

2012

Small Equine Division Handbook



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Chapter 1: INTRODUCTION

I. GOALS

- A. The primary goal of the Small Equine In-Hand Division is to offer learning and showing opportunities for those exhibitors who own an equine that may be too small to ride. This includes:
1. Youth with a beloved small equine they don't want to replace,
 2. Youth without the necessary land to own a full-size horse,
 3. Youth who can't afford to keep a full-sized horse,
 4. Youth with a small equine who can't afford the equipment necessary to participate in the Harness Division.

II. SCOPE

- A. The Small Equine In-Hand Division is open to all 4-H Horse Project members whose equine meets the height requirements.

III. REQUIREMENTS FOR OFFERING SMALL EQUINE CLASSES AT SHOWS

A. Inclusion

1. The following core classes must be offered at any show that includes Small Equine classes:
 - a. Showmanship (if Showmanship is offered in other divisions at the show)
 - b. Dressage In-Hand
 - c. Obstacles In-Hand
 - d. Novice Obstacles
 - e. Hunter In-Hand
 - f. Novice Jumper
2. All shows are encouraged to offer the full range of Small Equine classes.
3. Qualifying Shows will offer the classes listed above plus one additional class from each category as follows:
 - a. May: Rotating ground class – Lunge Line; rotating jumping class – Jumper In-Hand
 - b. June: Rotating ground class –Driving In-Hand; rotating jumping class – Six Bar
 - c. July: Rotating ground class – Gambler's Choice; rotating jumping class – Fault and Out
4. Pierce County Fair will offer all of the classes.

B. Arena Requirements

1. The space provided must be large enough to fit the dressage pattern and the jumping classes.
2. The footing must be suitable for jumping.
3. Different arenas may be used for different classes to meet the above requirements.

C. Judges

1. Because the Small Equine In-Hand Division is not eligible for State Competition, certified and/or carded judges are not required.

Chapter 2: GENERAL RULES

I. ELIGIBILITY FOR SHOWING

A. Height

1. Small Equine In-Hand classes are open to any equine (horse, pony, donkey or mule) that is less than 52" when measured at the highest point of the withers.

B. Height Verification

1. Miniature equines will be measured at the last hair of the mane.
2. All others will be measured at the highest point of the withers.

C. Age:

1. The show age of equines over 36 months of age is determined by their age on January 1st.
2. The show age of equines less than 36 months of age is determined by their age on the day of the show.
3. Event Minimum ACTUAL age
 - a. Exhibitor Halter – 6 months (must be weaned)
 - b. Dressage In-Hand – 6 months (must be weaned)
 - c. All Obstacle classes - 12 months
 - d. All Jumping classes - 36 months
 - e. Lunge Line – 24 months
 - f. Driving In-Hand - 24 months

II. PRESENTATION FOR SHOWING

A. The permissible methods of presentation for showing small equine are:

1. In natural condition,
2. Clipped with the new coat established,
3. Freshly clipped.

B. Mane and Tail:

1. Mane and tail should be prepped according to breed or type/style.
2. The mane and/or tail of any small equine may be trimmed and thinned to improve the appearance of the equine.
3. No artificial application of hair is permitted.
4. Tails may be braided and/or wrapped so they don't interfere with jumps/obstacles (except in Showmanship.)

C. Hooves

1. All equines may be shown shod or unshod, but weighted/stacked shoes are prohibited.

D. Artificial Appliances

1. Switches, artificial tails or manes and high spoon cruppers are prohibited.
2. Glitter is not allowed.
3. No pads, wedges, or weighted ankle boots are allowed.

E. Turn Out

1. All exhibitors shall be correctly attired for the class. See the 4-H Horse Contest Guide (PNW572) and the individual class rules in this guide for more information.
2. The exhibitor must be aware at all times that they and their equine are on display. They should present themselves in a neat, appropriate manner in order to promote the small equine in an appealing and appropriate way.

III. MEASUREMENT

A. General Rules

1. All exhibitors must carry a Pierce County Small Equine Permanent Measurement Card (see insert) for each equine over 4 years of age and present it at every show before entering the ring for their first class.
2. Equines under 4 years of age (actual age) must be measured at each show before the start of classes.
3. Equines 4 years of age and older (actual age) that are not in possession of a Pierce County Small Equine Permanent Measurement Card will be measured at their first show and issued a card.
4. All measuring will be done by the same person. Only the Small Equine In-Hand Division Chair or their appointee may issue height recording cards.

B. Measuring Device

1. The measuring stick must be capable of measuring equines from 24"-60".
2. The measuring stick must consist of a solid upright and a solid crossbar. A bubble must be countersunk into the crossbar to show when the stick is level.
3. The crossbar must be able to be raised or lowered to rest on the withers of the equine being measured.
4. At each show or measuring event, all equines must be measured by the same stick. If a stick capable of measure 24"-60" cannot be found, two sticks may be used; one to measure miniature equines and one to measure pony-sized equines.

C. Measuring Surface

1. The measuring surface must be level
2. A concrete slab, or other paved surface is most desirable.

D. Position of Equine

1. The equine must be standing squarely on all four feet and should not be permitted to stretch.
2. The front legs should be on a vertical line directly under the shoulder.
3. The back of the hocks should be in a vertical line with the equine's buttocks.
4. The equine's head must be held low enough to reveal the highest point of the withers and no lower.
5. All blankets and wraps must be removed.

E. Method of Measurement

1. Miniature Equines: Measure the vertical distance from the base of the last hair on the mane to the measuring surface. Measurements are recorded to the nearest $\frac{1}{4}$ ".
2. Pony-sized Equines: Measure the vertical distance from the highest point of the withers to the measuring surface. Measurements are recorded to the nearest $\frac{1}{4}$ ".


