

2011 CONTEST DIVISION

Contents

General Class Rules

Contest Division Class Descriptions

- Flag Race Pattern
- Barrel Race Pattern
- Pole Bending Pattern
- Stake Race Pattern

Showmanship Classes & Standards

Division Classifications:

Horses are to be divided into two divisions: Western Judged Events and Contest/Speed Events. The Western Judged Division includes showmanship, western pleasure, horsemanship, western riding, hunter under saddle, and reining. Contest/Speed Division includes showmanship, barrels, poles, flag race, and stake race. Cross entering in both divisions is **not allowed!** See General Rule #31 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.

CONTEST DIVISION CLASSES

Speed Events

GENERAL CONTEST CLASS RULES:

1. All contest classes will be timed with an electric timer and at least one stop watch. If the timing device fails, the contestant will be given the option of either an immediate rerun or a run at the end of the run order. If two (2) stop watches are used, the average time of the two (2) watches serves as the official time.
2. Time shall commence when the horse's nose crosses the starting line and will end when the horse's nose crosses the finish line.
3. **Contestants will start their runs from a designated point defined by cones (depending on location). Handler may enter designated area with rider but cannot enter the arena. Once contestant enters the arena, the adult must leave the holding pen.** The arena gate will be closed once the horse enters the arena and will not be opened until the contestant has concluded his or her run and has the horse under control. Two contest stewards will be assigned to work the gate.
4. Once the gate is closed contestants will have 45 seconds to break the timer, if not done so contestants will be excused and receive a no time.
5. In the case of a tie, the horse declared the winner in the runoff must run the pattern in not more than two (2) seconds over the original time or the runoff is held again.
6. Contestants are not permitted a rerun if handicapped by equipment failure and/or an accident to either the rider or the horse. Should a horse cast a shoe, the run may continue as long as it is not harmful to the horse. Otherwise, the contestant shall be excused from the competition.
7. Contestants are not permitted any assistance beyond the arena gate. A handler on foot, designated by the rider/parent/guardian, at their own risk, may assist the rider/horse in any area outside of the arena gate. However, once contestant enters the arena, the handler must exit the holding pen.
8. Western type equipment must be used on all horses. Mechanical hackamores and tie downs are permitted. However, show officials or contest stewards may inspect and prohibit any horse and rider from competing if any equipment is considered too severe and/or if any contestant is observed abusing his or her horse. *See Western Judged Division for a listing of all approved and prohibited equipment.*
9. Contestants may carry whips. The judge or official steward(s), at his or her discretion, may disqualify a contestant for excessive use of a bat, crop, whip, rope or hand, etc. in front of the

cinch.

10. Contestants must wear western attire including boots, long trousers and a long sleeve shirt with a collar or a turtleneck. The shirt must not allow midriff skin to show, must be buttoned or snapped, and must be tucked in and stay in as the run begins. **All riders MUST wear an ASTM-SEI Equestrian Helmet. Please refer to the General Rule number 24.**

11. No aids will be allowed to keep the contestants in the saddle (i.e. no rubber bands, Velcro, etc.) Such aids will be considered illegal equipment and be grounds for disqualification.

12. An official judge(s) will be designated to make calls and judgments on contest classes.

13. All riders will be allowed to finish the pattern within an allowable time limit to be determined by the judge. **Schooling of a horse in the arena will not be permitted.**

CONTEST DIVISION CLASSES

Speed Events

FLAG RACE PONY - Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade mares and geldings 14 hands and under. The flag race pattern will consist of three (3) barrels arranged in a triangle similar to that of the barrel race with all three (3) barrels situated a safe distance from the arena fence. Contestants may initially pick up the flag (17 3/4" in length; green & yellow in color) at either the right or the left barrel, but must ride either an inside or an outside (FIGURE 1) pattern. Riders may touch the barrels or buckets (3 gallon buckets filled to the top with sand). Riders that pick up the flag, but fail to permanently place the flag in the receiving bucket will receive a five (5) second penalty in addition to their final time. Riders that miss picking up the flag, drop the flag once it has been picked up, run off pattern, and/or knock over any barrel or bucket will receive a "no time." Riders striking any part of their pony with the flag will be disqualified.

