

# 2024 Rule Book



Montana 4-H  
State Horse  
Show

## TABLE OF CONTENTS

TOPIC	PAGE NUMBER
<b>RULE BOOK PURPOSE</b>	3
<b>HORSE SHOW PURPOSE</b>	3
<b>HORSE SHOW POLICIES</b>	3
Show Eligibility	3
Equine Biosecurity & Health Inspection	4
Brand Inspection	4
Drugs	4
Protective Headgear	5
Awards	5
Fees	5
Judges	5
Equipment Stewards	6
Ring Stewards	6
Grievance Committee	6
<b>HORSE PROJECT REQUIREMENTS</b>	7
Definition of a Project Horse	7
4-H Ownership Policy	7
<b>GENERAL HORSE SHOW RULES</b>	8
<b>DRESS CODE FOR ALL CLASSES</b>	9
<b>BITS &amp; OTHER EQUIPMENT</b>	10
<b>JUDGING CRITERIA</b>	10
Showmanship	10
Colt to Maturity - Yearling	12
Colt to Maturity/Green Horse Performance - Western	15
Western Horsemanship	18
Colt to Maturity/Green Horse Performance - English	23
English Horsemanship	26
Rail Classes - Equitation	32
Ranch Horse Levels 1-4	32
Trail	33
Reining	36
Western Riding	37
Hunter Hack	45
Small Equine	46
Horse Driving	49
Costume Contest	49
Western Games	49

## **RULE BOOK PURPOSE**

The Montana 4-H State Horse Show rules are designed to be used at the county and state level horse shows to provide continuity for the following reasons:

1. To help 4-H members understand the expectations and standards required to show horses at the county and state level
2. To help 4-H members easily transition to and prepare for showing horses at breed specific and national/world shows

NOTE: Individual counties may have differing policies and rules, but the policies and rules outlined in this booklet will be followed to implement the Montana 4-H State Horse Show.

## **HORSE PROGRAM PURPOSE**

The purposes of the Montana 4-H horse program are to help members to:

1. Develop life skills
  - a. Foster a positive self-image
  - b. Learn decision making abilities and responsibility for choices
  - c. Develop an inquiring mind
  - d. Relate to others
  - e. Acquire a concern for local and global communities
2. Develop leadership, initiative, self-reliance, sportsmanship, and other desirable character traits.
3. Experience the pride and responsibility of having a horse and receive additional education in horse care, feeding, management, and expenses.
4. Appreciate horseback riding as a healthy and wholesome form of recreation.
5. Obtain skills in horsemanship and handling of horses.
6. Utilize safety precautions that prevent injury to the horse, rider, and others.
7. Nurture greater love for animals and develop a humane attitude toward them.
8. Prepare for citizenship responsibilities by working together in groups and supporting community horse projects and activities.
9. Promote 4-H.
10. Promote the state 4-H horse project and program.
11. Provide uniformity among county and state horse projects.
12. Promote goals of the 4-H horse project.
13. Promote excellence in horsemanship.
14. Encourage individuals to perform to the best of their abilities.
15. Encourage and recognize horsemanship ability.
16. Set and achieve goals to the best of the member's ability.

## **HORSE SHOW POLICIES**

The Montana 4-H State Horse Show has the approval of the Montana 4-H Center for Youth Development. The 4-H name and emblem are copyrighted, so 4-H classes are limited to Montana 4-H horse project members and must have Extension Service approval.

### **Show Eligibility**

Intent: To reduce the possibility of injury to other horses, exhibitors, and spectators  
To give all exhibitors any equal opportunity of showcasing their horses and skills

Individual counties may have differing policies and rules, but the policies and rules outlined in this booklet will be followed to implement the Montana 4-H State Horse Show. When entering the 4-H State Horse Show, the 4-H member must have shown their project horse in that same 4-H horse project class at the county level if the class is offered. Refer to your county requirements and verify with your county agent to ensure you and your project horse are eligible to enter the Montana 4-H State Horse Show.

The Montana 4-H State Horse Committee reserves the right to make changes, split classes, or reassign arenas to facilitate judging. They reserve the right to cancel or combine classes.

Travel to and from the show is the responsibility of the exhibitor. Exhibitors are strongly encouraged to obtain their own accident insurance for both themselves and their horses. Neither the host county nor the Montana 4-H Center for Youth Development are liable for any accident, damage, or loss of personal property, livestock, or person, including travel to and from the State Horse Show.

### **Equine Biosecurity & Health Inspection**

Intent: To ensure only healthy horses attend state horse events and to reduce the chances of horses being infected through contact with other horses at the event

To minimize biosecurity risks to exhibitors and their animals, each horse must be inspected by a veterinarian within 14 days of the show and provide a satisfactory Certificate of Veterinary Inspection (CVI). Members must submit a CVI for each horse at time of check-in and before they may unload. The horse show committee may have a veterinarian on call or at the facility to check animals for a fee. CVI forms are available on the Montana 4-H Horse Project page.

In accordance with Montana State University Extension guidance, all horses attending Montana 4-H state horse events must meet the following requirements:

- All horses must be vaccinated for Equine Herpesvirus (“rhinopneumonitis”),
- All exhibitors must provide a satisfactory Certificate of Veterinary Inspection (CVI), signed by a veterinarian. The state veterinarian recommends all horses be current on their “4-way” vaccinations (Eastern and Western Encephalitis [“sleeping sickness”], tetanus, and influenza), and receive vaccinations for rabies and West Nile. Horse owners are strongly encouraged to work with their veterinarian to ensure their horses have an appropriate core plus risk-based vaccination regimen.

### **Brand Inspection**

Intent: To identify ownership of the animal and be in compliance with Montana state laws

Either an annual or a lifetime brand inspection certificate, available from local State Brand Inspectors, must accompany every horse crossing county lines and be available for inspection at the Montana 4-H State Horse Show.

### **Drugs**

Intent: To help ensure fairness among exhibitors and promote animal health and wellbeing

The Montana 4-H State Horse Committee does not permit the use of drugs (herbal, natural, or pharmaceutical) or surgical procedures which affect an animal’s conformation, appearance, natural color, or behavior, except for treating a recognized disease or injury. For the purpose of this code, “drug” shall mean any substance commonly used by the medical or veterinary professions that affect the circulatory,

respiratory, or central nervous systems of an animal. Only those drugs approved and labeled for use on species-specific animals can be administered. Horses requiring any medications should be identified upon arrival at the 4-H show office.

Exhibitors should be prepared to present a valid prescription or a written explanation, either or both to be signed by the animal's licensed veterinarian. If the horse requires medication or treatment after arrival at the show, any medication used to protect the health and welfare of the animal must be prescribed by a licensed veterinarian and approved at the State Horse Committee meeting during the Montana 4-H State Horse Show. Administration of all medications must always be done in accordance with the specification and/or instructions given with the prescription.

Liability for the correct administration of the prescribed drug is the responsibility of the exhibitor and exhibitor's parent or legal guardian.

### **Protective Headgear**

Intent: To help ensure safety of the rider

An ASTM certified/SEI approved equestrian helmet with safety harness fastened in place is required in over fence classes and gymkhana events, activities, and practice sessions. Gymkhana refers to horseback speed events (timed and untimed) that do not use livestock. Helmet use is encouraged in all 4-H activities any time a 4-H member is around a horse.

Montana 4-H Helmet Policy will be enforced at the Montana 4-H State Horse Show.

### **Awards**

Intent: To recognize and reward excellence, effort, and achievement

Awards will be given to the top 8 places of the class depending on the number of exhibitors in the class. Show management reserves the right to cancel or combine classes, if less than ten (10) exhibitors are entered in a particular class.

### **Fees**

Intent: To be affordable for families, while meeting the financial obligations of the show

Registration fees, wood shavings, and stall fees will be charged and specified with show registration information. All fees must be paid when the registration form is sent in prior to the show. Refunds will be allowed in full up to the entry deadline of the show. Refunds will be considered after the deadline on a case-by-case basis.

### **Judges**

Intent: To help ensure that the horse show is an educational experience for the member and helps to further develop the life skills of the member

Judge(s) will be selected by the Host Show and State Horse Committees using the following criteria:

- Familiarity with the 4-H horse program
- Youth-orientated show experience
- Willingness to observe Montana 4-H horse project criteria

An alternate judge should be available in case of an emergency.

Intent: To keep the horse show's length reasonable

A separate judge may be used when more than one class is judged at a specific time.

Intent: To help eliminate misunderstandings, and to ensure that all understand the expectations of the Montana 4-H State Horse Show Committee

Judges are to arrive prior to the show meeting and review the Montana 4-H State Horse Show rule book at a specified time with all committee members, ring steward(s), clerks, and announcers.

Intent: To communicate to the members where they placed within the class compared to the scores of others for educational purposes

All judging in the Montana 4-H State Horse Show is based on the member's ability to show his/her horse. The judge is encouraged to give constructive criticism and suggestions for improvement as well as point out superior performance to exhibitors whenever possible. Placings will be posted and scores and judging sheets will be available at the show office.

### **Equipment Stewards**

Intent: To ensure that participants' equipment and clothing are within the limits prescribed by the rules and those contestants do not have unfair advantage over other contestants and that equipment is not abusive to the animals

The show may have stewards who will interpret and clarify rules regarding equipment and dress. If used, stewards will be identifiable. Show management may assign all equipment and appointment eligibility to the official judge.

### **Ring Stewards**

Intent: To provide a process whereby a member may discuss their performance with a judge

The person assisting the judge in the ring is referred to as the ring steward. Any exhibitor wishing to discuss any matter with the judge must first contact the ring steward who will then arrange such an appointment if approved by the judge.

### **Grievance Committee**

Intent: To provide an equitable process for resolving differences related to the horse show procedures and to determine authority over differences related to the horse show

The grievance committee will supersede all other decisions. The grievance committee shall consist of three (3) members of the Montana 4-H State Horse Show Committee and two (2) members from the Montana 4-H Center for Youth Development who will review protests. All protests must be submitted in writing, along with a \$25.00 fee. The exhibitor must submit all grievances within 1 hour of the end of the class or of the decision affecting the exhibitor having been made.

## **HORSE PROJECT REQUIREMENTS**

For the purposes of exhibition at the Montana 4-H State Horse Show, horses shall be defined as light, draft, and miniature horses, ponies, mules, and donkeys.

### **Definition of a Project Horse**

Intent: To allow a system of easy access to identify horses, projects, and other vital information for all concerned (i.e. agents, secretaries, and leaders)

A project horse is any horse registered with the county/tribal Extension office with a completed identification card on file by the county deadline and enrolled in any established state 4-H horse project (Western/English Horsemanship, Colt to Maturity, Green Horse, Working Ranch Horse, Small Equine, or Driving projects).

The horse must be assessed in the current year in the declared project(s). Assessment is the evaluation to keep participants progressing and ensures that it is an educational project. Entries will be verified by the member's Extension agent or their designee, indicating the following:

- The named exhibitor is a bona fide 4-H member,
- The named 4-H member's horse(s) is (are) part of the 4-H member's project for the current year, and
- They have been assessed into the current level.

Other definitions and requirements:

- A colt in the fifth year of the Colt to Maturity or a Level 4 Green Horse may cross enter to Horsemanship Level 7, if a member has been assessed out of Horsemanship Level 6.
- Stallions may not be shown in any class at the Montana 4-H State Horse Show. A stallion is defined as a male horse of any age that has not been castrated.

### **4-H Ownership Policy**

Intent: To give all members a specific timeline in which to maximize their horsemanship skills with their horse(s) and to be in complete control of the project animal

All 4-H horse project animals shown by 4-H members in 4-H classes must be owned or leased by the member or in a partnership with his or her immediate family or the member must have access to the horse. A 4-H member must be responsible for the care of their project horse from June 1 through the 4-H State Horse Show.

Intent: To give all members a timeline in which to acquire their project horse  
To maximize the training opportunities for the member throughout the entire five-year period  
To encourage the member to do all the training of the horse(s)

All horses in the Colt to Maturity project must be owned by the member or the member's immediate family, or the member must have access to the horse and the horse must be in continual care of the member from June 1 of the yearling year through the completion of the five-year project.

Intent: To allow the member to gain every skill possible in all levels of Horsemanship, Colt to Maturity, and Green Horse Projects through "learning by doing"  
To encourage the member to assume sole responsibility for training Colt to Maturity and Green Horse animals

- To encourage the member to go to trainers for advice, when needed, to further horsemanship and/or training skills
- To discourage trainers riding the project horse instead of members
- To keep the projects safe for the members and to have some logical progression to the project

Once the horse becomes a project animal in any of the 4-H projects, it may not receive professional training, unless the member participates in that training. Members must be present, as part of the training process, and projects cannot be in training full-time. The emphasis needs to be on safety and learning. If the project is deemed unsafe for the member at any time, the member and parent(s) need to discuss it with their Horse Leader or Committee.