F. Height Categories


1. Based on measurement, equines shall be assigned to the appropriate height category as described below:
 - a. Category A – Horses, ponies, donkeys and mules 38”-52”
 - b. Category B – Horses, ponies, donkeys and mules 34”-38”
 - c. Category C – Horses, ponies, donkeys and mules under 34” and all Donkeys
2. Height categories are used for setting jump and obstacle dimensions.
3. Exhibitors will enter the arena in category order.


G. Measurement Difficulties


1. Equine does not meet height requirement:
 - a. If an equine does not meet the desired height requirement the exhibitor has the right to request a second measurement. The exhibitor will reposition the equine and a second measure will be taken.
 - b. If the equine still does not make the height requirement, a third and final measurement may be requested. This measurement will be taken by a different show official.
2. Equine will not stand to be measured:
 - a. If the equine will not stand to be measured, it will be classed in the tallest category for its breed, i.e. a miniature equine that cannot be measured will be classed as a category B (34”-38”).
 - b. A permanent measurement card will not be issued to equines that cannot be measured.
 - c. Equines that appear to be near the 52” limit that cannot be measured will not be permitted to show.
3. Protests:
 - a. Exhibitors who wish to protest the measurement/height category of any equine may file an official protest as described in Appendix P of the Pierce County Leaders’ Handbook.
 - b. If a judge or show official feels that an equine has been incorrectly classified, he/she may request an official measurement as described above.

Permanent Measurement Card

	
Small Equine In-Hand Division Permanent Measurement Card	
Equine Name:	
Breed:	
Color (be specific):	
Identifying Marks:	
Height:	Height Category:
Official Signature:	Date:

	
Small Equine In-Hand Division Permanent Measurement Card	
Equine Name:	
Breed:	
Color (be specific):	
Identifying Marks:	
Height:	Height Category:
Official Signature:	Date:

	
Small Equine In-Hand Division Permanent Measurement Card	
Equine Name:	
Breed:	
Color (be specific):	
Identifying Marks:	
Height:	Height Category:
Official Signature:	Date:

	
Small Equine In-Hand Division Permanent Measurement Card	
Equine Name:	
Breed:	
Color (be specific):	
Identifying Marks:	
Height:	Height Category:
Official Signature:	Date:

Chapter 3: SHOWMANSHIP

I. PARTICIPATION

- A. Exhibitors must participate in Small Equine Showmanship in order to be eligible for High Point and End of Year Awards.

II. SHOWMANSHIP RULES & REQUIREMENTS

- A. For more information on Showmanship, refer to the 4-H Horse Contest Guide, PNW 574
- B. For the current Showmanship score sheet, see the add sheet in Appendix H of the Pierce County Leaders' Guide.

Chapter 4: GROUND CLASSES

I. DEFINITION

- A. Ground classes are classes that do not require the equine to jump or negotiate any obstacle.

II. OBJECTIVES

- A. The objective of ground classes is to increase the level of communication between equine and exhibitor.

III. CORE CLASS: DRESSAGE IN-HAND

A. Overview:

1. Dressage In-Hand is the core Ground Class and must be offered at every show.
2. Emphasis should be placed on suppleness, basic gaits, figures, impulsion and transitions in the performance of the horse, as produced by the handler.

B. Tack:

1. The equine must be shown in a leather, synthetic (PVC, Zilco), rope or webbing halter.
2. The lead may be flat or rounded. The exhibitor's end of the lead must be without a loop.
3. A snaffle bridle may also be used (no twisted wire bits)
4. The following equipment is prohibited:
 - a. chains
 - b. roller or similar object to keep the head under control
 - c. Arabian-style halters

C. Exhibitor Attire:

1. Exhibitor may wear either English or Western attire.
2. Neatness and cleanliness are important
3. Boots are required
4. Hat/helmet is not required

D. Presentation:

1. To enhance the appearance of a harmonious relationship between the equine and the exhibitor, the exhibitor is encouraged to:
 - a. Decorate themselves and their equine with ribbons, braids, polo wraps, and/or other similar decorations.
 - b. Coordinate colors/patterns between the equine tack and their clothing.
 - c. Full costumes are prohibited.

E. Execution of the Test

1. Voice signals and clicking the tongue are prohibited..
2. Reading the test:
 - a. Tests may be read during the competition but no part of a test may be read more than once.
 - b. Lateness or errors in reading the pattern will not relieve the exhibitor from error penalties.

c. Coaching by anyone is prohibited and will result in the elimination of the exhibitor.

F. Dressage Test Pattern:

1. See Dressage In-Hand pattern 1 in this chapter's appendix.

G. Dressage Arena Layout

1. The dressage arena must be rectangular in shape, with the short sides half as long as the long sides.
2. Basic dressage letters will be posted (A, B, C, E, F, H, K, M)

IV. SUPPLEMENTAL CLASS: LUNGE LINE

A. General Rules:

1. This event tests the exhibitor and equine's ability to display correct and fluid movement at three gaits – walk, trot and canter.
2. Each equine must be shown to the judge working on the lunge-line in each of the three gaits, preferably in both directions.
3. A 90 second time limit will apply and be denoted by a whistle or announcement to begin, another whistle or announcement when 45 seconds remain for the workout and a final whistle or announcement will cease judging of the exhibit.
4. At the end of the 90 seconds the exhibitor shall leave the arena.

B. Equipment

1. The equine should be shown in a halter as described in Obstacles In-Hand or a lunging cavesson.
2. Bridles and Arabian-type halters are not permitted.
3. The lunge line must not be shorter than 10 feet. Larger equines will require a longer line.
4. An equine may, at judge's discretion, be disqualified for incorrect head gear.
5. Whips are optional but must not come in contact with the equine.