FLAG RACE HORSE I - Exhibitors must be between the ages of 9-11 years old as of January 1 of the current year (see General Rules #10). Registered and grade horses over 14.0 hands. The flag race pattern will consist of three (3) barrels arranged in a triangle similar to that of the barrel race with all three (3) barrels situated a safe distance from the arena fence. Contestants may initially pick up the flag (17 3/4" in length; green & yellow in color) at either the right or the left barrel, but must ride either an inside or an outside (FIGURE 1) pattern. Riders may touch the barrels or buckets (3 gallon buckets filled to the top with sand). Riders that pick up the flag, but fail to permanently place the flag in the receiving bucket will receive a five (5) second penalty in addition to their final time. Riders that miss picking up the flag, drop the flag once it has been picked up, run off pattern, and/or knock over any barrel or bucket will receive a "no time." Riders striking any part of their horse with the flag will be disqualified.

FLAG RACE HORSE II - Exhibitors must be between the ages of 11-14 years old as of January 1 of the current year (see General Rules #10). Registered and grade horses over 14.0 hands. The flag race pattern will consist of three (3) barrels arranged in a triangle similar to that of the barrel race with all three (3) barrels situated a safe distance from the arena fence. Contestants may initially pick up the flag (17 3/4" in length; green & yellow in color) at either the right or the left barrel, but must ride either an inside or an outside (FIGURE 1) pattern. Riders may touch the barrels or buckets (3 gallon buckets filled to the top with sand). Riders that pick up the flag, but fail to permanently place the flag in the receiving bucket will receive a five (5) second penalty in addition to their final time. Riders that miss picking up the flag, drop the flag once it has been picked up, run off pattern, and/or knock over any barrel or bucket will receive "no time." Riders striking any part of their horse with the flag will be disqualified.

FLAG RACE 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 horses over 14.0 hands. The flag race pattern will consist of three (3) barrels arranged in a triangle similar to that of the barrel race with all three (3) barrels situated a safe distance from the arena fence. Contestants may initially pick up the flag (17 3/4" in length; green & yellow in color) at either the right or the left barrel, but must ride either an inside or an outside (FIGURE 1) pattern. Riders may touch the barrels or buckets (3 gallon buckets filled to the top with sand). Riders that pick up the flag, but fail to permanently place the flag in the receiving bucket will receive a five (5) second penalty in addition to their final time. Riders that miss picking up the flag, drop the flag once it has been picked up, run off pattern, and/or knock over any barrel or bucket will receive a "no time." Riders striking any part of their horse with the flag will be disqualified.

Figure 1

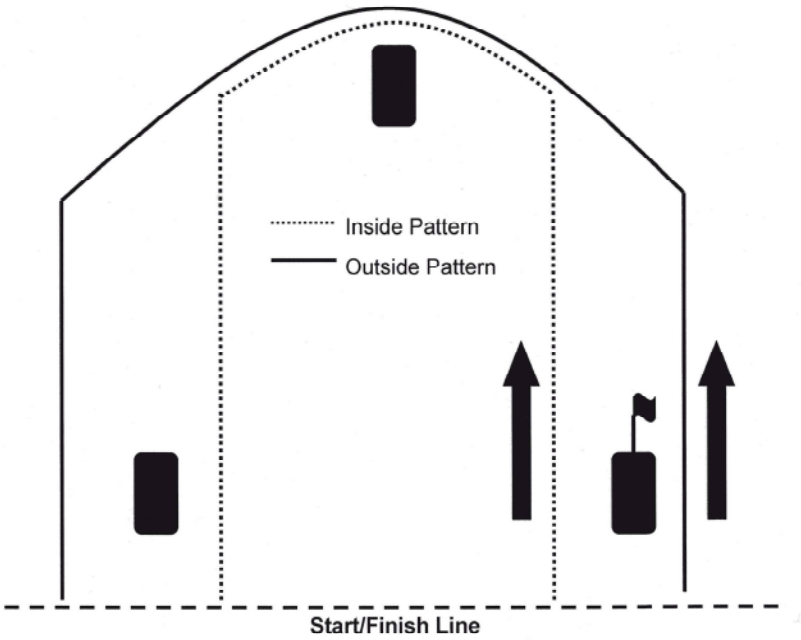
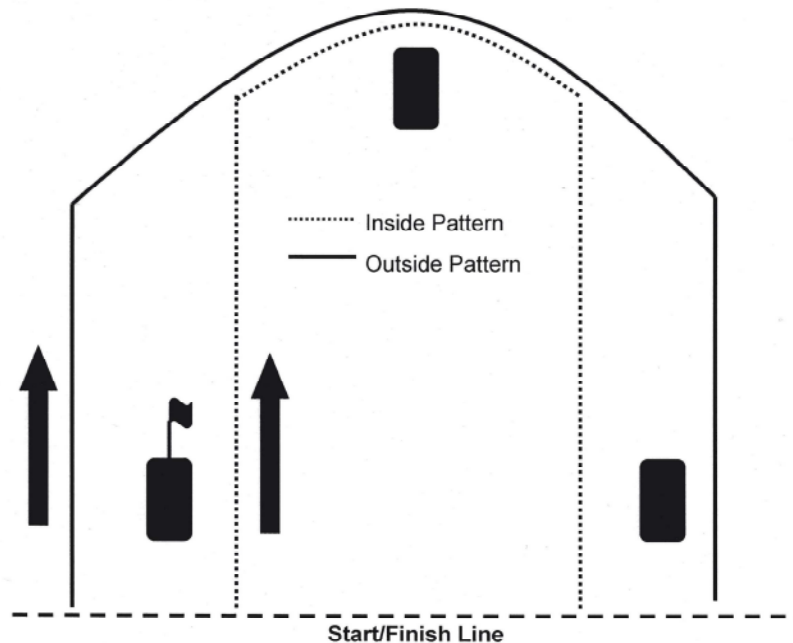