- Intent: To recognize that the best experience is for each member to own and care for their own horse  
 To further recognize that there are families with more than one child that cannot afford more than one horse  
 To allow immediate family members the opportunity to be included in the county and state horse shows, if the family cannot financially justify another horse

A horse carried as a 4-H project may be shown by more than one member of the immediate family in any one year at the Montana 4-H State Horse Show, providing that neither the horse nor the member competes against himself or herself. If there is a conflict in schedules, for any reason, the exhibitor will have to determine in which class to participate and scratch the other.

## **GENERAL HORSE SHOW RULES**

Intent: To reflect the purposes and tradition of the Montana 4-H program

Show management reserves the right to interpret the rules, as necessary, for issues not clearly defined herein.

1. All horses must be exhibited in their basic project class (Western/English Horsemanship, Colt to Maturity, Green Horse, Working Ranch Horse, Horse Driving, or Small Equine project) at the Montana 4-H State Horse Show, if the class is offered. If a horse is entered in multiple classes at the show and the member withdraws from their basic project class, then the member forfeits all awards and premiums.
2. Members must show in the same 4-H Horse project level at the Montana 4-H State Horse Show that they showed in at their county fair.
  - a. Beginning in 2019: Once a member has won a Horsemanship Level Class at the State Horse Show, they are not allowed to exhibit in that same level at the State Horse Show in subsequent years, except for Horsemanship Level 7, which may be repeated.
  - b. This applies to class winners of the 2018 State Horse Show and beyond.
3. The judge and/or ring steward will dismiss from the ring any entry that is unruly or not under control to ensure the safety of the handler and other exhibitors.
4. ONLY exhibitors and show officials are allowed in the ring, while the show is in progress.
5. The age of the 4-H member is determined as of October 1st of the current program year. Youth who are 8 years old on or before October 1st may join 4-H as a 4-H member and enroll in most horse projects. For safety reasons, the Colt-to-Maturity and Green Horse projects require youth to be 11 years old on or before October 1st and meet other project requirements as stated in the project manual. Youth who are 19 years old on or before October 1<sup>st</sup> are ineligible to re-enroll in 4-H unless they are still in high school.
6. Members may ride at only one level English Horsemanship and one level Western Horsemanship. If riding both Western and English, levels ridden can be the same level or only one level above or below.



7. Colt to Maturity and Green Horse projects cannot cross enter in English or Western Horsemanship 1-7 projects. The exception to this rule is that Colt to Maturity 5th year and Level 4 Green Horse may enter in English or Western Level 7, provided the member has been assessed out of Horsemanship Level 6.
8. Level 1 riders can ride two-handed with any legal bit, regardless of the horse's age. **All Level 1 is Walk/Trot.**
9. To determine eligibility for competition, the age of the horse shall be computed by the calendar year starting January 1 of the year foaled. (Example: a horse foaled anytime in 2022 will be termed one-year-old on January 1, 2023, two years old on January 1, 2024, etc.)
10. Members can exhibit only one (1) horse per class.
11. Exhibitor's number(s) must be clearly visible.
12. Unsportsmanlike conduct, abusive language or actions, and/or abuse of any animal on the part of any 4-H exhibitor, parent, family member, or leader may result in penalization by forfeiture of any award received and or elimination from further competition of the 4-H member or those at fault.
13. The judge's decision in all lots shall be FINAL.
14. Exhibitors will be listed randomly within classes. Show management or the judge reserves the right to change the order of the go.
15. Exhibitors are expected to clean their own stalls. Only one horse per stall is allowed; however, in the case of miniatures, two (2) horses per stall will be permitted.
16. Breaking pattern is considered a fault and not a disqualification.
17. The 4-H member is responsible for the grooming and training of their 4-H project horse, with safety being the primary concern. Adults are not to do groundwork, warm up, ride, or train 4-H project horses at the Montana 4-H State Horse Show at any time. Violators may cause disqualification of the exhibitor.
18. Violations of the following safety rules may result in disqualification.
  - a. Boots must be worn when riding.
  - b. All horses must be ridden with bridles, not halters.
  - c. Riding double is prohibited.
  - d. State helmet policy will be enforced.
  - e. All horses must enter the arena in a controlled manner.
  - f. Run irons on English Saddles.
  - g. Horses must be walked in all areas other than warm-up areas.
  - h. Riders may not pony another horse for warm up.
19. No late entries will be allowed in the arena after the gate is closed. A gate hold may be requested.
20. Judges will penalize for unsoundness. The severity of penalty is at the judge's discretion.

## **DRESS CODE FOR ALL CLASSES**

### **Western attire:**

- Long sleeved, Western type shirt
- Western type pants
- Western boots
- Vests, sweaters, jackets, ties, gloves, and chaps are optional.
- Spurs are optional, unless otherwise prohibited. Spurs must be worn properly.
- Hair that is shoulder length or longer must be contained in a net or braid while showing the project or showmanship classes.

### **English attire - Hunt Type:**

- Hunt coat (red, pink, and scarlet coats are prohibited, unless exhibitor has earned them as a member of a recognized hunt).
- Breeches
- English style blouse or shirt
- Hunt boots
- Hard hat meeting ASTM and SEI standards with harness that is hooked properly
- Gloves, spurs (NO rowel), and crop or bat are optional.
- Hair that is shoulder length or longer must be contained in a net or braid.

**English attire - Saddle Seat:**

- Solid color jacket and jodhpurs are required.
- Derby, soft hat, or top hat
- Jodhpur boots
- Spurs (NO rowel) and crop are optional. Spurs must be worn properly.
- Hair that is shoulder length or longer must be contained in a net or braid.

**Bareback Equitation:**

- Western or English attire is allowed.
- Prohibited attire are the following: chaps, spurs, crops, and bats

**Showmanship, Yearling Classes, Trail, Small Equine (Mini), and Driving:**

- Western or English attire is allowed

**BITS & OTHER EQUIPMENT**

**For ALL riding classes:**

- **BITS:** Consult the Montana 4-H Bit Rules & Equipment Guide for more details. Unless otherwise specified, curb bits must be ridden with one hand and snaffle bits must be ridden with two hands. See your specific levels to determine allowable bits.
- **OTHER EQUIPMENT:** In classes where spurs are allowed, they must be worn and used properly. Equipment steward or judge may prohibit use of any equipment deemed severe or inhumane.

**JUDGING CRITERIA**

Intent: To provide clear expectations and consistent standards across county, state, breed, national/world shows

All patterns will be posted at registration and arenas at least one hour prior to class time.

**Showmanship**

Intent: To show handling, willingness, control, and training demonstrated in the showmanship pattern

Showmanship will be entered according to the age of the contestant. Classes will also be offered for Colt to Maturity/Green Horse levels (Yearling Showmanship and Young Horse Showmanship). Members can exhibit only one (1) horse per class (General Rule #10).

**Equipment:** Whips or bridles will not be allowed. All horses will be shown with a properly adjusted halter. Lead shanks with chains may be used under the chin.

### **Evaluation Criteria:**

1. Appearance of the horse:
  - a. 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.
  - b. The hooves should be clean and properly trimmed or shod. No preference will be shown for hoof dressing or coloring. Tack should be neat, clean, and properly dressed and adjusted. Tack should complement, not detract, from the horse.
2. Showing the horse:
  - a. All exhibitors will be asked to perform a pattern. The exhibitor may be asked to perform the following maneuvers in the 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.
  - b. 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.
  - c. 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 dragged along behind. Changing hands to back the horse is optional. At the judge's discretion, the finalists in each class may be called back into the arena for further work.
3. The exhibitor:
  - a. The member must be neat and clean in appearance and appropriately dressed in western attire or English attire.

### **Scoring:**

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with ½ point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors' overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent.

### **Penalties**

Maneuver evaluations and penalty applications are to be determined independently. The following penalties will be applied for each occurrence and will be deducted from the final score:

#### **Three (3) points:**

- Break of gait at the walk or trot up to 2 strides

- Over or under turning up to 1/8 of a turn
- Ticking or hitting cone
- Sliding a pivot foot
- Lifting a pivot foot during a pivot and replacing it in the same place
- Lifting a foot in a set-up and replacing it in the same place after presentation

**Five (5) points:**

- Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location
- Break of gait at walk or trot for more than 2 strides
- Splitting the cone (cone between the horse and exhibitor)
- Horse stepping out of or moving the hind end significantly during a pivot or turn
- Horse stepping out of set-up after presentation
- Horse resting a foot or hipshot in a set-up
- Over or under turning 1/8 to 1/4 turn

**Ten (10) points:**

- Exhibitor is not in the required position during inspection
- Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during the set-up
- Standing directly in front of the horse
- Loss of lead shank, holding chain or two hands on shank
- Blatant disobedience including biting, kicking, rearing or pawing; horse continually circling exhibitor
- Horse stepping out of or moving the hind end significantly during a pivot or turn more than one time

**Disqualifications** (should not be placed) including:

- Loss of control of horse that endangers exhibitor, other horses, or judge
- Horse becomes separated from exhibitor
- Failure to display correct number
- Willful abuse
- Excessive schooling or training; use of artificial aids
- Illegal equipment

Note: Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

**Colt to Maturity - Yearling Project**

Intent: To showcase the 4-H member's ability fit and train a yearling horse  
 To provide an avenue to progressively advance the skills and abilities of both the 4-H member and the young horse

**Requirements**

The Colt to Maturity yearling project consists of the following:

1. Exhibitors must be at least 11 years old by October 1st of the current 4-H year and must have completed the assessment for Horsemanship Level 3.
2. Exhibitors may only show one horse.
3. Refer to manual “Training Horses: Yearling to Five-Year-Olds and Green Horses.”

**Required Abilities:**

- Proper handling of the yearling (includes adjusting the halter to fit properly).
- Correctly tie up the yearling using a safe knot. Exhibit that the yearling is broke to tie.
- Describe what constitutes a well-mannered horse.
- Explain what “conditioning a horse” means.
- Walk, trot, stop, back, turn (minimum 180 degrees), and demonstrate in a pattern.
- Pick up all four feet of the yearling.
- Demonstrate how to stand the yearling square.
- Answer basic questions about nutrition and health of the growing horse.

**Classes****Yearling Showmanship**

This is the required Colt-to-Maturity yearling horse project class, with the intent to show handling, willingness, control, and training demonstrated in the showmanship pattern. Performance and manners, conformation and condition, appearance of horse and exhibitor, and project knowledge contribute to the overall score. For more details, reference the Showmanship rules.

**NOTE:** Exhibitors may also enter the Young Horse Showmanship class with their yearling project, if it is offered at the show.

**Yearling Longe Line**

This class allows exhibitors to demonstrate the training progress of the young horse, while showcasing the horse’s quality of movement, manners/attitude, and conformation.

Horses are to be shown in a flat nylon or leather halter, with a longe line 20 to 30 feet long. Use of a longe whip is optional. Longe whips may not have any type of attachment, such as a flag. The arena will have a designated exhibition area. No assistance may be provided by grooms, once a horse enters the arena. Each exhibitor will have 2 minutes to exhibit his or her yearling. Yearling longe line horses should be shown in both directions on the longe line and should attempt to show all three gaits (walk, jog/trot, lope/canter) in each direction. The order in which the gaits are shown is the choice of the exhibitor. Failure to show all three gaits shall not be cause for disqualification but shall be scored accordingly. Longe whips, if carried, should be used to provide encouragement and to aid in positioning the horse on the longe line. Excessive use of the longe whip can be cause for disqualification.

A whistle or announcement will signal the end of the 2-minute exhibition. At the completion of the 2 minutes, the 4-H member and the horse will leave the working area. After all horses are worked, they will be brought back in and lined up for a final inspection.

**Scoring:**

Scoring will be on a basis of 0-infinity with 70 denoting an average performance. Each evaluated element will receive a score that will be added or subtracted from 70 and is subject to a penalty that should also be

subtracted. The score reflects the horse's performance on that day. Conformation, Jog/Trot, Lope/Canter and Manners/Attitude will be scored on the following basis ranging from +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor and the Walk and Use of Circle will be scored on the following basis ranging from +1½ Excellent, +1 Very Good, +½ Good, 0 Correct, -½ Poor, -1 Very Poor, - 1½ Extremely Poor.