C. Routine

1. Enter the arena and walk to the center of the circle
2. Acknowledge the judge
3. Send the equine to the circumference of the ring
4. Walk the equine at least one complete circle
5. Trot the equine at least one complete circle
6. Canter the equine at least one complete circle
7. Turn the equine on circumference to face counter-clockwise
8. Walk the equine at least one complete circle
9. Trot the equine at least one complete circle
10. Canter the equine at least one complete circle
11. Halt
12. Acknowledge the judge
13. Exit

D. Scoring: The equine and exhibitor are to be judged on:

1. Exhibitor – 10%
 - a. Neat, clean and appropriately dressed.
 - b. Whip used for guidance only
 - c. Calm, confident attitude
2. Control and Safety – 30%
 - a. Equine is under control
 - b. Lunge line is handled safely
 - c. Equine is handled in a safe manner
 - d. Transitions are controlled & safe
 - e. Proper tack is used
3. Performance – 60%
 - a. Equine works in a relaxed and responsive manner
 - b. Performs smoothly at the walk, trot, and canter
 - c. Smooth transitions, moving forward smoothly and willingly
 - d. Equine displays all three gaits working in each direction.
 - e. Stops quietly at the end of the performance
4. Penalties will be incurred if the exhibitor or any object the exhibitor is holding makes contact with the equine or if the lunge line becomes entangled in either the equine or exhibitor.

V. **SUPPLEMENTAL CLASS: DRIVING IN-HAND**

A. Description of Event

1. The purpose of Driving In-Hand is to demonstrate the degree of cooperation between the equine and the exhibitor through a workout requiring the execution of a number of different movements at a walk and a trot.
2. The exhibitor should stay behind the equine or slightly to one side at all times.

B. Exclusions

1. Equines under 2 years (actual age) are not eligible to compete.

C. Equipment

1. Any equipment not specifically mentioned is prohibited from use.
2. The use of prohibited equipment will lead to an automatic disqualification (either before or after judging).
3. Required Equipment
 - a. Bridle (with or without blinders)
 - b. Any jointed or straight snaffle bit other than twisted wire (no shanked bits)
 - c. Lunging surcingle/roller, English or Western saddle (stirrups must be tied under horse's belly) or driving saddle (tugs tied together under belly).
 - d. Reins – must be long enough to keep the exhibitor out of kicking range, made of any safe material
4. Optional Equipment
 - a. Blinders

- b. Whip
- c. Cavesson/Noseband
- d. Saddle Cloth
- e. Leg Wraps
- f. Crupper (recommended)

D. Exhibitor Attire

- 1. Exhibitor may wear either English or Western attire.
- 2. Neatness and cleanliness are important
- 3. Boots are required
- 4. Gloves are optional, but strongly encouraged
- 5. Hat/helmet is required.

E. Mandatory Maneuvers:

- 1. Halt
- 2. Rein Back.
- 3. Walk
- 4. Trot
- 5. Turns

F. Ring Procedure

- 1. Exhibitors will enter the arena one at a time and guide their equine through a set pattern.
- 2. Patterns will be made available at least 2 weeks before the event.
- 3. The pattern will include all mandatory maneuvers and will require the equine to work in both directions.
- 4. Pattern maneuvers may include, but are not limited to:
 - a. Walk/trot in a straight line or around a corner
 - b. Walk/trot a figure 8
 - c. Walk/trot a serpentine around cones
 - d. Walk/Trot a small circle around a cone
 - e. Halt, stand quietly
 - f. Back 4 steps
 - g. Fan (pivot) in either direction
 - h. Transitions: walk or halt to trot, trot to walk or halt
- 5. No obstacles other than cones will be used in the pattern.

G. Judges Guidelines

- 1. Credit will be given to an equine that displays correct and fluent movement along with a pleasant and obedient temperament.
- 2. Credit will be given for the quality of movement and the fluency of transitions in the workout.
- 3. Penalties will be incurred for resistance, whether subtle or obvious eg., rearing, bucking, kicking, biting, open mouth etc..
- 4. Gross disobedience/unsafe behavior on the part of the equine will be grounds for immediate dismissal

H. Scoring

1. 25% on equine's manners, responsiveness, attentive attitude
2. 25% on performance of pattern
3. 50% on exhibitor's handling of reins, attire, attention to safety issues; control

VI. CLASS: EXHIBITOR HALTER (NOT A PIERCE COUNTY CLASS)

A. Inclusion:

1. Exhibitor Halter will not be offered at Pierce County Qualifying Shows, nor at the Pierce County Fair.
2. It is included in this guide because it is a common Small Equine class and clubs putting on Small Equine shows may wish to include it.

B. Purpose:

1. To teach the exhibitor and equine the proper procedure for showing in a halter class.
2. To allow the judge to evaluate how well the exhibitor has conditioned and trained their equine.

C. Dress/attire:

1. The exhibitor is to be correctly turned out for the show ring. Refer to the showmanship section of the 4-H Horse Contest Guide (PNW572) for more information.
2. Hats/helmets are not required

D. Tack:

1. A clean leather, web, or synthetic halter and lead are acceptable for any small equine. A chain is optional.
2. Bridles, in-hand bridles, and Arabian-type cable or leather halters are acceptable for breeds that are commonly shown in them.
3. If a chain is used, it may only be used under the chin. It must not be wrapped around the noseband.
4. A throatlatch is required.
5. For more information, refer to the Showmanship tack section of the 4-H Horse Contest Guide (PNW572).

