a plain snaffle bridle and a regular cavesson, a dropped noseband, a flash noseband (combination of a cavesson noseband and dropped noseband attachment), or a crossed noseband are allowed.
- All bits must be smooth and with a solid surface. Twisted, wire and roller bits are prohibited.
- Bits permitted included: Ordinary snaffle with single-jointed mouthpiece, Ordinary snaffle with double-jointed mouthpiece, Racing snaffle (D-Ring), Snaffle with cheeks-with or without keepers, Snaffle without cheeks-Egg Butt, Snaffle with upper and lower cheeks, unjointed snaffle-Mullen mouth, Snaffle with cheeks- Hanging or drop check; Baucher (This may be a D-Ring or other ordinary snaffle), Dr. Bristol, Fulmer, French Snaffle, or Snaffle with rotating mouthpiece.
- Any of these bits may be covered with rubber or leather.
- Bits with mouth pieces made of synthetic material are permitted, provided that the contours of the bit conform to the contours of bits listed above.
- Martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing

- reins, tongue tied down, etc.), any kind of boots (including "easy-boots") or bandages (including tail bandages) and any form of blinkers, ear muffs or plugs, nose covers, seat covers, hoods are, under penalty of elimination, strictly forbidden.
- Any decoration of the horse/pony with unnatural things, such as ribbons or flowers, etc. in the tail, etc., is strictly forbidden.
 - Braiding of the horse/pony's mane and tail is encouraged.

STANDARDS FOR SHOWMANSHIP

The real purpose of showmanship is to learn the best way to fit and train a horse or pony so that the best attributes of the horse/pony can be seen by the judge or potential buyer. Showmen are reminded that they are being judged on the fitting, training and showing of their horse/pony. The horse/pony's conformation is not to be considered in the judging of this class. Showmen must wear the appropriate attire for the division in which they are participating.

Showmanship classes will be given two sets of awards. The winner will be given an award and ribbon. Ribbons will also be given for 2nd through 10th place. In addition, youth will be given a Danish Ribbon. The Danish System allows for deserving youth to be recognized for their accomplishments and does not limit a judge to recognize only the top ten youth in a class.

The procedure for judging large classes and the pattern to be used will be left to the discretion of the judge.

SCORING FOR SHOWMANSHIP CLASS

I. Appointments - 25%

- **Personal Appearance:** Youth should be neat, clean, well groomed, attentive, courteous and wearing appropriate attire for the type of horse being shown. Hunter: Appropriate English riding habit.
- **Equipment:** Clean and properly adjusted equipment should be used. A Hunter type bridle is to be used in the Hunter division.
- When a double or full bridle is used, youth may show with either both reins down or with the snaffle rein secured at the withers and the curb rein down.

II. Horse and Pony (fitting and grooming) - 25%

- The horse or pony should be clean and well groomed. Fitting for show is a year-round job. Daily grooming and good nutrition are very important to the hair coat and fitness of the horse/pony. Just before entering the ring, the showman should rub the horse/pony down with a grooming cloth to remove any dust which may have accumulated since brushing. Avoid using an oily grooming cloth since oil will attract dust. Wipe the ears, around the eyes, nostrils, lip, sheath and anus with a damp cloth or sponge; or with a cloth that has a small amount of baby oil or Vaseline on it to add luster to these areas.

- Horses and ponies should be clipped approximately one week before showing to allow for some regrowth to cover up any minor mistakes. The long hairs inside the ears, around the muzzle, under the chin and jaw, on the bridle path, fetlocks and lower legs should be clipped.
- The mane should be thinned and shortened to approximately four inches in length by pulling out the excess hair. However, full manes are permitted. Tails should hang well below the hocks. Braiding the mane and tail and checker boarding the croup and banging the tail are all optional.