**Penalty 5:**

- Failure to walk a minimum of two horse lengths
- Failure to jog/trot a minimum of ¼ (quarter) of a circle
- Failure to demonstrate the correct lead for a minimum of ¼ (quarter) of a circle

**Penalty Score 0:**

- Evidence of lameness
- Striking of the horse to cause forward or lateral movement
- Fall to the ground by horse
- Horse steps over or becomes entangled in the longe line
- Improper equipment
- Evidence of abuse
- Exhibitor shows disrespect toward judge
- Any time horse becomes detached from the handler

**NOTE: Failure to show all three gaits in both directions must place below exhibitors not incurring a disqualifying fault.**

## **Yearling In-Hand Trail**

### **Required abilities:**

This class will be judged on the performance of the horse at halter in maneuvering the obstacles. A trail course to be set may include 4 trot-overs, bridge, gate, mailbox, and backing element. Obstacles will not be raised (trot-overs and bridge). Handling, course completion, conditioning, and conformation will contribute to the overall score.

### **Scoring**

Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Credit will be given to those horses negotiating the obstacles cleanly, smoothly, and alertly with style in prompt response to the handler's cues.

**Penalties** should be assessed per occurrence as follows:

**One half ( ½ ) point:**

- Each tick of log, pole, cone, plant, or obstacle

**One (1) point:**

- Each hit, bite or stepping on a log, pole, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or jog for two strides or less
- Both front or hind feet in a single-strided slot or space
- Skipping over or failing to step into required space
- Failure to meet the correct strides on trot over log obstacles

**Three (3) points:**

- Incorrect or break of gait at walk or jog for more than 2 strides
- Knocking down an elevated pole, cone, barrel, plant or obstacle, or severely disturbing an obstacle unless caused by the tail
- Stepping outside the confines of, falling or jumping off or out of an obstacle with one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with one foot

**Five (5) points:**

- Dropping slicker or object required to be carried on course
- First or second cumulative refusal, balk, or evading an obstacle by shying or backing.
- Letting go of gate or dropping rope gate
- Use of either hand to instill fear or praise (slight touching or tapping with one hand to cue horse in a sidepass maneuver only is acceptable)
- Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with more than one foot
- Blatant disobedience (including biting, kicking out, bucking, rearing, striking or continuously circling the exhibitor)

**The following faults shall not be cause for disqualification but will prevent exhibitors/horses from placing higher than those without them.**

- Performing the obstacles other than in specified order
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeatedly touching the horse
- Failure to enter, exit or work obstacle in any manner other than how it's described, including overturns of more than 1/4 turn
- Failure to follow the correct line of travel between obstacles
- Working outside designated boundary marker of the arena or course area
- Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course
- Failure to demonstrate correct gait between obstacles as designated.
- Horse gets loose from exhibitor
- Leading or backing on the wrong side of the horse. Leading and backing should be performed from the left side of the horse
- Fall of horse or exhibitor
- Excessive schooling, pulling, turning or backing anywhere on course
- Failure to complete obstacle (i.e. dropping the rope gate and not picking it up)

**Colt to Maturity/Green Horse Performance - Western**

Intent: To showcase the 4-H member's equitation and ability to train a young/green horse

To provide an avenue to progressively advance the skills and abilities of both the 4-H member and the young horse

## **Equipment**

Skid, splint, and bell boot are optional for these classes. Use of a running martingale is optional for two-, three-, and four-year-olds when using a snaffle only. Other martingales or tie-downs are not permitted. It is suggested that martingale stops are used anytime a martingale is used with a snaffle bit. Spurs cannot be used forward of the cinch. For acceptable bits and other equipment, reference the Montana 4-H Bit Rules & Equipment Guide. For other equipment, reference Western Horsemanship Classes.

## **Scoring (reference Western Horsemanship)**

### **Evaluation Criteria:**

#### Walk

- Good: ground covering, flat footed, good attitude
- Minor faults: too slow, too fast
- Major faults: nervous, jiggling, not walking

#### Jog

- Good: easy riding, good motion, consistent, steady
- Minor faults: too slow, too fast
- Major faults: not performing a two-beat jog, failing to jog both front and back, hard or rough riding, constant breaking

#### Lope (cannot extend)

- Good: easy riding, good motion, consistent, steady
- Minor faults: too slow, too fast
- Major faults: wrong lead, pulling, jogging behind, hard or rough riding, not under control

#### Extended Jog

- Good: easy riding, good motion, smooth, consistent
- Minor faults: inconsistent speed
- Major faults: breaking gaits, pulling, hard or rough riding, and no increase in stride.

#### Back

- Good: proper flexion, readily responsive, back in straight line
- Minor faults: hesitant, not backing straight
- Major faults: throwing head, gaping, pulling, not backing, rearing

#### General

- Good: smooth, steady easy riding, proper flexion and balance, good attitude
- Minor faults: over or under flexion, sour ears, tail switching, inconsistent speed, out of balance, poll too high or too low to throw horse out of balance, improper or incomplete appointments.
- Major faults: throwing head, bad mouth, constant bumping of the bit, gaping, evidence of altered tail carriage, obvious schooling, and breaking pattern.

## **Two-Year-Old under Saddle Colt to Maturity/Green Horse Level 1 - Western**

Open to two-year-old fillies and geldings enrolled in the Two-Year-Old under Saddle Colt to Maturity project or horses enrolled in Green Horse Level 1. Animal will show with a ring snaffle bit or a rawhide hackamore (bosal). Any shank bit is not permitted. Horses will be judged at the walk, jog, and lope both directions on the rail. (\*Rail work is recommended, but the show committee may choose a pattern suitable



to the Two-Year-Old horse.) Gait changes will be progressive. Horses will be direct reined only (rein in each hand – see Bit Guide for proper hold of reins).

**Required Abilities:**

- Demonstrate proper bridling and unbridling.
- Demonstrate proper saddling and unsaddling.
- Back horse at least one horse length while mounted, exhibiting control and proper horse response.
- Demonstrate proper mounting and dismounting with horse standing still.
- Ride your horse at the walk, jog, and lope with recognition of proper leads.
- Transition from a walk to a jog to a lope back to a jog to a walk to a stop (not a sliding stop).
- Demonstrate an extended walk while mounted.
- Ride pattern as determined by show committee.
- Demonstrate knowledge of basic nutrition, management, horse anatomy, and equipment.

**Three-Year-Old under Saddle Colt to Maturity/Green Horse Level 2 - Western**

Open to three-year-old mares and geldings enrolled in the Three-Year-Old under Saddle Colt to Maturity project or horses enrolled in Green Horse Level 2. You may use the same bit as the Two-Year-Old/Green Horse Level 1 horses.

Horses can be indirect reined (neck reined) with a curb bit using one hand on the reins or direct reined with a snaffle bit using two hands on reins. Either method is acceptable: no additional credit will be given for neck reining. Horses will be judged on performance of the required pattern and may be judged at the walk, jog, and lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Riders must sit the jog and extended jog.

**Required Abilities:**

- Ride your horse at a walk, jog, lope, and stop with correct leads.
- Stop horse from a walk, jog, and lope.
- Back horse with balance and control.
- Demonstrate simple lead changes both directions.
- Perform forehand turns to the left and right (180 degrees).
- Perform turn to the left and right on the hindquarter (180 degrees).
- Demonstrate an extended jog while mounted.
- Ride pattern as determined by show committee.
- Demonstrates knowledge of basic nutrition, management, horse anatomy, and equipment.

**Four-Year-Old under Saddle Colt to Maturity/Green Horse Level 3 - Western**

Open to four-year-old mares and geldings enrolled in the 4-Year-Old under Saddle Colt to Maturity project or horses enrolled in Green Horse Level 3. If a contestant desires to use a curb bit, one hand must be used. Horses may be neck reined or direct reined when using a snaffle bit. Both methods are acceptable, and no additional credit will be given for neck reining. Horses will be judged on performance of the required pattern and may be judged at the walk, jog, and lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Riders must sit the jog and extended jog.

**Required Abilities:**

- Side-pass horse to left and right at a walk for at least 6 feet.

- Back horse in a “L” with balance and control.
- Exhibit a complete controlled stop from lope.
- Lope horse in designated correct lead starting from a standstill.
- Perform forehand turns to the left and right (360 degrees).
- Perform turn to the left and right on the hindquarter (360 degrees).
- Demonstrate simple lead changes in both directions.
- Demonstrate an extended lope while mounted.
- Ride pattern as determined by show committee.
- Continue to grow and demonstrate knowledge of equipment, management, nutrition, and anatomy.

### **Five-Year-Old under Saddle Colt to Maturity/Green Horse Level 4 - Western**

Open to five-year-old mares and geldings enrolled in the 5-Year-Old under Saddle Colt to Maturity project or horses enrolled in Green Horse Level 4. Horses must be neck reined and shown in a curb bit only, using one hand. Horses will be judged on performance of the required pattern and may be judged at the walk, jog, and lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Riders must sit the jog and extended jog.

#### **Required Abilities:**

- Explain and demonstrate a proper flying lead change both directions.
- Demonstrate smooth and fluid neck reining at a walk, jog, and lope.
- Describe how to execute a smooth roll back in progression and then demonstrate.
- Execute a smooth, balanced stop at a walk, jog, and lope.
- Demonstrate two consecutive 360-degree spins both directions demonstrating correctness.
- Demonstrate an extended walk, jog, and lope while mounted.
- Ride a designated pattern that comprises all maneuvers in the assessments.
- Continue to grow and demonstrate knowledge of equipment, management, nutrition, and anatomy.

### **Western Horsemanship**

Intent: To showcase the rider’s equitation and ability to guide a horse through a pattern

A horse entered in Western Horsemanship, can be shown in only one level per family member. Horses may not be cross-entered in Colt-to-Maturity or Green Horse classes (See exception in General Rules #7).

#### **Equipment**

Horses must be shown in a stock saddle. Tie-downs, martingales and mechanical hackamores of any type are prohibited unless otherwise indicated in the class description. Split or romal reins are permissible, but roping reins are not allowed. Splint boots, bell boots, and skid boots are optional.

Spurs are optional except in bareback classes, where they are not permitted. Spurs should not be used forward of the cinch. In all classes, the judge has the option of requesting one or all contestants to perform individually.

Horses under four (4) years of age in Horsemanship and Trail classes may be ridden with curb bits, snaffles, or bosals. Snaffle bits and bosals must be ridden two-handed, except when opening and closing gates. It is mandatory that horses five (5) years of age and older be ridden in a curb bit. Curb or shank bits

must be ridden one-handed. Touching your reins with your free hand will be a deduction. Flat chain curb straps or flat leather curb straps ½ inch or wider are required with a curb or shank bit of any kind. See Montana 4-H Bit Guide for bit requirements. Horses shall not be shown with artificial appliances that would tend to alter their performance.

### **Scoring:**

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors' overall horsemanship form and effectiveness should also be scored from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent. Exhibitors **may** also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

### **Penalties**

#### **Three (3) points:**

- Break of gait at the walk or jog up to 2 strides
- Over or under turn from 1/8 to 1/4 turn
- Tick or hit of cone

#### **Five (5) points:**

- Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location
- Incorrect lead or break of gait at the lope (except when correcting an incorrect lead)
- Break of gait at walk or jog for more than 2 strides
- Loss of stirrup
- Bottom of boot not touching pad of stirrup at all gaits including backup
- Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- Obviously looking down to check leads

#### **Ten (10) points:**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or during rail work
- Holding saddle with either hand
- Cueing with the end of the romal
- Blatant disobedience including kicking, pawing, bucking, and rearing Spurring in front of the cinch

#### **Disqualifications** (should not be placed) including:

- Failure to display correct number
- Abuse of horse or schooling
- Fall by horse or exhibitor
- Illegal equipment or illegal use of hands on reins
- Use of prohibited equipment

**NOTE:** Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, or lead or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

**Rider position:** Rider will be judged on seat and hands and performance of horse. Results as shown by the performance of the horse are not to be considered more important than the method used in obtaining them. Breaking of the pattern is considered a major fault.

**Basic position:** Rider should be seated so that from the side view a vertical line could be drawn from the center of his/her head down through his/her shoulder and seat to the back of his/her heel. The eyes should be up and shoulders back. The stirrup should be just short enough to allow heels to be lower than toes. The body always should appear comfortable, relaxed, and flexible. Feet should be placed in the stirrups with weight on the ball of the foot. Arms are in a straight line with the body, the one holding the reins bent at the elbow. When a curb bit is used, only one hand is to be used for reining, and hands shall not be changed. The hand is to be around the reins if using a romal, and one finger between the reins is permitted only with split reins which fall on the near side.