E. Presentation:

1. All equines should be shown and posed as recommended by their breed standard.
2. Exhibitors must be prepared to show their breed standard, if required, to justify a grooming or posing decision.
3. Body clipping is not required for any equine.
4. It is important to stress to the judges that there are many breeds eligible by their height to compete as small equines, as well as many crossbreeds, and that in each class the exhibitor is to show their equine to the best of their ability and knowledge. It is the exhibitor's responsibility to know the breed standards. When in doubt, the judge should ask the exhibitor about their breed type.
5. Breeds that allow it may be hand set.
6. No glitter is allowed. Other enhancements, such as hoof polish or face oil, will follow the rules for that particular breed of equine.
7. All equines may be asked to show teeth.

F. Description of Event:

1. The equine is to be shown in-hand at the walk and trot.

2. Exhibitors will enter the ring in height category order beginning with category A.
3. If the class size is large, the judge may choose to divide the class into lots based on height category.
4. Exhibitors enter the ring single file, going counterclockwise at the walk on a loose lead to cone A.
5. At cone A the exhibitor will pick up a trot and proceed at a trot past the judge, still in single file order to cone B.
6. At cone B the exhibitors halt and wait for the judge's signal.
7. At the judge's signal, the first exhibitor will walk to the judge and show the equine's teeth. Exhibitors remaining in line should move up to fill the space.
8. At the judge's signal, the exhibitor will trot straight away, then around the end of the arena to the end of the line.
9. Exhibitors waiting should be lined up head to tail along the rail for the judge's final inspection.
10. After the final exhibitor the exhibitors should set up their equines and keep showing until the class is dismissed.

G. Judging and Scoring:

1. Exhibitor/Presentation: 75 pts
 - a. Exhibitor appropriately dressed,
 - b. Presentation of the equine,
 - c. Showing equine to best advantage,
 - d. Setting up/posing equine
 - e. Control
2. Equine Preparation: 25 pts
 - a. Conditioning/muscling
 - b. Grooming,
 - c. Proper hoof care