III. Method of showing - 50%

- **Leading:** Youth must be able to walk, trot, turn, stop and back as directed by the pattern or ring officials.
- Always lead from the left side at an alert walk following the judge's direction, never in front of the horse/pony. The horse/pony's head should be about even or slightly in front of your shoulder. The horse/pony should travel willingly with his body in a straight line in the same direction being traveled. Youth must have the right hand on the lead when leading their horse/pony. The left hand will contain the remainder of the reins or lead in a loosely coiled loop or in a figure eight. The youth should walk in a brisk, alert manner and give the appearance that you and your horse or pony are a team.
- Run by the left side of the horse/pony when you are showing him at trot. The horse/pony should be traveling alertly and willingly with his head up (not too high). The youth should run with good posture and vitality.
- The horse/pony should always be reversed by turning to the right. Turn in as small an area as possible and attempt to keep his hind legs in one place while turning (this allows you to keep the horse/pony lined up with the judge). Any turn requiring more than 90 degrees should also, be made to the right.
- Always move your horse/pony directly toward or away from the judge unless specific instructions are otherwise given by the judge.
- **Working the Judge:** When setting up your horse/pony, stand out diagonally from the horse/pony's shoulder but never directly in front of the horse/pony. Always be in a position where you can observe your horse/pony and the judge at the same time. As the judge moves around the horse, the youth must respond accordingly. When the judge is in front of the horse/pony the youth should be on the opposite side away from the judge, so as not to block the judge's view. When the judge moves down one side of the horse/pony and passes the middle of the withers the youth should cross over in front of the horse/pony so that he/she is now on the same side as the judge. This allows you to see your horse/pony and continue to have eye contact with the judge. As the judge passes behind the horse/pony and crosses over to the other side, the youth should cross in front of the horse/pony to remain on the same side with the judge. Once again when the judge approaches you and crosses the middle of the withers the youth should cross over to be on the opposite side from the judge, so as not to obstruct his/her vision of the horse/pony. This procedure allows the judge an unobstructed view of the horse/pony and allows the youth to show their horses/ponies to the best of their ability. It also will allow youth to

keep an eye on their horse/pony and the judge without having to look through, under or over their horse/pony.

- **Stance of the horse/pony:** Hunter Type Horses/Ponies can be set up with their front and rear feet set squarely under them or with the back feet offset.

IV. Keep your position in line and allow reasonable space between your horse/pony and others. Never allow your horse/pony to interfere with other horses/ponies.

V. If asked to change positions in line, back your horse/pony out of line and approach the new position from the rear. Be careful when walking up behind other horses/ponies and allow yourself plenty of room to enter.

VI. Quickly recognize and correct any faults in your horse/pony. All communication between the youth and the horse/pony shall be through the lead shank or reins which may be accompanied by subtle voice commands. Youth can not directly touch any part of their horse/pony unless the judge touches (i.e. disturbs the mane or moves the halter or bridle) the horse in front of the shoulder. At such time, the youth should correct the disarray created by the judge.

VII. Remember - Move quickly, quietly and with confidence when showing your horse/pony. Be courteous, respond promptly to directions and display good horsemanship at all times.

JUDGING OF DRESSAGE CLASSES:

- The object of Dressage is the harmonious development of the physique and ability of the horse. As a result it makes the horse calm, supple, loose and flexible but also confident, attentive and keen thus achieving perfect understanding with his rider.
- All movements and certain transitions from one to another which have to be marked by the judge(s) are numbered on the judge's sheets.
- The scale of marks is as follows: 10 Excellent, 9 Very Good, 8 Good, 7 Fairly Good, 6 Satisfactory, 5 Marginal, 4 Insufficient, 3 Fairly Bad, 2 Bad, 1 Very Bad, 0 Not executed
- "Not executed" means that practically nothing of the required movement has been performed.
- Collective marks are awarded (from 0 to 10) after the competitor has finished his performance for: Gaits, Impulsion, Submission, The rider's position and seat, correctness and effect of the aids.
- The collective marks as well as certain difficult and/or infrequently repeated movements can be given a co-efficient.
- Accuracy (moderate) should be a factor only if the inaccuracy avoids the difficulty of the movement, i.e., a larger circle avoids the difficulty of a 10 meter circle. In a movement which must be carried out at a certain point of the arena, it should be done at the moment when the competitor's body is above this point, except in transitions where the horse approaches the letter from a line diagonal or perpendicular to the