Figure 1, cont.



BARREL RACE PONY- JR. RIDER - Exhibitors must be between the ages of 9-13 years old as of January 1 of the current year (see General Rules #10). Registered and grade mares and geldings 14 hands and under. The barrel race pattern will consist of three (3) barrels arranged in a triangle. The left and right barrels will be spaced thirty (30) yards apart and twenty (20) yards from the start/finish line. The third barrel will be spaced thirty-five (35) yards from both the left and right barrels. All three (3) barrels will be placed a safe distance from the arena fence. If the pattern is too large for a given arena, then the pattern will be reduced five (5) yards at a time until the pattern fits the arena. Contestants may initially ride to the left or right (FIGURE 2) barrel and then ride the remainder of the pattern accordingly. Riders may touch the barrels. However, riders knocking over a barrel shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification.

BARREL RACE PONY- SR. RIDER - Exhibitors must be between the ages of 14-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade mares and geldings 14 hands and under. The barrel race pattern will consist of three (3) barrels arranged in a triangle. The left and right barrels will be spaced thirty (30) yards apart and twenty (20) yards from the start/finish line. The third barrel will be spaced thirty-five (35) yards from both the left and right barrels. All three (3) barrels will be placed a safe distance from the arena fence. If the pattern is too large for a given arena, then the pattern will be reduced five (5) yards at a time until the pattern fits the arena. Contestants may initially ride to the left or right (FIGURE 2) barrel and then ride the remainder of the pattern accordingly. Riders may touch the barrels. However, riders knocking over a barrel shall carry a five (5) second penalty per barrel. Failure to

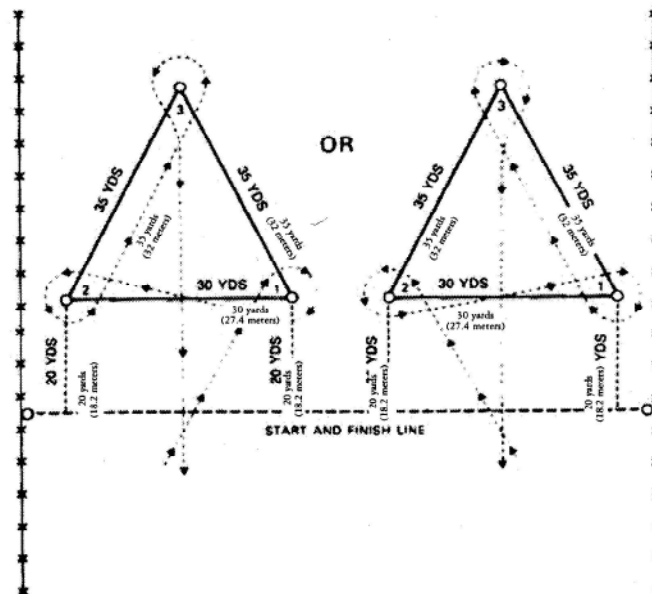
follow the course shall cause disqualification. .