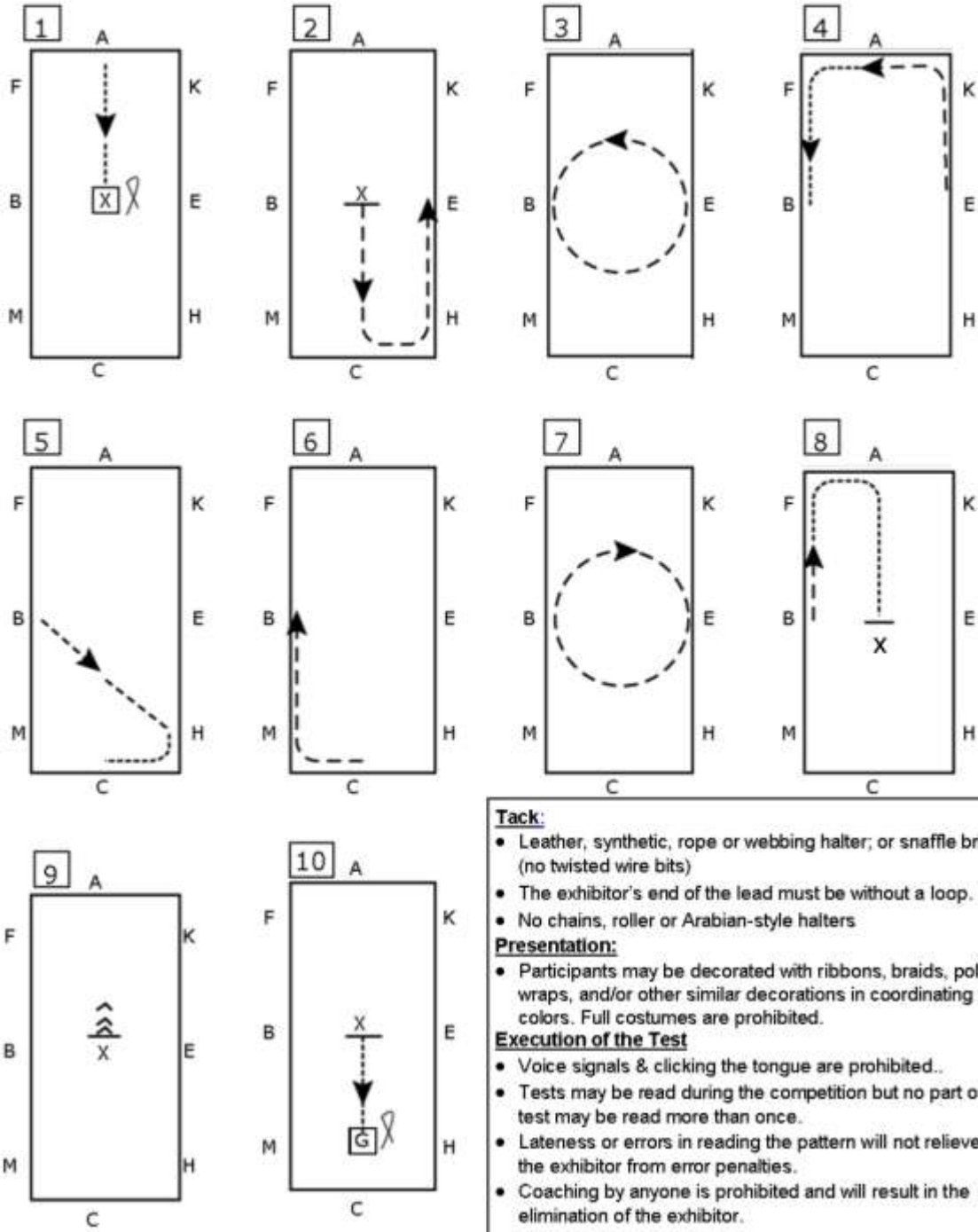
Dressage In-Hand Score Sheet – Side 1

4-H SMALL EQUINE IN-HAND DRESSAGE SCORESHEET 1				Exhibitor #		
				Circle Class: Junior Intermediate Senior		
Movement	Test	Directive Ideas	Max Pts	Points	Remarks	
1	A X	Enter, working walk Halt, salute	Straightness on centerline, balance in transition, quality of halt	5		
2	X C C to E	Proceed working trot Track left Working trot	Transition, quality of trot & turns at C & H	5		
3	E E	Halt, move to off side Circle left at the trot, width of arena	Quality of trot & figure, consi- sistent rhythm, suppleness; ability to lead from off side	5		
4	E to A A AFB	Working trot Halt, move to near side Working walk	Balance in transition & quality of walk Quality of halt	5		
5	B to H H to C	Free walk on long rein Working walk	Length of frame & stride, relaxation, rhythm, quality of transitions	5		
6	C to B	Working trot	Quality of transitions & trot	5		
7	B	Circle right at the trot, width of arena	Quality of halt, quality of fig- ure, consistent rhythm,	5		
8	B to F FAX	Transition to walk Walk down centerline	Quality of halt; quality of walk & turns, straightness on centerline	5		
9	X X	Halt 3-5 seconds Rein back 2-4 steps Proceed at working walk	Quality of halt, obedience & willingness to step back	5		
10	X to G G	Working walk Halt, salute	Straightness, rhythm, obedi- ence & relaxation in halt	5		
LEAVE ARENA AT WORKING TROT						
Collective Remarks						
GAITS	Freedom & regularity.			10		
IMPULSION	Desire to move forward. Elasticity of steps. Relaxation of back. Engagement of hindquarters.			10		
SUBMISSION	Acceptance of guidance. Attention & confidence. Calmness, lightness & ease of movements.			10		
EXHIBITOR	Use of lead & aids. Handler's position & posture.			10		
PRESENTATION	Decoration/presentation as a team of equine & handler.			10		
Points: 5 (10) = Very Good 4 (8) = Good 3 (6) = Average 2 (4) = Below Average 1 (2) = Poor 0 = Did not Perform			Note: a score of 5 (10) is not a "perfect" score. It means the equine did a very good job on that element.		100	Total Score
					# of course errors x 5 pts	Less error points
			100	Final Score		

Dressage In-Hand Score Sheet – Side 2

Pierce County Small Equine In-Hand Division

Dressage In-Hand Pattern 1



Tack:

- Leather, synthetic, rope or webbing halter; or snaffle bridle (no twisted wire bits)
- The exhibitor's end of the lead must be without a loop.
- No chains, roller or Arabian-style halters

Presentation:

- Participants may be decorated with ribbons, braids, polo wraps, and/or other similar decorations in coordinating colors. Full costumes are prohibited.

Execution of the Test

- Voice signals & clicking the tongue are prohibited.
- Tests may be read during the competition but no part of a test may be read more than once.
- Lateness or errors in reading the pattern will not relieve the exhibitor from error penalties.
- Coaching by anyone is prohibited and will result in the elimination of the exhibitor.

Lunge Line Score Sheet – Side 1

4-H SMALL EQUINE IN-HAND LUNGELINE SCORE SHEET		Contestant #
Circle Class: Junior Intermediate Senior		
	Score	Comments
Exhibitor: 10% <ul style="list-style-type: none"> • Neat, clean & appropriately dressed • Whip used for guidance only • Calm, confident attitude 		
Control & Safety: 30% <ul style="list-style-type: none"> • Equine is under control • Lunge line is handled safely • Equine is handled in a safe manner • Transitions controlled & safe • Proper tack is used 		
Performance: 60% <ul style="list-style-type: none"> • Equine works in a relaxed & responsive manner • Performs smoothly at the walk, trot, & canter • Smooth transitions, moving forward smoothly & willingly • Equine displays all three gaits each direction. • Stops quietly at the end of the performance 		
Judge's Initials:	Total Score	
100-85 Blue 84-70 Red 69 & Below White	Ribbon Placing	

Lunge Line Score Sheet – Side 2

Lunge Line

General Rules:

- ♦ This event tests the ability to display correct & fluid movement at three gaits – walk, trot & canter.
- ♦ Each equine must be shown working on the lunge-line in each of the three gaits, preferably in both directions.
- ♦ A 90 second time limit will apply & be denoted by a whistle/announcement to begin, a whistle/announcement when 45 seconds remain & a final whistle/announcement to end judging of the exhibit.
- ♦ At the end of the 90 seconds the exhibitor shall leave the arena.

Equipment

- ♦ The equine should be shown in a halter or a lunging cavesson. Bridles & Arabian-type halters are not permitted. An equine may, at judge's discretion, be disqualified for incorrect head gear.
- ♦ The lunge line must not be shorter than 10 feet. Larger equines will require a longer line.
- ♦ Whips are optional but must not come in contact with the equine.

Routine

- ♦ Enter the arena & walk to the center of the circle
- ♦ Acknowledge the judge
- ♦ Send the equine to the circumference of the ring
- ♦ Walk the equine at least one complete circle
- ♦ Trot the equine at least one complete circle
- ♦ Canter the equine at least one complete circle
- ♦ Turn the equine on circumference to face counter-clockwise
- ♦ Walk the equine at least one complete circle
- ♦ Trot the equine at least one complete circle
- ♦ Canter the equine at least one complete circle
- ♦ Halt
- ♦ Acknowledge the judge
- ♦ Exit

Scoring: The equine and exhibitor are to be judged on:

- ♦ Exhibitor – 10%
 - Neat, clean and appropriately dressed.
 - Whip used for guidance only
 - Calm, confident attitude
- ♦ Control and Safety – 30%
 - Equine is under control
 - Lunge line is handled safely
 - Equine is handled in a safe manner
 - Transitions are controlled & safe
 - Proper tack is used
- ♦ Performance – 60%
 - Equine works in a relaxed and responsive manner
 - Performs smoothly at the walk, trot, and canter
 - Smooth transitions, moving forward smoothly and willingly
 - Equine displays all three gaits working in each direction.
 - Stops quietly at the end of the performance
- ♦ Penalties will be incurred if the exhibitor or any object the exhibitor is holding makes contact with the equine or if the lunge line becomes entangled in either the equine or exhibitor.