- point where the letter is positioned. In this case, the transition must be done when the horse's nose reaches the track at the letter so that the horse is straight in the transition.
- If a problem appears once it may be treated lightly by the judge; if it appears successively he will score it more harshly each time, i.e., nodding, stumbling, shying, etc.
 - Grinding of the teeth and wringing of the tail are signs of tenseness or resistance on the part of the horse and should be considered in the marks for each movement where they appear, as well as in the Collective Marks. Horses which get their tongues over the bit or perform with an open mouth shall be marked down.
 - In the case of a fall of horse and/or rider the competitor will not be eliminated. He will be penalized by the effect of the fall on the execution of the movement being performed and also in the Collective Marks.
 - If the horse leaves the arena with or without the rider (all four feet outside the fence or line marking the arena perimeter) between the time of entry and the time of exit at A, the competitor is eliminated.
 - A test begins with the entry at A and ends after the final salute, as soon as the horse moves forward, except for leaving the arena as described above.
 - The competitor should leave the arena in the way prescribed in the test; however, in Training through Fourth Level tests, the competitor should leave the arena at "A" at a walk, on long or loose rein.
 - The judge may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if, in his discretion, some unusual circumstance has occurred to interrupt a test.
 - After the sound of the bell, the competitor should enter the arena at A as soon as possible. Exceeding 45 seconds before entering the arena after the bell has sounded will entail elimination.
 - Extreme lateness may be penalized by elimination except where a valid reason is accepted by the Judge at "C" (losing a shoe, etc). No competitor can be required to ride prior to his scheduled time.
 - Any resistance which prevents the continuation of the test longer than 20 seconds is punished by elimination.

JUDGING OF HUNTER OVER FENCES CLASSES:

- All classes are judged on performance, suitability, manners and soundness.
- When a horse/pony makes two faults at one obstacle, only the major fault will be scored with the exception of cumulative refusals.
- At a combination, the faults committed at each obstacle are considered separately.
- In the case of a run out or refusal at one obstacle in a combination, the competitor may rejump the previous and following obstacle.
- The following faults are scored according to the judge's opinion and, depending on severity, may be considered major or minor faults:
 - Showing an obstacle to the horse
 - Kicking out

- Jumping out of form
- Missing a lead change
- Spooking
- Jumping into the corners of a jump
- The following should be considered major faults:
 - Knock down of any part of an obstacle
 - Trotting on course when not specified
 - Circling on course
 - Stopping for loss of shoe or broken equipment
 - Refusal
 - Bucking
 - Dangerous jumping
- The following may or may not be considered faults, depending on their severity and frequency:
 - Light rubs
 - Late lead changes
 - Adding or eliminating a stride in a line
 - Swapping leads in a line
 - Excessive show of animation

JUDGING OF JUMPER CLASS:

- A minimum of four obstacles must be used with a minimum of eight jumping efforts.
- A starting line at least 12 feet in front of the first obstacle and a finish line at least 24 feet after the last obstacle must be indicated by markers (at least 12 feet apart.)
- Horses/ponies must start and finish by passing between markers.
- Jump-offs will be held over a shortened version of the original course and will contain at least one-half of the original number of obstacles.
- Time will begin when the horse's chest crosses the starting line and time will end when the horse/pony's chest crosses the finish line.
- The clock shall be stopped when a knocked down jump is being rebuilt (from the moment the rider gets his mount in a position to retake the jump until the proper authority signals that the jump has been rebuilt).
- Jumpers are scored on a mathematical basis and penalty faults.
 - Knock down: 4 faults-A knock down constitutes the lowering of any part of the obstacle which establishes the height of an obstacle or the height of any element of a spread obstacle even when the falling part is arrested in its fall by any portion of the obstacle or moves any part thereof which establishes the height of the obstacle so it rests on a different support from the one in which it was initially placed. If an obstacle falls after the horse leaves the ring, it is not considered a knockdown.
 - Disobedience: 4 faults-Disobedience includes a refusal, run-out, loss of forward movement, and unnecessary circling on course.
 - Elimination-Causes for elimination include: Second cumulative disobedience,

jumping an obstacle before it is reset, starting before judges signal to proceed, failure to cross starting line within one minute after an audible signal from the judge, jumping an obstacle before crossing the starting line, off course, deliberately addressing an obstacle, rider and/or horse leaving arena before completing course, and fall of horse or rider.