When using romal reins, no finger between the reins is allowed. The hand holding the romal reins should be above the horn and as near to it as possible. Bracing against the horn is penalized. The end of the romal reins should be held in the opposite hand at least 16 inches away from the reining hand, and that hand can be placed on the leg or the arm held in a straight position.

**Position in Motion:** Riders should sit the jog and not post. At the lope, the rider should be close to the saddle. All movements of the horse should be governed using subtle aids, and the shifting of rider's weight is not desirable.

**Mounting and Dismounting:** To mount, take the reins in left hand and place hand on withers. Grasp stirrup leather with the right hand and insert the left foot in the stirrup. The toe should be pointed toward the girth and mount. To dismount, the rider may step down or slide down. The size of the rider must be taken into consideration.

## **Western Horsemanship Level 1**

### **Required abilities:**

- Catch and properly fit a halter on a horse.
- Explain and demonstrate how to safely and properly lead a horse.
- Safely back the horse from the ground.
- Demonstrate where and how to tie a horse safely. Give some examples of what are unsuitable (unsafe) places or objects to tie a horse to.
- Demonstrate a pre-riding grooming and explain why it is important to always groom your horse before saddling him/her.
- Help safely bridle and unbridle a horse (members may need assistance).
- Help safely saddle and unsaddle a horse (members may need assistance).
- Show how to check the tack before mounting and explain the reasons for doing so.
- Safely mount and dismount (some members may need assistance).
- Explain and show proper body position when riding.
- Show how to correctly hold the reins.
- Show turns to the left and to the right while your horse is walking.
- Show turns to the left and to the right while your horse is trotting.

- Back your horse while mounted, 5 steps.
- While guiding your horse around the arena move from a walk to a trot and back to the walk. Demonstrate both directions of the arena.
- Stop your horse from a walk.
- Stop your horse from the trot.
- Ride your horse in a figure 8 pattern at the walk.
- Ride your horse in a figure 8 pattern at the trot.
- Explain and demonstrate what you would do if your horse were running away with you.
- While watching a horse being ridden at the trot, identify whether the rider is posting (rising) the trot or sitting the trot.
- While watching a horse at a lope, identify which lead it is in.

**NOTE:** Level 1 riders can ride two-handed with any legal bit, regardless of the horse's age. **All Level 1 is Walk/Trot.**

### **Western Horsemanship Level 2**

#### **Required abilities:**

- Explain and demonstrate the proper riding position while sitting on your horse and at the walk.
- While guiding your horse around the arena move from a walk to a trot and to a lope (canter), back to a trot than a walk. Demonstrate both directions of the arena.
- Demonstrate a posting (rising) trot, showing the posting rhythm, both directions of the arena.
- Describe and demonstrate how to correctly cue for a lope on the left lead.
- Describe and demonstrate how to correctly cue for a lope on the right lead.
- Lope a circle to the left, without breaking gait. (Horse may be on either lead.)
- Lope a circle to the right, without breaking gait. (Horse may be on either lead.)
- Show a balanced stop from a walk.
- Stop from a jog/trot.
- Stop from a lope. (Rider may need to trot a couple steps when stopping.)
- Back 6 steps while mounted.
- Turn 90 degrees to the left on the hindquarter.
- Turn 90 degrees to the right on the hindquarter.
- Turn 90 degrees to the left on the forehand.
- Turn 90 degrees to the right on the forehand.
- Demonstrate how properly to neck rein your horse to the left and to the right.
- Demonstrate how to pick up the front feet on a horse.
- Demonstrate how to tie a quick release knot.

### **Western Horsemanship Level 3**

#### **Required abilities:**

- Demonstrate proper riding position at the walk and trot.
- While guiding your horse around the arena, demonstrate the difference between a jog and a trot.
- At the jog/trot ride your horse in a straight line, turn left around a marker and return in a straight line, without breaking gait.
- At the jog/trot ride your horse in a straight line, turn right around a marker and return in a straight line, without breaking gait.
- While guiding your horse at the trot in a circle to the left, demonstrate a posting (rising) right diagonal.

- While guiding your horse at the trot in a circle to the right, demonstrate a posting (rising) left diagonal.
- Demonstrate how to correctly cue your horse to lope on the left lead. While maintaining roundness of the circle, lope 2 circles to the left on the left lead, without breaking gait.
- Demonstrate how to correctly cue your horse to lope on the right lead. While maintaining roundness of the circle, lope 2 circles to the right on the right lead, without breaking gait.
- Lope a figure 8 pattern showing a drop to trot lead change in the center of the pattern.
- From a trot demonstrate a balanced stop.
- While mounted, back your horse in a straight line for 10 steps.
- Turn 180 degrees to the left on the hindquarter.
- Turn 180 degrees to the right on the hindquarter.
- Turn 180 degrees to the left on the forehand.
- Turn 180 degrees to the right on the forehand.
- Sidepass to the left 6 steps (or three crossovers).
- Sidepass to the right 6 steps (or three crossovers).
- Demonstrate how to pick up the hind feet of a horse.
- Demonstrate how to pick up the hind feet of a horse.
- Explain how to tell if a horse needs to have its feet trimmed.

#### **Western Horsemanship Level 4**

##### **Required abilities:**

- Demonstrate how to lunge your horse in a controlled manner in each gait.
- Demonstrate how to measure the seat of your Western saddle.
- Measure your horse and tell how tall he/she is and determine the average weight.
- Demonstrate giving at the poll.
- Demonstrate proper riding position in a walk, jog and lope.
- While mounted, back your horse in a square.
- Demonstrate how to extend your horse's stride at a walk.
- Demonstrate how to collect your horse's stride at a walk.
- Walk to marker A, lope a straight a line to B and stop.
- From a lope, perform a balanced stop.
- While riding a serpentine, change diagonals with the emphasis on recognition of the correct diagonal in the right place.
- Demonstrate loping a left lead, rollback to the right and lope off in the correct lead.
- Turn 360 degrees to the right on the hindquarter.
- Turn 360 degrees to the left on the hindquarter.
- Turn 360 degrees to the right on the forehand.
- Turn 360 degrees to the left on the forehand.
- Teach a younger member a new skill. What was the new skill?

#### **Western Horsemanship Level 5**

##### **Required abilities:**

- Demonstrate how to properly fit your Western saddle to your horse.
- Demonstrate a drop to jog lead change in a straight line.
- Drop stirrups and ride as instructed on the rail.
- While walking a circle, demonstrate hip in going both directions.

- While walking a circle, demonstrate hip out going both directions.
- Demonstrate two consecutive 360-degree spins to the left.
- Demonstrate two consecutive 360-degree spins to the right.
- Demonstrate how to extend your horse's stride at a jog.
- Demonstrate how to collect your horse's stride at a jog.
- Counter canter a left circle. Counter canter a right circle.
- From marker A demonstrate a lead departure on a straight line from a stop.
- Name five moving parts of the horse and demonstrate how to move each part.
- Teach a younger member a new skill. What was the new skill?

### **Western Horsemanship Level 6**

#### **Required abilities:**

- Explain and show the different types teeth of your horse; molars, incisors, canines and wolf teeth if present or approximate location.
- While mounted, back a balanced 10 ft. circle.
- Demonstrate how to extend your horse's stride at a lope.
- Demonstrate how to collect your horse's stride at a lope.
- Demonstrate four consecutive spins with correctness to the left.
- Demonstrate four consecutive spins with correctness to the right.
- With stirrups dropped, lope a left circle demonstrating a balanced position.
- With stirrups dropped, lope a right circle demonstrating a balanced position.
- Demonstrate a gallop and explain the difference between it and a lope.
- Execute a flying lead change both directions on either a straight line or a figure eight pattern.
- Teach a younger member a new skill. What was the new skill?

### **Western Horsemanship Level 7**

Exhibitors in Level 7 will demonstrate their riding ability with a pattern they design. Patterns will be made available within reasonable advance of the State Horse Show. Patterns will be scored by the judge and awarded points based on legibility, neatness, and ability to be executed. Below are requirements needed to be included in a pattern that the exhibitor designs. Other additional maneuvers may be added. This pattern may be choreographed to music. Set up time and performance of pattern is not to exceed 5 minutes. The intent is to show the knowledge and horsemanship abilities that you have gained by completing all 6 levels. Western patterns should follow a horsemanship-style pattern.

#### **Required maneuvers:**

- Flying lead change performed in both directions
- 4 consecutive spins to the right and left
- Counter canter both directions
- Rollback each direction
- Backing
- Demonstrate how to extend your horses stride in the jog and lope
- Lead departure from a stop

### **Colt to Maturity/Green Horse Performance - English**

Intent: To showcase the 4-H member's equitation and ability to train a young/green horse

To provide an avenue to progressively advance the skills and abilities of both the 4-H member and the young horse

## **Equipment**

Use of a running martingale or German Olympic martingale is optional for two-, three-, and four-year-olds when using a ring snaffle only but are not mandatory. Other martingales or tie-downs are not permitted. It is suggested that martingale stops are used anytime a martingale is used with a snaffle bit. Spurs cannot be used forward of the cinch. For acceptable bits, reference the Montana 4- H Bit Rules and Equipment Guide. For other equipment, reference English Horsemanship Classes.

## **Scoring (reference English Horsemanship)**

### Walk

- Good: brisk, flat-footed good attitude
- Minor faults: slow, disinterested, not attentive
- Major faults: nervous, jiggling, not walking

### Trot

- Good: balanced, free moving, consistent, steady
- Minor faults: too slow, too fast
- Major faults: not performing a trot, failing to trot both front and back, hard or rough riding, constant breaking.

### Canter

- Good: smooth, unhurried, consistent, steady
- Minor faults: too slow, too fast
- Major faults: wrong lead, pulling, trotting behind, hard or rough riding, uncontrolled.

### Extended trot/canter

- Good: strong, ground covering, smooth, consistent
- Minor faults: inconsistent speed
- Major faults: breaking gaits, pulling, hard or rough riding, uncontrolled, no increase in stride.

### Back

- Good: proper flexion, readily responsive, back in straight line
- Minor faults: hesitant, not backing straight
- Major faults: throwing head, gaping, pulling, not backing, rearing

### General

- Good: smooth, steady, proper flexion and balance, good attitude
- Minor faults: over or under flexion, sour ears, switching tail, inconsistent speed, or out of balance, poll too high or too low to throw horse out of balance, improper or incomplete appointments.
- Major faults: throwing head, bad mouth, constant bumping of the bit, gaping, evidence of altered tail carriage, obvious schooling, and breaking of pattern.

## **Two-Year-Old under Saddle Colt to Maturity/Green Horse Level 1 - English**

Open to two-year-old fillies and geldings enrolled in the Two-Year-Old under Saddle Colt to Maturity project or to horses enrolled in Green Horse Level 1. Animal will show with a D or O ring snaffle bit



(Shank bits are not permitted). Horses will be judged at the walk, trot, and canter both directions on the rail. (\*Rail work is recommended, but the show committee may choose a pattern suitable to the Two-Year-Old horse.) Change of gait will be progressive. Horses will be direct reined only (rein in each hand).

**Required Abilities:**

- Demonstrate proper bridling and unbridling.
- Demonstrate proper saddling and unsaddling.
- Back horse at least one horse-length while mounted, exhibiting control and proper horse response.
- Demonstrate proper mounting and dismounting with horse standing still.
- Ride your horse at a walk, trot, and canter with recognition of proper leads.
- Transition from a walk to a trot to a canter back to a trot to a walk to a halt.
- Demonstrate an extended walk while mounted.
- Maintained equipment in good working condition.
- Demonstrates knowledge of basic nutrition, management, horse anatomy, and equipment.
- Ride pattern as determined by show committee.

**Three-Year-Old under Saddle Colt to Maturity/Green Horse Level 2 - English**

Open only to three-year-old mares and geldings enrolled in the Three-Year-Old under Saddle Colt to Maturity project or to horses enrolled in Green Horse Level 2. Horses will be shown in a D or O ring snaffle bit. Horses will be judged on performance of the required pattern and may also be judged on the rail.

**Required Abilities:**

- Ride your horse at a walk, trot, canter, and halt on the rail with correct leads.
- Halt horse from a walk, trot, and canter.
- Back horse with balance and control.
- Demonstrate simple lead changes both directions.
- Perform forehand turns to the left and right (180 degrees).
- Perform turn to the left and right on the hindquarter (180 degrees).
- Demonstrate an extended trot while mounted.
- Ride pattern as determined by show committee.
- Demonstrates knowledge of basic nutrition, management, horse anatomy, and equipment.