BARREL RACE HORSE I - Exhibitors must be between the ages of 9-11 years old as of January 1 of the current year (see General Rules #10). Registered and grade horses over 14.0 hands. The barrel race pattern will consist of three (3) barrels arranged in a triangle. The left and right barrel will be spaced thirty (30) yards apart and twenty (20) yards from the start/finish line. The third barrel will be spaced thirty-five (35) yards from both the left and right barrels. All three (3) barrels will be placed a safe distance from the arena fence. If the pattern is too large for a given arena, then it will be reduced five (5) yards at a time until the pattern fits the arena. Contestants may initially ride to the left (FIGURE 1) or right (FIGURE 2) barrel and then ride the remainder of the pattern accordingly. Riders may touch the barrels. However, riders knocking over a barrel shall carry a five (5) second penalty per barrel. Failure to follow the course shall cause disqualification.

BARREL RACE 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 horses over 14.0 hands. The barrel race pattern will consist of three (3) barrels arranged in a triangle. The left and right barrel will be spaced thirty (30) yards apart and twenty (20) yards from the start/finish line. The third barrel will be spaced thirty-five (35) yards from both the left and right barrels. All three (3) barrels will be placed a safe distance from the arena fence. If the pattern is too large for a given arena, then it will be reduced five (5) yards at a time until the pattern fits the arena. Contestants may initially ride to the left or right (FIGURE 2) barrel and then ride the remainder of the pattern accordingly. Riders may touch the barrels. However, riders knocking over a barrel shall carry a five (5) second penalty per barrel. Failure to follow the course shall cause disqualification.

BARREL RACE 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 horses over 14.0 hands. The barrel race pattern will consist of three (3) barrels arranged in a triangle. The left and right barrel will be spaced thirty (30) yards apart and twenty (20) yards from the start/finish line. The third barrel will be spaced thirty-five (35) yards from both the left and right barrels. All three (3) barrels will be placed a safe distance from the arena fence. If the pattern is too large for a given arena, then it will be reduced five (5) yards at a time until the pattern fits the arena. Contestants may initially ride to the left or right (FIGURE 2) barrel and then ride the remainder of the pattern accordingly. Riders may touch the barrels. However, riders knocking over a barrel shall carry a five (5) second penalty per barrel. Failure to follow the course shall cause disqualification.

Figure 2



POLE BENDING PONY- JR. RIDER - Exhibitors must be between the ages of 9-13 years old as of January 1 of the current year (see General Rules #10). Registered and grade mares and geldings 14 hands and under. The pole bending pattern will consist of six (6) poles arranged in a straight line and spaced twenty-one (21) feet apart. The first pole will be spaced at least twenty-one (21) feet from the start/finish line. All poles will be placed a safe distance from the arena fence. Contestants may ride initially to either the left or right (FIGURE 3) of the first pole and follow the remainder of the pattern accordingly. Riders may touch the poles. However, riders knocking over a pole shall carry a five (5) second penalty per pole. Failure to follow the course shall cause disqualification.

POLE BENDING PONY- SR. RIDER - Exhibitors must be between the ages of 14-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade mares and geldings 14 hands and under. The pole bending pattern will consist of six (6) poles arranged in a straight line and spaced twenty-one (21) feet apart. The first pole will be spaced at least twenty-one (21) feet from the start/finish line. All poles will be placed a safe distance from the arena fence. Contestants may ride initially to either the left (FIGURE 3) or right (FIGURE 4) of the first pole and follow the remainder of the pattern accordingly. Riders may touch the poles. However, riders knocking over a pole shall carry a five (5) second penalty per pole. Failure to follow the