JUDGING OF HUNT SEAT EQUITATION AND EQUITATION OVER FENCES:

General:

- On the flat: Entries will be scored on the cleanliness and neatness of the horse/pony, rider and tack, the rider's basic position and the method by which the rider executes maneuvers in order to obtain the desired performance.
- The horse/pony and rider should work as a team and show the horse/pony to its best advantage.
- Over Fences: The performance begins when the horse/pony enters the ring or is given the signal to proceed after entering the ring.
- Each competitor may circle once before approaching the first obstacle and then proceeds around the course keeping an even hunting pace throughout.
- Except for refusals, jumping faults of the horse/pony are not to be considered unless it is the result of the rider's ability.
- The following will result in elimination: fall of horse/pony and/or rider, three cumulative refusals, mount bolting from arena with or without rider, failure to complete the course or off course, and jumping an obstacle before it is reset.
- The following constitute major faults: a refusal, loss of stirrup, trotting while on course when not part of a test, and loss of reins.

Basic Position:

- Rider should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control.
- Hands should be over and in front of the horse/pony's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from the horse/pony's mouth to the rider's elbow.
- Method of holding reins is optional and bight of reins may fall on either side. However, all reins must be picked up at the same time.
- The eyes should be up and the shoulders back. Toes should be at an angle best suited to the rider's conformation.
- Ankles should be flexed in, heels should be down and calf of the leg should be in contact with the horse/pony and slightly behind the girth.
- Iron should be placed on the ball of the foot.

Position in Motion:

- While in motion, riders should maintain the basic position while keeping contact with the horse/pony's mouth.
- At the walk and sitting trot the body should remain vertical.

- At the posting trot, the body is inclined slightly forward with the rider working from the horse/pony's momentum while on the correct diagonal.
- On the left diagonal, the rider should be sitting in the saddle when the left front leg is on the ground; similarly, on the right diagonal, the rider should be in the saddle when the right front leg is on the ground.
- At the canter, the body should be inclined slightly forward from the hips.
- The half seat position should be used when galloping and jumping and the body should be inclined slightly more forward than at the canter with light contact in the saddle.
- Riders may reverse toward or away from the rail.
- All cues and aids should be applied as inconspicuously as possible. Any or all competitors may be required to execute any appropriate tests included in class requirements.

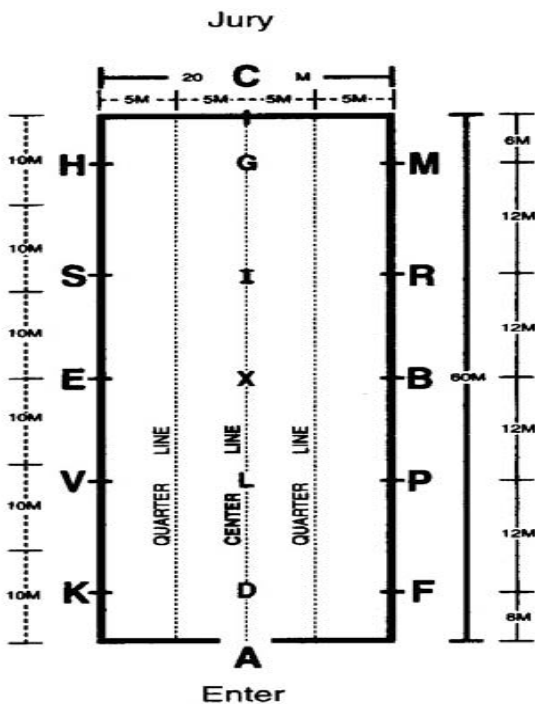
Dressage Tests

The following Introductory, Training and First Level tests will be used for the 2010 program year. These tests have been updated by the United States Equestrian Federation in 2007. Official tests for Training Level and First Level can be ordered from the USEF at www.usef.org/documents/competitions/Dressage.pdf Test booklets are \$5 plus shipping and handling. Please allow 10 business days for delivery. Introductory or Walk/Trot Tests can be ordered through the United States Dressage Federation at www.usdf.org The USDF Test CD is \$10 plus shipping and handling.