Driving In-Hand Score Sheet – Side 1

4-H SMALL EQUINE IN-HAND DRIVING IN-HAND SCORESHEET		Contestant #
Circle Class: Junior Intermediate Senior		
	Score	Comments
Equine: 25% <ul style="list-style-type: none"> • Pleasant & obedient temperament • Lack of resistance • Responsive & attentive • Properly fitted, appropriate tack 		
Pattern: 25% <ul style="list-style-type: none"> • Follows prescribed course • Completes each element of course 		
Exhibitor: 50% <ul style="list-style-type: none"> • Correct attire • Handling of reins & whip • Attention to safety • Control of equine • Calm, confident attitude 		
Judge's Initials:	Total Score	
100-85 Blue 84-70 Red 69 & Below White	Ribbon Placing	

Driving In-Hand Score Sheet – Side 2

Driving In-Hand

Purpose

To demonstrate the degree of cooperation between the equine and the exhibitor through a workout requiring the execution of a number of different movements at a walk & a trot.

Equipment

- ♦ Any equipment not specifically mentioned is prohibited from use. The use of prohibited equipment will lead to an automatic disqualification (either before or after judging).
- ♦ Required Equipment:
 - Bridle (with or without blinders),
 - Any jointed or straight snaffle bit other than twisted wire (no shanked bits),
 - Lunging surcingle/roller, English or Western saddle (stirrups must be tied under horse's belly) or driving saddle (tugs tied together under belly).
 - Reins – must be long enough to keep the exhibitor out of kicking range, made of any safe material
- ♦ Optional Equipment: Blinders, Whip, Cavesson/Noseband, Saddle Cloth, Leg Wraps, Crupper (recommended)

Exhibitor Attire

- ♦ Exhibitor may wear either English or Western attire. Neatness and cleanliness are important
- ♦ Boots and Hat/helmet are required
- ♦ Gloves are optional, but strongly encouraged

Ring Procedure

- ♦ The exhibitor should stay behind the equine or slightly to one side at all times.
- ♦ Exhibitors will enter the arena one at a time & guide their equine through a set pattern.
- ♦ The pattern will include all mandatory maneuvers & will require the equine to work in both directions.
- ♦ Pattern maneuvers may include, but are not limited to:
 - Walk/trot in a straight line or around a corner
 - Walk/trot a figure 8
 - Walk/trot a serpentine around cones
 - Walk/Trot a small circle around a cone
 - Halt, stand quietly
 - Back 4 steps
 - Fan (pivot) in either direction
 - Transitions: walk or halt to trot, trot to walk or halt
- ♦ No obstacles other than cones will be used in the pattern.

Judges Guidelines

- ♦ Credit will be given to an equine that displays correct & fluent movement along with a pleasant and obedient temperament.
- ♦ Credit will be given for the quality of movement & the fluency of transitions in the workout.
- ♦ Penalties will be incurred for resistance, whether subtle or obvious eg., rearing, bucking, kicking, biting, open mouth etc..
- ♦ Gross disobedience/unsafe behavior on the part of the equine will be grounds for immediate dismissal

Scoring

- ♦ 25% on equine's manners, responsiveness, attentive attitude
- ♦ 25% on performance of pattern
- ♦ 50% on exhibitor's handling of reins, attire, attention to safety issues; control

Chapter 5: OBSTACLE CLASSES

I. DEFINITION

- A. Obstacle classes are classes that require the equine to successfully negotiate a set of obstacles.

II. OBJECTIVES

- A. The purpose of an obstacle class is to increase the level of communication between equine and exhibitor

III. GENERAL RULES:

A. Age

1. Equines must be over 12 months (actual age) and over to compete in these events.

B. Tack

1. The equine must be shown in a leather, synthetic (PVC, Zilco), rope or webbing halter. They may have padding at the poll and on the noseband.
2. The lead may be flat or rounded. The exhibitor's end of the lead must be without a loop.
3. A chain is permitted, but must run under the chin.
4. The following equipment is prohibited:
 - a. whips or similar objects
 - b. chain over the equine's face or through the equine's mouth.
 - c. roller or similar objects to keep the head under control
 - d. Arabian-style halters

C. Exhibitor's Dress

1. The exhibitor must wear appropriate attire including boots. Refer to the 4-H Horse Contest Guide (PNW572)
2. Helmets/hats are not required.
3. The judge or show committee may bar any person from entering the ring if not suitably attired.

D. Cueing

1. Legal Cueing

- a. Exhibitors are permitted to cue their equine by the use of voice commands and hand signals.

2. Illegal Cueing

- a. The exhibitor will be penalized up to three (3) points every time they illegally cue their equine.
- b. Illegal cues include but are not limited to:
 - 1) hitting the equine with lead rope or other object
 - 2) physically pushing the equine in any direction
 - 3) deliberate body or hand contact with the equine
 - 4) any obvious intimidation of the equine
 - 5) holding the equine by the halter rather than the lead

- 6) stepping on or in an obstacle with the equine unless the course layout requires it or by direction of the judge.
- 7) backing equine by aggressively shaking the lead rope
- 8) baiting with food or other objects

E. Course Layout

1. When setting courses, show management should bear in mind that the idea is not to intimidate or eliminate an equine by making an obstacle too difficult. The course should be designed to demonstrate the ability of the equine to respond to the exhibitor's guidance.
2. A start and finish line must be established at a safe distance from the first and last obstacle and indicated by two markers at least 4 feet apart. The exhibitor must go between these markers to officially start and end the pattern otherwise the exhibitor is considered off course. Equines must cross the line in the proper direction to start and complete the course.
3. All course designs must ensure all safety precautions are taken and the judge has the right to alter any course that he/she feels may be unsafe before the first equine is on course. If the course must be altered after the first equine has completed the course, that equine will be allowed to rerun the course.
4. A judge may alter the course due to time and/or safety, and may choose to eliminate an obstacle if it is deemed unsafe.