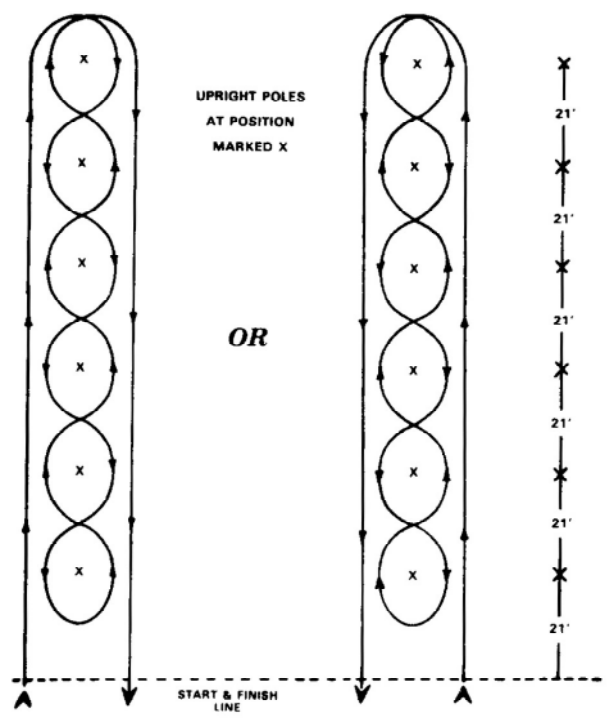
course shall cause disqualification.

POLE BENDING HORSE I - Exhibitors must be between the ages of 9-11 years old as of January 1 of the current year (see General Rules #10). Registered and grade horses over 14.0 hands. The pole bending pattern will consist of six (6) poles arranged in a straight line and spaced twenty-one (21) feet apart. The first pole will be spaced at least twenty-one (21) feet from the start/finish line. All poles will be placed a safe distance from the arena fence. Contestants may initially ride to either the left or right (FIGURE 3) of the first pole and follow the remainder of the pattern accordingly. Riders may touch the poles. However, riders knocking over a pole shall carry a five (5) second penalty per pole. Failure to follow the course shall cause disqualification.

POLE BENDING 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 horses over 14.0 hands. The pole bending pattern will consist of six (6) poles arranged in a straight line and spaced twenty-one (21) feet apart. The first pole will be spaced at least twenty-one (21) feet from the start/finish line. All poles will be placed a safe distance from the arena fence. Contestants may initially ride to either the left (FIGURE 3) or right (FIGURE 4) of the first pole and follow the remainder of the pattern accordingly. Riders may touch the poles. However, riders knocking over a pole shall carry a five (5) second penalty per pole. Failure to follow the course shall cause disqualification.

POLE BENDING 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 horses over 14.0 hands. The pole bending pattern will consist of six (6) poles arranged in a straight line and spaced twenty-one (21) feet apart. The first pole will be spaced at least twenty-one (21) feet from the start/finish line. All poles will be placed a safe distance from the arena fence. Contestants may initially ride to either the left or right (FIGURE 3) of the first pole and follow the remainder of the pattern accordingly. Riders may touch the poles. However, riders knocking over a pole shall carry a five (5) second penalty per pole. Failure to follow the course shall cause disqualification.

Figure 3



STAKE RACE PONY - Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade mares and geldings 14 hands and under. See Figure 4 for example Stake Race pattern. The start and finish line is 20 feet wide and marked by two upright markers 10 feet on each side of the center line and short enough so as to not interfere with the timer. Short pylons or cones are recommended. The first and second poles marking the center line are each 40 feet from the start and finish line, marking them a total of 80 feet apart. The contestant is allowed a running start and may begin his run from either the left or right side of the first pole. Start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line. Failure of a contestant to cross the start and finish line between the markers shall result in no time. Failure of contestant to cross over the center line between the markers before turning the second pole and cross back over the center line after turning the second pole shall result in no time. If an upright marker or pole is knocked down, it shall result in a no time. All ponies must start from the same end of the arena.

STAKE RACE HORSE I - Exhibitors must be between the ages of 9-11 years old as of January 1 of the current year (see General Rules #10). See Figure 4 for example Stake Race pattern. Registered and grade horses over 14.0 hands. The start and finish