All tests are copyrighted by law by USEF and/or USDF. If you have questions regarding the USDF Introductory Test, please contact the United States Dressage Federation, Phone 859-971-2277, www.usdf.org. If you have questions regarding any of the USEF Training or First Level Tests, contact the United States Equestrian Federation, Phone 859-258-2472, www.usef.org.

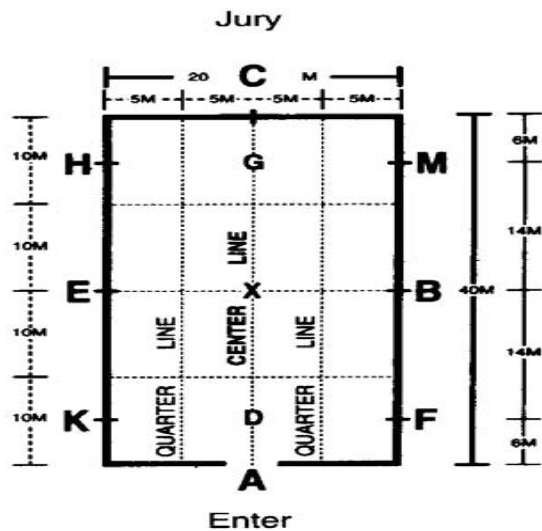
STANDARD ARENA (20m x 60m)

Diagonal Length:
63.25 m = 207'6"



SMALL ARENA (20m x 40m)

Diagonal Length:
44.72 m = 146'9"



USDF INTRODUCTORY TEST A*

	Test	Directive Ideas
1. A X	Enter working trot rising. Halt through medium walk. Salute-Proceed medium walk.	Straightness on centerline, quality of gaits and smoothness of transitions.
2. C	Track right medium walk.	Balance and smoothness of turn, and quality of walk.
3. M	Working trot rising.	Balance and smoothness of transition, quality of trot.
4. B B	Circle right 20m, working trot rising. Straight ahead.	Quality of trot, roundness of circle.
5. Between B & F	Medium walk.	Balance of transition, quality of walk.
6. K-X-M M	Free walk. Medium walk.	Quality of walks, straightness and freedom of free walk, transition.
7. C	Working trot rising.	Balance and smoothness of transition, quality of trot.
8. E E	Circle left 20m, working trot rising. Straight ahead.	Quality of trot, roundness of circle.
9. A X	Down Centerline. Halt through medium walk. Salute.	Straightness on centerline, quality of trot, halt and transition.

Leave arena in free walk on long rein. Exit at A.

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USDF INTRODUCTORY TEST B*

	Test	Directive Ideas
1. A X	Enter working trot rising. Halt through medium walk. Salute-Proceed working trot rising.	Straightness on centerline, quality of gaits and smoothness of transitions.
2. C	Track left working trot rising.	Balance and smoothness of turn, and quality of trot.
3. E E	Circle left 20m, working trot rising. Straight ahead.	Quality of trot, roundness of circle.
4. F-X-H	Change rein working trot rising.	Straightness on diagonal line, quality of trot.
5. Between C & M	Medium walk.	Balance of transition, quality of walk.
6. M-X-F F	Free walk on two diagonals. Medium walk.	Straightness, quality and freedom of walks.
7. A E E	Working trot rising. Circle right 20m. Straight ahead.	Balance and smoothness of transition, quality of trot, roundness of circle.
8. M-X-K	Change rein working trot rising.	Straightness on diagonal line, quality of trot.
9. A X	Down Centerline. Halt through medium walk. Salute.	Straightness on centerline, quality of trot, halt and transition.

Leave arena in free walk on long rein. Exit at A.

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USEF TRAINING LEVEL TEST 1

Purpose: To confirm that the horse's muscle are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit.