**Four-Year-Old under Saddle Colt to Maturity/Green Horse Level 3 - English**

Open to four-year-old mares and geldings enrolled in the Four-Year-Old under Saddle Colt to Maturity project or to horses enrolled in Green Horse Level 3. Horses will be shown in a D or O ring snaffle bit or Kimberwick. Bit converters are acceptable equipment. Horses will be judged on performance of the required pattern and may also be judged on the rail.

**Required Abilities:**

- Half-pass horse to left and right at a walk for at least 6 feet.
- Back horse in a “L” with balance and control.
- Exhibit a complete controlled halt from canter.
- Canter horse in designated correct lead starting from a standstill.
- Perform forehand turns to the left and right (360 degrees).
- Perform turn to the left and right on the hindquarter (360 degrees).

- Demonstrate simple lead changes in both directions.
- Demonstrate a hand gallop while mounted.
- Ride pattern as determined by show committee.
- Continue to grow and demonstrate knowledge of equipment, management, nutrition, and anatomy.

### **Five-Year-Old under Saddle Colt to Maturity/Green Horse Level 4 - English**

Open to five-year-old mares and geldings enrolled in the Five-Year-Old under Saddle Colt to Maturity project or to horses enrolled in Green Horse Level 4. Horses will be shown in a Pelham, Weymouth, or Kimberwick bit or English snaffle. Horses will be judged on performance of the required pattern and may be judged at the walk, trot, canter, on the rail in both directions, and lengthen and shorten each gait as directed by the judge.

#### **Required Abilities:**

- Explain and demonstrate a proper flying lead change both directions.
- Demonstrate and explain two-point position at a trot.
- Execute a smooth, balanced halt from a walk, trot, and canter.
- Demonstrate two consecutive 360-degree hind quarter turns both directions demonstrating correctness.
- Demonstrate an extended walk, trot, and canter while mounted.
- Ride a designated pattern that comprises all maneuvers in the assessments.
- Continue to grow and demonstrate knowledge of equipment, management, nutrition, and anatomy.

### **English Horsemanship**

**Intent:** To showcase the rider's equitation and ability to guide a horse through a pattern

A horse entered in English Horsemanship, can be shown in only one level per family member. Horses may not be cross entered in English Colt to Maturity Project Classes/Green horse (See exception under General Rules #7).

#### **Equipment**

Entries must be shown hunt or saddle seat. Spurs and crops are optional. When riding hunt seat only regulation snaffles, Pelhams, Kimberwicks, and full bridles, all with cavesson nosebands are allowed. In saddle seat classes, entries must be shown in snaffles, Pelhams, or full bridles curb or snaffle. Bit converters are allowed. See Montana 4-H Bit Guide for more details.

#### **Scoring:**

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance. Patterns will be divided into 6 to 10 maneuvers, as specified by the judge, and each maneuver will be scored from plus 3 to minus 3 with 1/2 point increments acceptable that will be added or subtracted from 70. Maneuver scores should be determined independent of penalties and should reflect equal consideration of both performance of the exhibitor's pattern and the horsemanship form and effectiveness of the exhibitor to result in the following scores: -3 extremely poor, -2 very poor, -1 poor, 0 average or correct, +1 good, +2 very good, +3 excellent. Exhibitors' overall horsemanship form and effectiveness should also be scored

from 0 to 5 with 0 to 2 average, 3 good, 4 very good, 5 excellent. Exhibitors may also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

### **Penalties**

#### **Three (3) points:**

- Break of gait at the walk or trot up to 2 strides
- Over or under turn from 1/8 to 1/4 turn
- Tick or hit of cone
- Missing a diagonal up to 2 strides in the pattern or on the rail

#### **Five (5) points:**

- Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location
- Incorrect lead or break of gait at the canter (except when correcting an incorrect lead)
- Complete loss of contact between rider's hand and the horse's mouth
- Break of gait at walk or trot for more than 2 strides
- Loss of iron
- Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- Obviously looking down to check leads or diagonals
- Missing a diagonal for more than 2 strides in the pattern or on the rail

#### **Ten (10) points:**

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or during rail work
- Holding saddle with either hand
- Spurring or use of the of crop in front of girth
- Blatant disobedience including kicking, pawing, bucking, and rearing

#### **Disqualifications** (should not be placed)

- Failure by exhibitor to wear correct number in visible manner
- Willful abuse of horse or schooling
- Fall by horse or exhibitor
- Illegal use of hands on reins
- Use of prohibited equipment

**NOTE:** Exhibitors going off pattern, knocking over or on wrong side of cone, never performing specified gait, or lead or overturning more than 1/4 turn than designated, shall not be disqualified, but must always place below exhibitors not incurring a disqualifying fault.

**Hunter Type Position:** Riders should have workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise. Breaking of pattern is considered a major fault.

**Hands:** Hands should be over and in front of horse's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from the horse's mouth to the rider's elbow. Method of holding reins is optional and bite of the reins may fall on either side. However, all reins must be picked up at the same time.

**Basic Position:** The eyes should be up and shoulders back. Toes should be at an angle best suited to rider's conformation: ankles flexed in, heels down, calf of leg in contact with horse and slightly behind girth. Iron should be on the ball of the foot and must not be tied to the girth.

**Position in Motion:**

1. At the walk, sitting trot, and canter, body should be a couple degrees in front of the vertical;
2. Rising trot, inclined forward;
3. Galloping and jumping, same inclination as the rising trot.

**Mounting and Dismounting:** To mount, take up reins in left hand and place hand on withers. Grasp the stirrup leather with the right hand and insert left foot in stirrup, toe pointed towards girth and mount. To dismount, the rider may either step down or slide down. The size of the rider must be taken into consideration.

**Saddle Seat Position:** Judges should note that the required Equitation Seat should in no way be exaggerated but thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time. When riding saddle seat in the Horsemanship classes, riders should convey the impression of effective and easy control. To show a horse well, he/she should show themselves to the best advantage. Breaking a pattern is considered a major fault.

**Hands:** Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle and should show adaptability and control. The height the hands are held above the horse's withers is a matter of how and where the horse carries his head. The method of holding the reins is optional: however, both hands must be used, and all reins must be picked up at one time. The bight of the reins should fall on the right side.

**Basic Position:** The eyes should be up and shoulders back. To obtain the proper position, the rider should place himself/herself comfortably in the saddle and find his/her center of gravity by sitting with a slight bend at the knees but without the use of irons. While at this position adjust leathers to fit. Irons should be placed under the ball of foot with even pressure on the entire width of sole and center of iron. Foot position should be natural.

**Position in Motion:**

1. Walk: slight motion in saddle
2. Trot: slight elevation in saddle rising, hips under body not mechanical up and down or swinging forward and backward.
3. Canter: close seat, going with the horse

**Mounting and Dismounting:** To mount, take up reins if left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in stirrup, toe pointed towards girth and mount. To dismount, the rider may either step down or slide down. The size of the rider must be taken into consideration.

## **English Horsemanship Level 1**

**Required abilities:**

- Catch and properly fit a halter on a horse.
- Explain and demonstrate how to safely and properly lead a horse.
- Safely back the horse from the ground.

- Demonstrate where and how to tie a horse safely. Give some examples of what are unsuitable (unsafe) places or objects to tie a horse to.
- Demonstrate a pre-riding grooming and explain why it is important to always groom your horse before saddling him/her.
- Help safely bridle and unbridle a horse (members may need assistance).
- Help safely saddle and unsaddle a horse (members may need assistance).
- Show how to check the tack before mounting and explain the reasons for doing so.
- Safely mount and dismount (some members may need assistance).
- Explain and show proper body position when riding.
- Show how to correctly hold the reins.
- Show turns to the left and to the right while your horse is walking.
- Show turns to the left and to the right while your horse is trotting.
- Back your horse while mounted, 5 steps.
- While guiding your horse around the arena move from a walk to a trot and back to the walk. Demonstrate both directions of the arena.
- Stop your horse from a walk and stop your horse from the trot.
- Ride your horse in a figure 8 pattern at the walk.
- Ride your horse in a figure 8 pattern at the trot.
- Explain and demonstrate what you would do if your horse were running away with you.
- While watching a horse being ridden at the trot, identify whether the rider is posting (rising) the trot or sitting the trot.
- While watching a horse at a canter, identify which lead it is in.

**NOTE:** Level 1 riders can ride two-handed with any legal bit, regardless of the horse's age. **All Level 1 is Walk/Trot.**

## **English Horsemanship Level 2**

### **Required abilities:**

- Explain and demonstrate the proper riding position while sitting on your horse and at the walk.
- While guiding your horse around the arena move from a walk to a trot and to a canter, back to a trot than a walk. Demonstrate both directions of the arena.
- Demonstrate a posting (rising) trot, showing the posting rhythm, both directions of the arena.
- Describe and demonstrate how to correctly cue for a canter on the left lead.
- Describe and demonstrate how to correctly cue for a canter on the right lead.
- Canter a circle to the left, without breaking gait.(Horse may be on either lead.)
- Canter a circle to the right, without breaking gait.(Horse may be on either lead.) • Show a balanced stop from a walk. • Stop from a jog/trot. • Stop from a canter. (Rider may need to trot a couple steps when stopping.)
- Back 6 steps while mounted.
- Turn 90 degrees to the left on the hindquarter.
- Turn 90 degrees to the right on the hindquarter.
- Turn 90 degrees to the left on the forehand.
- Turn 90 degrees to the right on the forehand.
- Demonstrate how properly to neck rein your horse to the left and to the right.
- Demonstrate how to pick up the front feet on a horse.
- Demonstrate how to tie a quick release knot.

## **English Horsemanship Level 3**

**Required abilities:**

- Demonstrate proper riding position at the walk and trot.
- While guiding your horse around the arena demonstrate the difference between a jog and a trot.
- At the jog/trot ride your horse in a straight line, turn left around a marker and return in a straight line, without breaking gait.
- At the jog/trot ride your horse in a straight line, turn right around a marker and return in a straight line, without breaking gait.
- While guiding your horse at the trot in a circle to the left, demonstrate a posting (rising) right diagonal.
- While guiding your horse at the trot in a circle to the right, demonstrate a posting (rising) left diagonal.
- Demonstrate how to correctly cue your horse to canter on the left lead. While maintaining roundness of the circle, canter 2 circles to the left on the left lead, without breaking gait.
- Demonstrate how to correctly cue your horse to canter on the right lead. While maintaining roundness of the circle, canter 2 circles to the right on the right lead, without breaking gait.
- Canter a figure 8 pattern showing a drop to trot lead change in the center of the pattern.
- From a trot demonstrate a balanced stop.
- While mounted, back your horse in a straight line for 10 steps.
- Turn 180 degrees to the left on the hindquarter.
- Turn 180 degrees to the right on the hindquarter.
- Turn 180 degrees to the left on the forehand.
- Turn 180 degrees to the right on the forehand.
- Sidepass to the left 6 steps (or three crossovers) and Sidepass to the right 6 steps (or three crossovers).
- Demonstrate how to pick-up the hind feet of a horse.
- Explain how to tell if a horse needs to have its feet trimmed.

**English Horsemanship Level 4****Required abilities:**

- Demonstrate how to lunge your horse in a controlled manner in each gait.
- Demonstrate how to measure the seat of your English saddle.
- Measure your horse and tell how tall he/she is and determine the average weight.
- Demonstrate proper riding position in a walk, trot, and canter.
- While mounted, back your horse in a square.
- Demonstrate giving at the poll.
- While riding a serpentine, change diagonals with emphasis on the recognition of the correct diagonal in the right place.
- Walk to marker A, canter a straight a line to B, and halt.
- From a canter, demonstrate a balanced halt.
- Demonstrate leg yield to the left.
- Demonstrate leg yield to the right.
- Demonstrate how to extend your horse's stride at a walk.
- Demonstrate how to collect your horse's stride at a walk.
- Turn 360 degrees to the right on the hindquarter.
- Turn 360 degrees to the left on the hindquarter.
- Turn 360 degrees to the right on the forehand.
- Turn 360 degrees to the left on the forehand.

- Demonstrate and explain a free walk and its importance.
- Teach a younger member a new skill. What was the new skill?