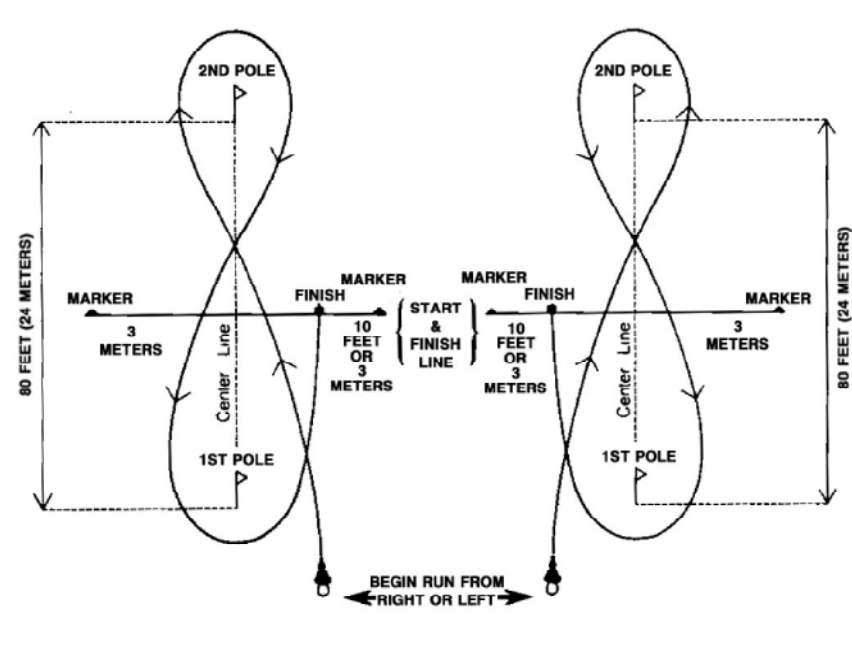
line is 20 feet wide and marked by two upright markers 10 feet on each side of the center line and short enough so as to not interfere with the timer. Short pylons or cones are recommended. The first and second poles marking the center line are each 40 feet from the start and finish line, marking them a total of 80 feet apart. The contestant is allowed a running start and may begin his run from either the left or right side of the first pole. Start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line. Failure of a contestant to cross the start and finish line between the markers shall result in no time. Failure of contestant to cross over the center line between the markers before turning the second pole and cross back over the center line after turning the second pole shall result in no time. If an upright marker or pole is knocked down, it shall result in a no time. All horses must start from the same end of the arena.

STAKE RACE 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). See Figure 4 for example Stake Race pattern. Registered and grade horses over 14.0 hands. The start and finish line is 20 feet wide and marked by two upright markers 10 feet on each side of the center line and short enough so as to not interfere with the timer. Short pylons or cones are recommended. The first and second poles marking the center line are each 40 feet from the start and finish line, marking them a total of 80 feet apart. The contestant is allowed a running start and may begin his run from either the left or right side of the first pole. Start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line. Failure of a contestant to cross the start and finish line between the markers shall result in no time. Failure of contestant to cross over the center line between the markers before turning the second pole and cross back over the center line after turning the second pole shall result in no time. If an upright marker or pole is knocked down, it shall result in a no time. All horses must start from the same end of the arena.

STAKE RACE 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). See Figure 4 for example Stake Race pattern. Registered and grade horses over 14.0 hands. The start and finish line is 20 feet wide and marked by two upright markers 10 feet on each side of the center line and short enough so as to not interfere with the timer. Short pylons or cones are recommended. The first and second poles marking the center line are each 40 feet from the start and finish line, marking them a total of 80 feet apart. The contestant is allowed a running start and may begin his run from either the left or right side of the first pole. Start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line. Failure of a contestant to cross the start and finish line between the markers shall result in no time. Failure of contestant to cross over the center

line between the markers before turning the second pole and cross back over the center line after turning the second pole shall result in no time. If an upright marker or pole is knocked down, it shall result in a no time. All horses must start from the same end of the arena.

Figure 4



SHOWMANSHIP I (Contest Only) - 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). Contest exhibitors can not cross-enter in Western Judged Showmanship I.

SHOWMANSHIP II (Contest Only) - 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). Contest exhibitors can not cross-enter in Western Judged Showmanship II.

SHOWMANSHIP III (Contest Only) - 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). Contest exhibitors can not cross-enter in Western Judged Showmanship III.

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. Western attire including a Western hat and boots.
- **Equipment:** Clean and properly adjusted equipment should be used. Halters (leather, nylon or rope) must be used in the Western division. A lead shank of adequate length should be used with the chain portion doubled through the snap ring on the halter or run under the chin and snapped to the right side of the halter.

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.

- Horse or pony may be shown with either a full or clipped mane. Full manes should be thinned by pulling out the excess hair. Tails should hang well down below the hocks. The feet should be neatly trimmed or properly shod. The use of hoof polish or dressing is 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:** Western Horses/Ponies should always be set up with their front and rear feet set squarely under them.

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.