1. All trot work may be ridden sitting or rising unless otherwise stated.
2. Halts may be through the walk.

	TEST	Directive Ideas
1. A X	Enter working trot. Halt, Salute Proceed working trot	Straightness on centerline, transitions, quality of halt and trot
2. C E	Track left Circle left 20m	Quality of turn at C, quality of trot, roundness of circle
3. Between K & A	Working canter left lead	Calmness and smoothness of depart, quality of canter
4. B	Circle left 20m	Quality of canter, roundness of circle
5. Between centerline & B	Working trot	Balance and smoothness during transition, quality of trot
6. C	Medium walk	Quality of transition and medium walk
7. HXF F-A	Free walk Medium walk	Quality of free and medium walks, straightness and transitions
8. A	Working trot	Balance and smoothness of transition, quality of trot
9. E	Circle right 20m	Quality of trot, roundness of circle
10. Between H & C	Working canter right lead	Calmness and smoothness of depart, quality of canter
11. B	Circle right 20m	Quality of canter, roundness of circle
12. Between centerline & B	Working trot	Balance and smoothness during transition, quality of trot
13. A X	Down centerline Halt, Salute	Quality of turn at A, straightness on centerline, quality of transition and halt

Leave arena at A in walk on a long rein.

2007 USEF TRAINING LEVEL TEST 2

Purpose: To confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit.

- All trot work may be ridden sitting or rising unless otherwise stated.
- Halts may be through the walk.

	TEST	Directive Ideas
1. A X	Enter working trot. Halt, Salute Proceed working trot	Straightness on centerline, transitions, quality of halt and trot
2. C B	Track right Circle right 20m	Quality of turn at C, quality of trot, roundness of circle
3. KXM	Change rein working trot	Quality of trot, straightness
4. Between C & H	Working canter left lead	Calmness and smoothness of depart, quality of canter
5. E	Circle left 20m	Quality of canter, roundness of circle
6. Between E & K	Working trot	Balance and smoothness of transition, quality of trot
7. A	Medium walk	Quality of transition, quality of medium walk
8. FXM	Free walk	Quality of free walk, straightness, transition
9. M-C	Medium walk	Quality of medium walk and transition
10. C	Working trot	Balance and smoothness of transition, quality of trot
11. E	Circle left 20m	Quality of trot, roundness of circle
12. FXH	Change rein working trot	Quality of trot, straightness
13. Between C & M	Working canter right lead	Calmness and smoothness of depart, quality of canter
14. B	Circle right 20m	Quality of canter, roundness of circle
15. Between B & F	Working trot	Balance and smoothness of transition, quality of trot
16. A X	Down centerline Halt, Salute	Quality of turn at A, straightness on centerline, quality of transition and halt

Leave arena at A in walk on long rein.

USEF TRAINING LEVEL TEST 3

Purpose: To confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit.

- All trot work may be ridden sitting or rising, unless otherwise stated.
- Halts may be through the walk.
- Introduce: Stretching circles at trot.

	TEST	Directive Ideas
1. A X	Enter working trot. Halt, Salute Proceed working trot	Straightness on centerline, transitions, quality of halt and trot
2. C E X	Track left Turn left Circle left 20m	Quality of turns at C and E, quality of trot, roundness of circle
3. X B	Circle right 20m Turn right	Quality of trot, roundness of circle, quality of turn at B
4. A 5.	Circle right 20 m, developing right lead canter first quarter of circle	Calmness and smoothness of depart, quality of canter, roundness of circle, straightness A to E
6. E-B B	Half circle 20m, near centerline working trot Straight ahead	Quality of canter, trot and bend, balance and smoothness of transition, straightness B to A
7. A	Medium walk	Quality of transition and medium walk
8. K-B	Free walk	Quality of free walk, straightness, and transition
9. B-M M	Medium walk Working trot	Quality of medium walk and working trot, transitions
10. C 11.	Circle left 20m, developing left lead canter first quarter of circle	Calmness and smoothness of depart, quality of canter, roundness of transition, straightness C to E
12. E-B B	Half circle 20 m, near centerline working trot Straight ahead	Quality of canter, trot and bend, balance and smoothness of transition, straightness B to C
13. C Before C	Circle left 20m, rising trot, allowing the horse to stretch forward and downward Shorten the reins	Quality of stretch over back, forward and downward into a light contact while maintaining balance and quality of trot
14. E X G	Half circle 10 m to X Straight ahead Halt, Salute	Quality of trot, quality and bend of half circle E-X, straightness on centerline, quality of transition and halt

Leave arena at A in walk on a long rein

USEF TRAINING TEST LEVEL 4

Purpose: To confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit.