### **English Horsemanship Level 5**

#### **Required abilities:**

- Demonstrate how to properly fit your English saddle to your horse.
- Demonstrate a drop to trot lead change in a straight line.
- Drop irons and ride as instructed on the rail.
- Counter canter a left circle.
- Counter canter a right circle.
- Demonstrate how to extend your horse's stride at a working trot.
- Demonstrate how to collect your horse's stride at a working trot.
- Demonstrate haunches in.
- Demonstrate and explain a half halt.
- With dropped irons, demonstrate a sitting trot with a basic balanced position.
- From marker A demonstrate a lead departure on a straight line from a halt.
- Demonstrate a two track at a walk across the arena.
- Name five moving parts of the horse and demonstrate how to move each part.
- Teach a younger member a new skill. What was the new skill?

### **English Horsemanship Level 6**

#### **Required abilities:**

- Explain and show the different types teeth of your horse; molars, incisors, canines and wolf teeth if present or approximate location.
- While mounted, back a balanced 10 ft. circle.
- Demonstrate how to extend your horse's stride at a canter.
- Demonstrate how to collect your horse's stride at a canter.
- With irons dropped, demonstrate a rising trot in a right circle.
- With irons dropped, demonstrate a rising trot in a left circle.
- With irons dropped, canter a left round circle.
- With irons dropped, canter a right round circle.
- Demonstrate and explain a two-point position at a trot.
- Demonstrate a hand gallop and explain the difference between it and a canter.
- Execute a flying lead change both directions in a straight line or on a figure eight pattern.
- Teach a younger member a new skill. What was the new skill?

### **English Horsemanship Level 7**

Exhibitors in Level 7 will demonstrate their riding ability with a pattern they design. Patterns will be made available within reasonable advance of the State Horse Show. Patterns will be scored by the judge and awarded points based on legibility, neatness, and ability to be executed. Below are requirements needed to be included in exhibitor's pattern design, other additional maneuvers may be added. This pattern may be choreographed to music. Set up time, performance of pattern, and tear down time not to exceed 5 minutes. The intent is to show the knowledge and horsemanship abilities gained by completing all 6 levels. English patterns should follow a dressage-style test.

#### **Required maneuvers:**

- Flying lead change performed in both directions
- Demonstrate how to extend your horses stride in the trot and canter
- Backing
- Counter canter both directions
- Leg yield
- Demonstrate knowledge of the correct diagonal
- Hand gallop

## **Rail Classes**

### **Bareback Equitation on the Rail**

Intent: To showcase the rider's equitation and ability with minimal equipment at various gaits along the rail

Bareback Equitation on the rail will be entered according to the age of the exhibitor, except for Level 1 (Walk/Trot). Classes may be judged at a walk, jog/trot, and lope/canter both ways of the ring depending on the level of the class. One or all contestants may be asked to back and perform individual pattern at discretion of the judge. Riders will be judged on seat, feet, hands, and the ability to control the horse. Level 6 and up may be asked to dismount and mount. English or Western attire may be worn, but no chaps or spurs are allowed.

### **Western Equitation on the Rail**

Intent: To showcase the rider's equitation and ability at various gaits along the rail

Western Equitation on the rail will be entered according to the age of the exhibitor, except for Level 1 (Walk/Trot). Classes may also be offered for Colt to Maturity/Green Horse levels. Classes may be judged at a walk, jog, and lope both ways of the ring depending on the level of the class. One or more contestants may be asked to back and/or perform individual patterns at the judge's discretion. Riders will be judged on seat, legs, hands, and the ability to control the horse and on the performance of the horse. Level 6 and above classes may be asked to dismount and mount. Proper western attire must be worn. Chaps and spurs will be allowed. Members can exhibit only one (1) horse per Class (General Rule #10).

### **English Equitation on the Rail**

Intent: To showcase the rider's equitation and ability at various gaits along the rail

English Equitation on the rail will be entered according to the age of the exhibitor, except for Level 1 (Walk/Trot). Classes may also be offered for Colt to Maturity/Green Horse levels. Classes may be judged at a walk, trot, and canter both ways of the ring depending on the level of the class. Contestants may be asked to back and perform individual patterns at the discretion of the judge. Riders will be judged on seat, feet, hands and the ability to control the horse and on the performance of the horse. Members 14 and older may be asked to dismount and mount. Proper English attire will be required. Spurs without rowels and riding crops will be allowed. Members can exhibit only one (1) horse per Class (General Rule #10).

### **Ranch Horse Levels 1-4**

Intent: To showcase the rider's ability to effectively guide a horse through a pattern



There may be classes offered at the State Horse Show for Ranch Horse Riding. This will consist of a pattern class for each level, no cows or roping. Members must be enrolled in Working Ranch Horse Project to enter. Full Working Ranch Horse State Finals will take place at a separate event. For more information, visit the Working Ranch Horse Finals website and the Montana 4-H horse project website.

In ranch riding, the horse is judged on its ability to work at a forward, working speed while performing required and optional maneuvers. The ranch riding horse should simulate a horse riding outside the confines of an arena and reflect the versatility, attitude, and movement of a working horse. Equipment and Dress attire will follow the Working Ranch Horse rules.

## **Trail**

Intent: To showcase the rider's ability to effectively guide a horse through a pattern

Trail classes will be entered according to the age of the exhibitor, except for Level 1 (Walk/Trot). Members can exhibit only one (1) horse per Class (General Rule #10).

All trail class horses will have the opportunity to compete within their class. There will be separate courses for each project level; classes may also be offered for Colt to Maturity/Green Horse and Mini Horse levels. This class will be judged on the performance of the horse in maneuvering the obstacles. The horse should work with a reasonable loose rein without undue restraint. Six or more obstacles will be used, of which three will be mandatory and others selected from an approved list. The distance between obstacles shall be at the discretion of the judge. Either English or Western tack/attire may be used.

### **Mandatory Obstacles:**

Opening, passing through and closing gate.

- A rider losing control of the gate will be penalized.
- A gate will be used which will not endanger the 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 raised.
- The space between the logs is to be measured and the path the horse is to take should be the measuring point.
- Trot-overs and lope-overs 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, trot-overs, and lope-overs should be as follows or increments thereof:
  - The spacing for walkovers should be 20" to 24" (40cm to 60cm) and may be elevated to 12" (30 cm). Elevated walkovers should be set at least 22" (55cm) apart.
  - The spacing for trot overs shall be 3' to 3'6" (90cm-105cm) and may be elevated to 8" (20cm).
  - The spacing for lope-overs shall be 6' to 7' (1.8-2.1 meters) or increments thereof and may be elevated to 8" (20 cm).

Back obstacle:

- Backing obstacles to be spaced a minimum of 28" (70 cm).
- If elevated, 30" (75 cm) spacing is required.

- Riders cannot be asked to back over a stationary object such as a wooden pole or metal bar.
- Back through and around at least three (3) markers.
- 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 (ditch or small pond). No metal or slick bottom boxes may be used.
- Serpentine obstacles at walk or jog. Spacing to be a minimum of 6' (1.8 meters) for jog.
- Carry object from one part of arena to another. (Only objects which might reasonably be carried on a trail ride may be used.)
- Ride over wooden bridge. (Suggested minimum width shall be 36" (90 cm) wide and at least six feet long.) Bridge should be sturdy, safe, and negotiated at a walk only.
- Put on and remove a slicker.
- Side pass (may be elevated to 12" (30cm) maximum).
- An obstacle consisting of four logs or rails, each 5 to 7 feet long (1.5 to 2 meters) long, laid in a square. Each contestant will enter the square by riding over the log or rail as designated. When all four feet are inside the square, the rider will execute a turn 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 obstacles is acceptable.

**Unacceptable obstacles:**

- Animals
- Jumps
- Logs or poles elevated in a manner permitting them to roll.
- Hides
- Rocking or moving bridges
- PVC pipe
- Fire extinguishers
- Ground ties
- Water box with floating or moving parts.

**Scoring:**

Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1 1/2 excellent. Obstacle scores are to be determined and assessed independently of penalty points.

**Penalties**

**One-half (1/2) point:**

- Each tick or contact of a log, pole, cone, plant, or any component of an obstacle

**One (1) point:**

- Each hit, bite, or stepping on a log, cone, plant, or any component of the obstacle
- Incorrect or break of gait at walk or jog for two strides or less

- Both front or hind feet in a single-strided slot or space at a walk or jog
- Skipping over or failing to step into required space
- Split pole in lope-over
- Incorrect number of strides, if specified

**Three (3) points:**

- Incorrect or break of gait at walk or jog for more than two strides
- Out of lead or break of gait at lope (except when correcting an incorrect lead)
- Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle
- Falling or jumping off or out of a bridge or a water box with one foot once the horse has got onto or into that obstacle
- Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360-degree box, side pass) with one foot once the horse has entered the obstacle.
- Missing or evading a pole that is a part of a series of an obstacle with one foot

**Five (5) points:**

- Dropping slicker or object required to be carried on course
- First or second cumulative refusal, balk, or evading an obstacle by shying or backing
- Letting go of gate or dropping rope gate
- Use of either hand to instill fear or praise
- Falling or jumping off or out of a bridge or a water box with more than one foot once the horse has got onto or into that obstacle
- Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360-degree box, side pass) with more than one foot once the horse has entered the obstacle
- Missing or evading a pole that is a part of a series of an obstacle with more than one foot
- Blatant disobedience (including kicking out, bucking, rearing, striking)
- Holding saddle with either hand

**The following faults shall not be cause for disqualification but will prevent exhibitors/horses from placing higher than those without them.**

- Use of two hands (except Level 1) or changing hands on reins, except that it is permissible to change hands to work an obstacle or to straighten reins when stopped
- Use of romal other than as outlined
- Performing the obstacle incorrectly or other than in specified order
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeatedly touching the horse on the neck to lower the head
- Entering or exiting an obstacle from the incorrect side or direction
- Working obstacle the incorrect direction; including overturns of more than 1/4 turn
- Riding outside designated boundary marker of the arena or course area
- Third cumulative refusal, balk, or evading an obstacle by shying or backing
- Failure to ever demonstrate correct lead and/or gait as designated
- Failure to follow the correct line of travel between obstacles
- Excessive schooling, pulling, turning, stepping or backing anywhere on course
- Failure to open and shut gate or failure to complete gate (except for Level 1)

**Reining**

## **Freestyle Reining**

Intent: To challenge and showcase the advancement of reining skills in more experienced riders

ONLY for exhibitors enrolled in Horsemanship Level 4 and up.

Riders must perform the maneuvers to music, which allows them to show the athletic ability of the horse while showing reining control and style in a crowd appealing way. Riders must include the minimum required pattern maneuvers below:

- A minimum of 4 consecutive spins to the right
- A minimum of 4 consecutive spins to the left.
- A minimum of 3 stops.
- A minimum of 1 lead change at the lope from the right to left.
- A minimum of 1 lead change at the lope from the left to right.
- A minimum of 1 backup.

Failure to perform required maneuvers or failure to complete the performance within the time limit will result in an appropriate point deduction. Additional maneuvers such as rollbacks, speed variations and non-classical maneuvers, such as a half pass and side pass, are appropriate in the Freestyle class and shall be given appropriate credit. Emphasis is placed on performing the reining maneuvers to music.

- Music (in the specified format) must be turned into the show office and marked appropriately by the specified deadline. It is the Exhibitor's responsibility to pick up their music from the announcer's stand immediately following the class.
- Exhibitors are allowed to use two hands, as well as one or no hands, at any time during the class without any penalty to the rider.
- Exhibitors will only be judged astride. Costumes and props are permitted but not required.
- A maximum of 4 minutes will be allowed to present the performance.
- Equipment must comply with the Montana 4-H Bit Rules and Equipment Guide.

Show management will reserve the right to rule on music or dress, which may be inappropriate or offensive to the spirit and nature of the show.

## **Short Stirrup Reining**

Intent: To challenge and showcase the advancement of reining skills in less experienced riders

ONLY for exhibitors enrolled in Horsemanship Level 2 or 3. There will be one Short Stirrup Reining class offered for exhibitors in Horsemanship Level 2 & 3 combined.

Riders must perform the maneuvers to music, which allows them to show the athletic ability of the horse while showing reining control and style in a crowd appealing way. Failure to perform required maneuvers or failure to complete the performance will result in an appropriate point deduction. Short Stirrup riders will perform a pre-determined pattern to music.

- Music (in the specified format) must be turned into the show office and marked appropriately by the specified deadline. It is the Exhibitor's responsibility to pick up their music from the announcer's stand immediately following the class.
- Exhibitors are allowed to use one or two hands and may change hands at any time during the class without penalty to the rider.
- Exhibitors will only be judged astride.

- Costumes and props are permitted but not required.
- A maximum of 3 minutes will be allowed to present the performance.
- Equipment must comply with the Montana 4-H Bit Rules and Equipment Guide.