F. Course Procedures:

1. The dimensions of the obstacles will be adjusted according to the height category of the equine. See individual obstacles for the required adjustments for each category.
2. The height category of the equine will be used to determine the order in which the exhibitors enter the ring. However, judging of all obstacle classes is done by the age group of the exhibitor.
3. Exhibitors compete one at a time over a set pattern of obstacles.
4. Course diagrams must be displayed at least 2 weeks prior the show. Diagram should include direction each obstacle must be approached and also indicate whether it is at a trot or walk.
5. The judge must be available to perform a walk through the course with exhibitors prior to commencement of the class. Only exhibitors are permitted on the course – no equines until commencement of class

G. Penalties: Each of the following occurrences will lead to an automatic 30 point deduction:

1. Equine running free of the exhibitor (except at those obstacles where the equine is deliberately released such as ground tie)
2. Willful abuse of the equine by the exhibitor
3. Leaving arena without permission of the judge or steward

IV. GENERAL RULES CONCERNING OBSTACLES:

A. Obstacles used in classes may include, but are not limited to:

1. Backing
2. Bridge
3. Clothing, put on/remove
4. Gate
5. Ground tie

6. Hula Hoop
 7. Jumps
 8. Mailbox
 9. Objects, Pick up /move
 10. Objects, Walk/trot past
 11. Pivot
 12. Poles, Walk/Trot over
 13. Side-passing (not included in Novice class)
 14. Straddle (not included in Novice class)
 15. Water, Walk over (not included in Novice class)
 16. Turn in Square
 17. Walk/trot through objects in a pattern
- B. The sequence of the obstacles may vary and two or more of any of the obstacles may be combined.
- C. The following obstacles are prohibited:
1. Tire and stair obstacles
 2. Logs or poles elevated in such a manner that allows them to roll
 3. Rocking or moving bridges
- D. Requirements for poles used in any obstacle:
1. The poles should be a maximum of 2 inches in diameter and should be three (3) to ten (10) feet long.
 2. The composition of the poles can be wood or synthetic PVC depending upon the location and use of the poles.
 3. Horizontal jump poles should be made from PVC whereas ground poles or walkovers can be wooden.
 4. The surfaces should be smooth.
- E. Backing Obstacles
1. The equine must back through a preset pattern of poles or markers.
 2. The poles may be set in any pattern such as an L, V or parallel lines.
 3. Backing poles should be spaced as follows:
 - a. Category A – minimum of 40" apart
 - b. Category B and C - minimum of 30" apart
 4. When the poles are set, their location must be marked for the re-set of the obstacle should it be moved by the equine.
- F. Walk or Trot Pole Obstacles
1. The equine must trot through and/or over a sequence of ground poles without touching the poles.
 2. The poles can be set in straight line, zig-zag or fan shaped pattern.
 3. The degree of difficulty of the layout should be reflected in the age of the exhibitor and equine.
 4. A maximum of 6 poles in a row may be used.
 5. Pole requirements for each height division are as follows:

- a. Category A: length of poles: 5'-6', distance between poles: 24" for walk-over, 30" for trot-over
- b. Category B and C: length of poles: 3'-4', distance between poles: 18" for walk-over, 26" for trot-over

G. Gate Obstacles

1. The equine and exhibitor must go through the gate and close the gate behind them.
2. The idea is to open and close the gate without letting other animals out so the gate must only be opened as wide as required to let equine and exhibitor through.
3. One hand should remain on the gate at all times.
4. No adjustments for height category are required.

H. Cone Obstacles

1. The exhibitor must guide the equine through a prescribed pattern of cones spaced equal distances apart while at a walk or trot.
2. The sequence should include 4-6 cones.
3. Potted plants, or similar objects, may be used in place of cones.
4. Cone distance for each height division is as follows:
 - a. Category A: 10 feet between cones
 - b. Category B and C: 8 feet between cones
5. The exhibitor's position in relationship with the equine is determined by the type of course or pattern for the obstacle.
6. TIP: The course diagram will outline the direction to travel this obstacle. Be sure you start the obstacle with the cone on the correct side.

I. Turn In Square Obstacles

1. The square will be made of four 3"- 4" diameter poles. The length of the poles is as follows:
 - a. Category A: each pole 7-8 feet long
 - b. Category B and C: each pole 5-6 feet long
2. The exhibitor must:
 - a. Enter the square
 - b. Turn the equine away from them (clockwise) the required distance
 - c. Leave the square as directed by the course pattern.
3. Patterns may require the equine to turn 90°, 180°, 270° or 360° from the entry point in the box.
4. The exhibitor must be within the square, unless directed otherwise by the pattern.

J. Pivot Obstacles

1. The objective of this obstacle is to keep the front legs of the equine as still as possible in the center of the circle, while moving the haunches around the outside of the circle until the required number of degrees has been completed.
2. Alternatively the exhibitor may be required to perform and turn on the haunches, with the rear legs remaining stationary while turning the front end.
3. The circle used as the pivot point may be made of soft rope, chalk, or plywood and must be between 12" and 24" in diameter
4. No adjustments are necessary for different height categories.