- All trot work may be ridden sitting or rising, unless otherwise stated.
- Halts may be through the walk.

	TEST	Directive Ideas
1. A X	Enter working trot. Halt, Salute Proceed working trot	Straightness on centerline, transitions, quality of halt and trot
2. C MXF	Track right One loop	Quality of turn at C, quality of trot, and changes of bending
3. Between A & K	Working canter right lead	Calmness and smoothness of depart, quality of canter
4. E	Circle right 20 m	Quality of canter, roundness of circle
5. E-C C	Working canter Working trot	Quality of canter and trot, straightness E to C, balance and smoothness of transition
6. M M-B	Medium walk Medium walk	Quality of transition and medium walk
7. B-K K-A	Free walk Medium walk	Quality of free and medium walk, straightness and transitions
8. A FXM	Working trot One loop	Balance and smoothness of transition, quality of trot and changes of bending
9. Between C & H	Working canter left lead	Calmness and smoothness of depart, quality of canter
10. E	Circle left 20 m	Quality of canter, roundness of circle
11. E-A A	Working canter Working trot	Quality of canter and trot, straightness E to A, balance and smoothness of transition
12. FXH	Change rein working trot	Quality of trot, straightness
13. C Before C	Circle right 20m rising trot, allowing the horse to stretch forward and downward Shorten the reins	Quality of stretch over back, forward and downward into a light contact while maintaining balance and quality of trot
14. B X G	Half circle 10m to X Straight ahead Halt, Salute	Quality of trot, quality and bend of half circle B-X, straightness on centerline, quality of transition and halt.

Leave arena at A in walk on a long rein

USEF FIRST LEVEL TEST 1

Purpose: To confirm that the horse, in addition to the requirements of Training Level, has developed thrust (pushing power) and achieved a degree of balance and thoroughness.

- All trot sitting unless stated otherwise.
- Introduce: 15m circle in canter; lengthening of stride in trot

	Test	Directive Ideas
1. A X	Enter working trot Halt, Salute Proceed working trot	Straightness on centerline, quality of halt, trot and transitions
2. C E-X	Track left Half circle 10m returning to the track at H	Quality of turn at C, quality of trot, bend and size of figure
3. B-X	Half circle 10m returning to the track at M	Quality of trot, bend and size of figure
4. HXF F	Lengthen stride in trot, rising or sitting Working trot sitting	The lengthening of frame and stride, regularity of trot, balance and straightness, transitions
5. A-C	3 loop serpentine width of arena	Quality of trot, bend, execution of figure
6. C	Medium walk	Balance and smoothness of transition from trot, quality of medium walk
7. M-E	Free walk	Quality of free walk and straightness
8. E-F	Medium walk	Quality of medium walk and straightness
9.	(transition from free walk to medium walk at E)	Submission to shortening the reins while maintaining rhythm, tempo, and activity of walk
10. F A	Working trot Working canter right lead	Calmness and smoothness of transitions, quality of trot and canter
11. E	Circle right 15m	Quality of canter, roundness and size of circle, bend, corners and straightness K-E and E-H
12. MXK X	Change rein Working trot	Straightness, quality of canter and trot, balance and smoothness of transition
13. K	Working canter left lead	Calmness and smoothness of depart, quality of canter
14. B	Circle left 15m	Quality of canter, roundness and size of circle, bend, corners and straightness F-B and B-M
15. HXF X	Change rein Working trot	Straightness, quality of canter and trot, balance and smoothness of transition
16. KXM M	Lengthen stride in trot, rising or sitting Working trot sitting	The lengthening of frame and stride, regularity of trot, balance and smoothness of transition
17. C Before C C	Circle left 20m rising trot, allowing the horse to stretch forward and downward Shorten the reins Working trot sitting	Quality of stretch over back, forward and downward into a light contact while maintaining balance and quality of trot

18. E X G	Half circle 10m to X Straight ahead Halt, Salute	Quality of trot, quality and bend of half circle E-X, straightness on centerline, quality of transition and halt
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Leave arena at A in walk on a long rein.