Show management will reserve the right to rule on music or dress, which may be inappropriate or offensive to the spirit and nature of the show.

## **Western Riding**

Intent: To challenge and showcase the advanced horsemanship skills and abilities of 4-H members as they guide their horse through a pattern requiring multiple flying lead changes

**NOTE: Only 4-H members in Horsemanship Levels 6 and Level 7 are eligible to enter Western Riding.**

The horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners, and disposition. The horse should perform with reasonable speed, be sensible, well-mannered, free, and easy moving. Credit shall be given for and emphasis placed on smoothness, even cadence of gaits (i.e., starting and finishing pattern with the same cadence), and the horse's ability to change leads precisely, easily, and simultaneously both hind and front at the center point between markers. In order to have balance, with quality lead changes, the horse's head and neck should be in a relaxed, natural position, with his poll level with or slightly above the level of the withers. He should not carry his head behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log both at the jog and the lope without breaking gait or radically changing stride.

The judge will select one of four patterns to be performed. The judge is responsible for the pattern being correctly set.

The small circles represent pylon markers which are recommended. These should be separated by a uniform measured distance of not less than 30 feet (9 meters) nor more than 50 feet (15 meters) on the sides with 5 markers (see diagram). In pattern 1, the three markers on the opposite side should be set adjacent to the appropriate markers. It is recommended that markers be set a minimum of 15 feet (4 1/2 meters) from the fence and with 50 to 80-foot (15 to 24 meters) width in the pattern, as the arena permits. A solid log or pole should be used and be a minimum of 8 feet (2.5 meters) in length. The long serpentine line indicates the direction of travel and gaits at which the horse is to move. The shaded area represents the lead changing area between the markers. The dotted line (...) indicates walk, the dash line (- - -) jog, and the solid line ( - ) lope. A cone shall be placed along the wall or rail of the arena to designate where the exhibitor should initiate the walk. On western riding patterns 1 and 3, the start cone should be placed a minimum of 15 feet before the first pattern marker. On western riding patterns 2 and 4, the start cone should be placed even with the first pattern marker. The on-deck exhibitor should not go to the start-cone until the contestant on pattern has cleared the working area by the start cone for the final time.

## **Scoring**

Exhibitors will be scored on a basis of 0-100 with 70 denoting an average performance. Points will be added or subtracted from the maneuvers on the following bases, ranging from plus 1 1/2 to minus 1 1/2: - 1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 average, +1/2 good, +1 very good, +1 1/2 excellent. Maneuver scores are to be determined independently of penalty points.

## **Penalties**

### **One-half (1/2) point:**

- Tick or light touch of log

### **One (1) point:**

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between the markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

### **Three (3) points:**

- Not performing the specific gait (jog or lope) or not stopping when called for in the pattern, within 10 feet (3 meters) of the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- In pattern 1, failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

### **Five (5) points:**

- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five-point penalties).
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

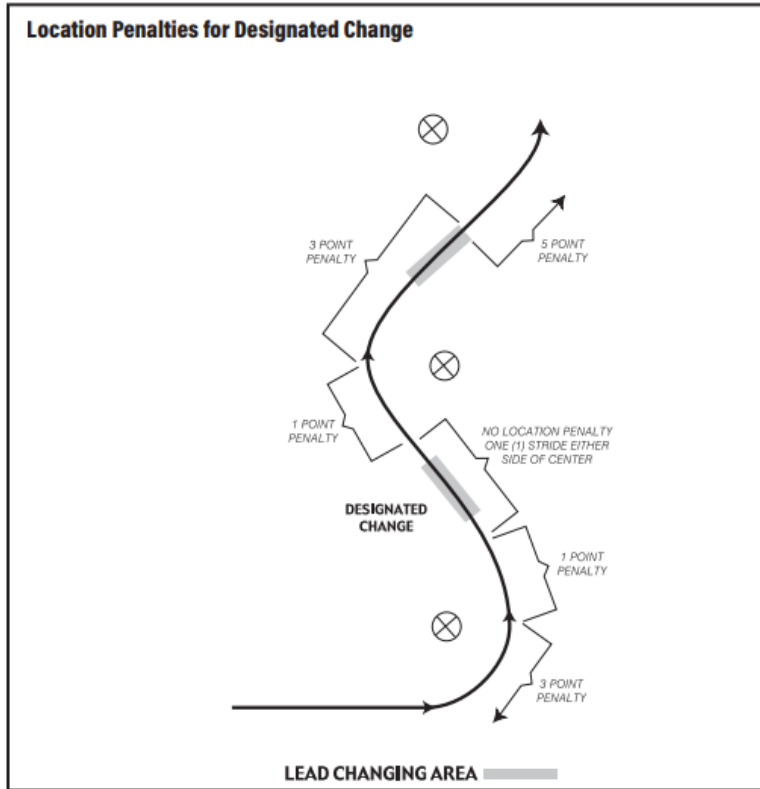
**The following faults shall not be cause for disqualification but will prevent exhibitors/horses from placing higher than those without them.**

- Off course
- Knocking over markers
- Completely missing log
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Four or more simple lead changes and/or failures to change leads
- Failure to start lope prior to end cone in patterns 1
- Failure to start lope beyond 30 feet of designated area in patterns 2 and 4
- Overturn of more than 1/4 turn
- Head carried too low and/or clearly behind the vertical excessively and consistently while the horse is in motion, or otherwise showing the appearance of intimidation.

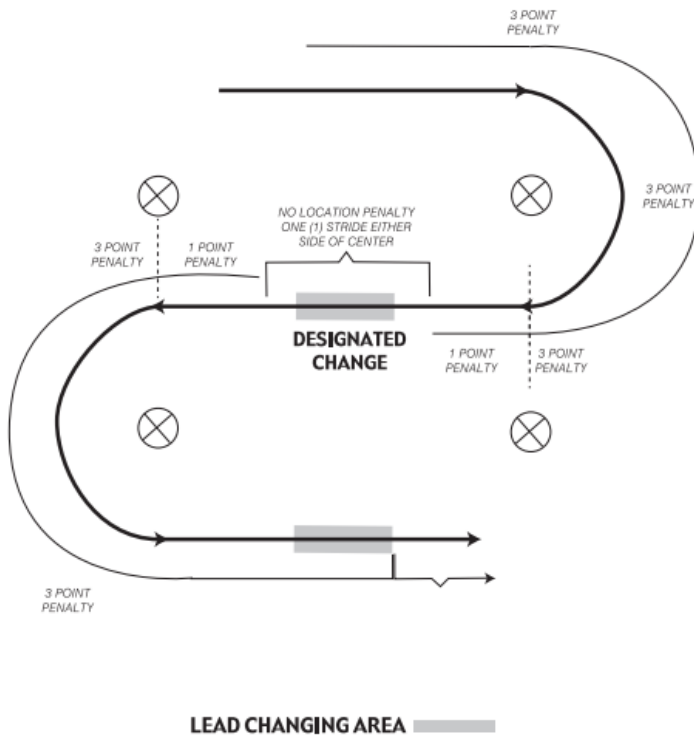
### **Credits**

- Changes of leads, hind and front simultaneously

- Change of lead near the center point of the lead change area
- Accurate and smooth pattern
- Even pace throughout
- Easy to guide and control with rein and leg
- Manners and disposition
- Conformation and fitness

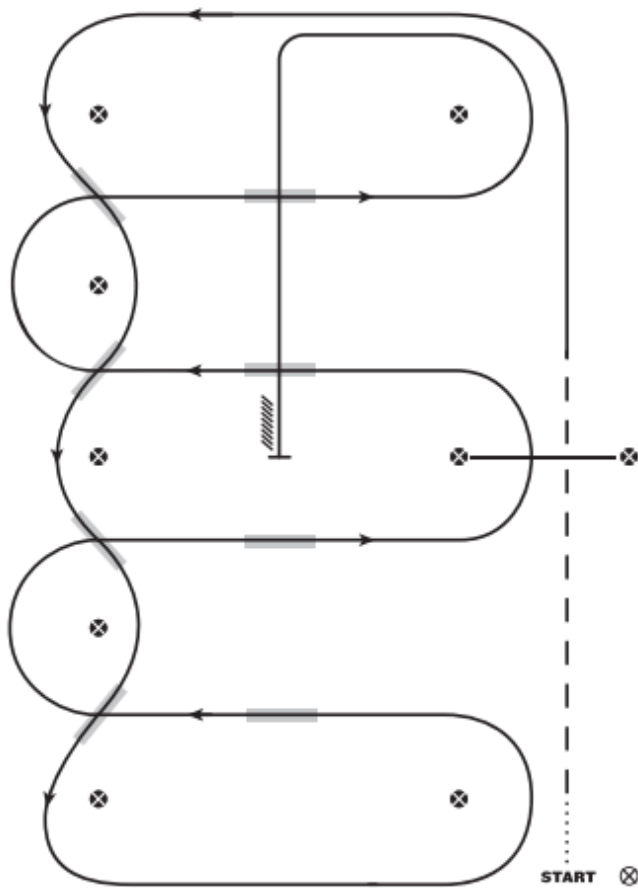


**Location Penalties for Designated Change**





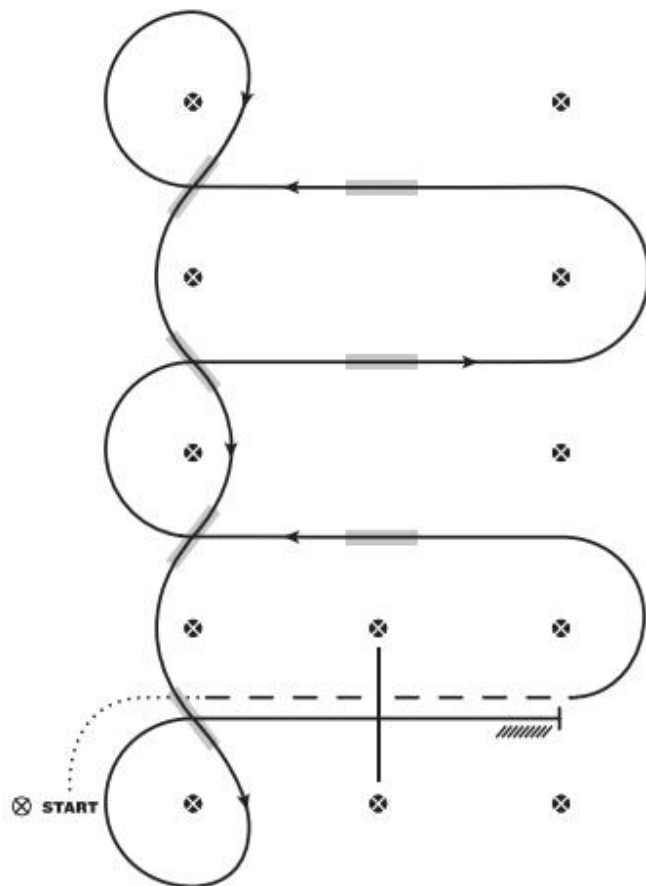
## WESTERN RIDING PATTERN 1



LEGEND	
.....	Walk
- - - -	Jog
————	Lope
///////	Back
	Lead Changing Area

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

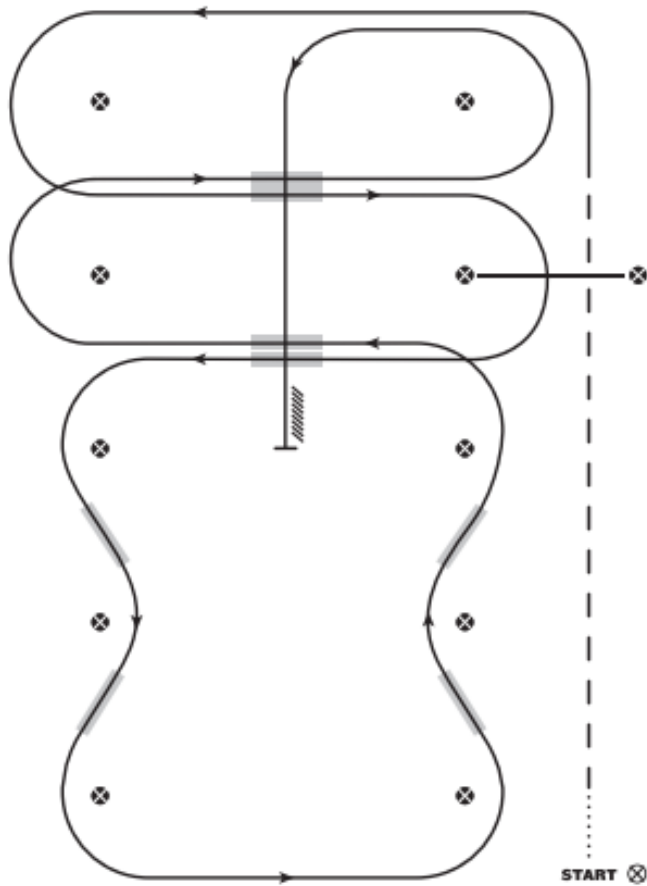
## WESTERN RIDING PATTERN 2



LEGEND	
.....	Walk
- - - -	Jog
————	Lope
///////	Back
▬▬▬▬	Lead Changing Area

1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

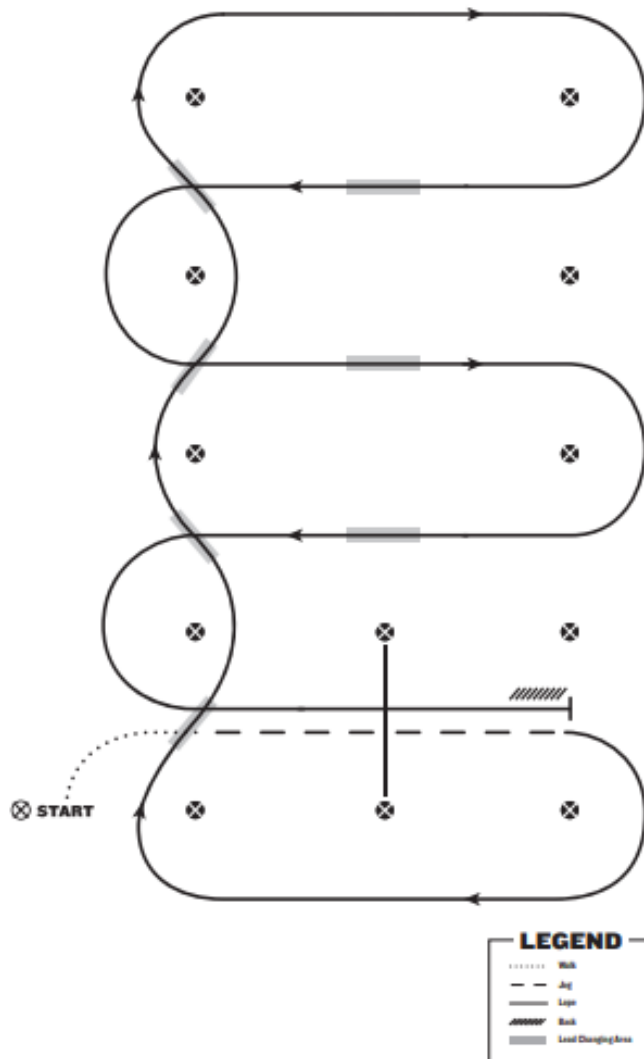
### WESTERN RIDING PATTERN 3



LEGEND	
.....	Walk
- - - -	Jog
————	Lope
	Back
▨	Lead Changing Area

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

## WESTERN RIDING PATTERN 4



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

## **Hunter Hack**

Intent: To challenge and showcase the advanced skills and abilities of 4-H members navigating and guiding their horse through a course of two low jumps

**NOTE: Only 4-H members in Horsemanship Levels 3 and above are eligible to enter Hunter Hack.**

The class will be judged on style over fences, even hunting pace, flat work, manners, and way of going. The poll should be level with, or slightly above the withers, to allow proper impulsion behind. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance.

Horses are first required to jump two fences. A ground line is recommended for each jump.

Horses being considered for placing are then to be shown at a walk, trot, and canter both ways of the ring with light contact. At the discretion of the judge, contestants may be asked to hand gallop, pull up, or back and stand quietly following the last fence.

Placing for the class shall be determined by allowing a minimum of 70 percent for individual fence work and a maximum of 30 percent for work on the flat.

Fence Heights: Minimum height must be 2' with maximum height of 2'3". Due to low fence height in rookie over fence events it is recommended that the distance between fences be in 11 feet increments. It is also recommended that the course not contain combinations, such as one or two stride elements or oxers.

### **Scoring:**

The horse will be judged on manners, way of going, and style of jumping. Horses shall be credited with maintaining an even hunting pace that covers the course with free-flowing strides. Preference will be given to horses with correct jumping style that meet fences squarely, jumping at the center of the fence.

Judges shall penalize unsafe jumping and bad form over fences, whether touched or untouched, including twisting. Incorrect leads around the ends of the course or cross-cantering shall be penalized, as well as excessive use of crop. In and outs (one or two strides) shall be taken in the correct number of strides or be penalized. Any error which endangers the horse and/or its rider, particularly refusals or knockdowns, shall be heavily penalized.

Scoring shall be on a basis of 0-100, with an approximate breakdown as follows:

- 90-100: an excellent performer and good mover that jumps the entire course with cadence, balance and style
- 80-89: a good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults
- 70-79: the average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults
- 60-69: poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences
- 50-59: a horse that commits one major fault, such as a hind knockdown, refusal, trot, cross-canter or drops a leg

- 30-49: a horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider
- 10-29: a horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score

**Faults** to be scored accordingly, but not necessarily cause for disqualification, during the **fence work** include:

- A total of three disobediences that can include any of the following: refusal, stop, run out or extra circle
- Jumping an obstacle before it is reset
- Bolting from the arena
- Off course
- Deliberately addressing an obstacle
- Failure to trot the horse in a small circle on a loose rein for soundness, after jumping the last fence, while still mounted and prior to leaving the arena

**Faults** to be scored accordingly, but not necessarily cause disqualification, during the **rail work**, include:

- Being on wrong lead and/or wrong diagonal at the trot
- Excessive speed (any gait)
- Excessive slowness (any gait)
- Breaking gait
- Failure to take gait when called
- Head carried too low or too high
- Nosing out or flexing behind the vertical
- Opening mouth excessively
- Stumbling

### **Small Equine (Mini Horse)**

Intent: To showcase the training and handling skills and abilities of 4-H members with small horses/donkeys.

Definition of a Miniature Horse: Miniature horse, pony breed, or donkey shorter than 53”

Contestants must be enrolled in the Small Equine project and approved by their county agent to participate in Small Equine events.

Small equine horse classes include Driving, In-Hand Trail, In-Hand Jumping, and Showmanship.

- Driving Levels 1-4 will be offered at the Montana 4-H State Horse Show.
- In-Hand Trail and Jumping for small equine will be divided into two Levels: 13 years old and younger and 14 years old and older.
- Showmanship for small equine will be done with all other competitors and divided by participant age.

### **Equipment**

Use tack appropriate for horse and project. Whips are optional for jumping only.

### **Attire**

The member may be in appropriate Western or English attire.

### **Driving**

Driving Levels 1-4 will be offered at the Montana 4-H State Horse Show. Horsemanship Levels 1-3 are a prerequisite to the Driving Project. Credit will be given to individuals who complete the pattern/course safely, easily, and efficiently, while maintaining control.

### **In-Hand Trail**

This class will be judged on the performance of the horse at halter in maneuvering the obstacles. The emphasis is on manners and responsiveness.

### **Scoring**

Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points. Credit will be given to those horses negotiating the obstacles cleanly, smoothly, and alertly with style in prompt response to the handler's cues.

**Penalties** should be assessed per occurrence as follows:

#### **One half ( ½ ) POINT**

- Each tick of log, pole, cone, plant, or obstacle

#### **One (1) POINT**

- Each hit, bite or stepping on a log, pole, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or jog for two strides or less
- Both front or hind feet in a single-strided slot or space
- Skipping over or failing to step into required space
- Failure to meet the correct strides on trot over log obstacles

#### **Three (3) POINTS**

- Incorrect or break of gait at walk or jog for more than 2 strides
- Knocking down an elevated pole, cone, barrel, plant or obstacle, or severely disturbing an obstacle unless caused by the tail
- Stepping outside the confines of, falling or jumping off or out of an obstacle with one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with one foot

#### **Five (5) POINTS**

- Dropping slicker or object required to be carried on course

- First or second cumulative refusal, balk, or evading an obstacle by shying or backing.
- Letting go of gate or dropping rope gate
- Use of either hand to instill fear or praise (slight touching or tapping with one hand to cue horse in a sidepass maneuver only is acceptable)
- Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with more than one foot
- Blatant disobedience (including biting, kicking out, bucking, rearing, striking or continuously circling the exhibitor)

**The following faults shall not be cause for disqualification but will prevent exhibitors/horses from placing higher than those without them.**

- Performing the obstacles other than in specified order
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeatedly touching the horse
- Failure to enter, exit or work obstacle in any manner other than how it's described, including overturns of more than 1/4 turn
- Failure to follow the correct line of travel between obstacles
- Working outside designated boundary marker of the arena or course area
- Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course
- Failure to demonstrate correct gait between obstacles as designated.
- Horse gets loose from exhibitor
- Leading or backing on the wrong side of the horse. Leading and backing should be performed from the left side of the horse
- Fall of horse or exhibitor
- Excessive schooling, pulling, turning or backing anywhere on course
- Failure to complete obstacle (i.e. dropping the rope gate and not picking it up)

### **In-Hand Jumping**

Horses must be shown in an appropriate halter; bridles are not allowed. The competitor is not permitted to go over jumps. Competitors must wear boots for this event.

This class will be judged on the horse's performance at halter in negotiating a course of jumps. The emphasis is on safety, manners, and responsiveness.

#### **Course:**

1. Minimum of 4 fences and maximum of 6

#### **Faults:**

1. Knockdowns – horse or handler lowers the established height of a fence in any way
2. Refusal – prolonged halt before a jump, stopping and backing before a jump, side stepping or circling is considered a refusal. Approaching an obstacle, briefly stopping, and immediately jumping from a standstill is not penalized.

### **Showmanship**



Showmanship will be entered according to the age of the contestant. Classes will also be offered for Colt to Maturity/Green Horse levels (Yearling Showmanship and Young Horse Showmanship). Members can exhibit only one (1) horse per class (General Rule #10).

For more details, reference the Showmanship rules.

### **Horse Driving**

Intent: To showcase the training and handling skills and abilities of 4-H members preparing horses to be ridden or pull a cart

Contestants must be enrolled in the Small Equine or Horse Driving projects and approved by their county agent to participate in Small Equine or Horse Driving events.

Driving Levels 1-4 will be offered at the Montana 4-H State Horse Show. Horsemanship Levels 1-3 are a prerequisite to the Driving Project. Credit will be given to individuals who complete the pattern/course safely, easily, and efficiently, while maintaining control.

### **Costume Contest**

Intent: To provide an opportunity for 4-H members to have fun and showcase their creativity

The costume contest will be divided by the age of the competitor: Junior (8-10), Intermediate (11-13), and Senior (14 & over)

The class will be judged 75% on originality and 25% on presentation.

Horses may be ridden or led. All horses will walk around the arena and line up down the center. Age groups may be divided into smaller classes if there are enough participants.

Costumes must be considered safe by Show Officials.

### **Western Games**

Riders must be enrolled in Horsemanship Level 3 or above to enter this class. Colt to Maturity horses age 4 and under and Green Horse Level 3 or under cannot be used for Western Games.

- Riders must start their run after entering the inside of the arena and the gate is closed.
- No run-ins allowed.
- The horse must be stopped and under control before exiting the arena.
- 

Riders must use a specific project horse. Ranch Horses must be Level 2 or above if the Horsemanship Level 3 or above criteria has not already been met. Various games may be offered at the state show: clover leaf barrel racing (junior and senior) and pole bending (junior and senior). All events are timed. Time starts when the horse's nose crosses the start line and ends when the nose crosses back. Barrels may be started on left or right side and poles may be started on left or right side. If horses are considered unsafe by the show committee or judge, they may be asked to stop and exit the arena immediately. No rider may be tied to the horse or saddle in any way. No wires or chains are allowed. A horse's mouth may not be tied shut in any way. If participants have questions on if equipment is legal, please contact show

committee. The show committee and judge have the discretion to decide if equipment is unsafe or unnecessary.

**Equipment:**

1. Western saddle with horn
2. Bits will follow the Montana 4-H Bit Rules and Equipment Guide.

**Optional Equipment:**

1. Martingales, tie downs, splint boots, bell boots, and skid boots
2. Over and under or bat

**Rider attire:**

1. Boots
2. Approved helmet

**Optional attire:**

1. Shin guards
2. Gloves
3. Chaps and spurs