K. Bridge Obstacles

1. The equine must walk over a wooden bridge.
2. The bridge may be no taller than 12" at the highest point. It must be a minimum of 2 feet wide and 3 feet long.
3. Bridges should always be sturdy and safe without sides. Rocking or moving bridges are prohibited.
4. The exhibitor is not permitted onto this obstacle.

L. Jump Obstacles

1. Ground poles are required for all jumps.
2. The equine must clear the jump without touching the obstacle (clear round).
3. The exhibitor is not permitted to jump the obstacle.
4. No more than four jumps may be included in a course.
5. Jumps must be at least 5 feet wide and must be spaced 16 feet apart.
6. Maximum jump heights for each category are as follows:
 - a. Category A: 18"
 - b. Category B and C: 12"
 - c. Equines under 24 months actual age and donkeys regardless of height: 6"

M. Straddle Obstacles

1. The equine must walk over a pole lying on the ground so that the off-side legs stay on one side of the pole and the near side legs stay on the other side of the pole.
2. The equine is to walk the length of the pole or follow the pattern.
3. No adjustment for height category is necessary.
4. Straddle obstacles will not be included in the Novice class.

N. Water Obstacles

1. The equine is to walk over a colored board or through a sand pit in a direction as prescribed by the course pattern.
2. The obstacle dimensions should be a minimum of 24 inches wide by 5 feet long.
3. The equine must walk over the obstacle. The exhibitor is not permitted to walk on the obstacle.
4. Water may be poured to create a water obstacle.
5. No adjustment for height category is necessary.
6. Water obstacles will not be included in the Novice class.

O. Side Pass Obstacles

1. The equine must side pass over a pole.
2. Equines should stay straight, perpendicular to the pole.
3. Exhibitors are reminded that physically pushing or hitting the equine constitutes illegal cueing.
4. The course diagram will indicate the direction of the side pass.
5. No adjustment for height category is necessary.
6. Side Pass obstacles will not be included in the Novice class.

P. Mailbox

1. The exhibitor shall lead the equine up to a mailbox, open the mailbox, remove an item from the mailbox and close the mailbox.
2. Credit will be give for equine that walks quietly to the mailbox and waits quietly while the exhibitor deals with the mailbox.
3. No adjustment for height category is necessary.

Q. Objects

1. The purpose of “object” obstacles is to determine how the equine reacts to objects he might find scary.
2. Objects used may be scary looking, but should not be dangerous.
3. If an item is to be placed on the equine, care must be taken that it will fit all sizes of equine.

R. Hula Hoop

1. The equine must stand with his front feet in the hula hoop and then stand quietly while the hula hoop is passed over his head and body and then lowered to the ground around the back legs.
2. Alternatively, the back legs may be placed in the hoop and the hula hoop passed from back to front over the horse’s head. The pattern will specify.
3. The hula hoop may not be used as an obstacle if there is an equine in the class that is too large to pass through it. Different sized hula hoops may be used for each height category.

V. **CORE CLASS: OBSTACLES IN-HAND**

A. Description:

1. Obstacles In-Hand is a disciplined event designed to test the working relationship between equine & exhibitor.
2. Obstacles In-Hand is a core Obstacle class and must be offered at every show.
3. The course will consist of a minimum of five obstacles and a maximum of eight obstacles.
4. The class is to be judged on performance and way of going with emphasis on manners throughout the course. It is also evaluated on responsiveness and willingness, plus the general attitude of the equine.
5. All general rules for obstacle classes (see above) will apply.

B. Mandatory Elements: The following elements must be included in every In-Hand Obstacle course:

1. Backing
2. Trotting
3. Walking

C. Judging and Scoring

1. Obstacles In-Hand is scored on a mathematical basis with points being awarded for each obstacle.
2. The judge will also assess the equine/exhibitor on manners; performance and style; responsiveness; and competence of the exhibitor and equine

D. General Penalties

1. Failure to complete an obstacle is not a disqualification but should be penalized accordingly.
2. An exhibitor may attempt any obstacle up to three (3) times but then they must move on to the next obstacle. However, the judge may at their discretion send the equine onto the next obstacle at any time.

3. Maximum time is 60 seconds per obstacle. After the time is used, the exhibitor will be directed to the next obstacle.
 4. Exhibitors shall be penalized for any unnecessary delay in approaching an obstacle.
 5. Refusals are not a disqualification, but should be faulted accordingly.
 6. Each of the following occurrences will lead to a mandatory 30 point deduction:
 - a. Negotiating obstacles in the wrong direction (off course)
 - b. Taking obstacles in the wrong order (off course)
 - c. Falling of the equine or exhibitor
 7. The judge should take the age and size of the exhibitor into account when assessing penalty points.
- E. Penalties for specific obstacles (in addition to those mentioned above):
1. Backing: Penalties should be assessed for the following:
 - a. The exhibitor does not remain outside of the backing obstacle.
 - b. The equine is not outside of the obstacle before they commence backing
 - c. The equine does not back the correct distance or number of steps.
 2. Walk/Trot Poles: Penalties should be assessed for the following:
 - a. The exhibitor does not remain outside the obstacle.
 - b. The equine jumps, leaps, refuses or evades the poles.
 - c. The equine ticks, hits knocks or rolls a pole.
 3. Gate: Penalties should be assessed for the following:
 - a. The exhibitor loses control over the gate
 - b. The exhibitor loses contact with the gate
 - c. The equine is not willing to walk through the gate and stand quietly
 - d. The equine touches the gate
 4. Cones: Penalties should be assessed for the following:
 - a. The equine is not willing to work through the cones
 5. Turn-In Square: Penalties should be assessed for the following:
 - a. The exhibitor touches the poles or steps outside the square
 - b. The equine steps outside of the box with one foot
 - c. The equine steps completely outside of the box
 6. Bridge: Penalties should be assessed for the following:
 - a. The equine steps off the bridge
 - b. The equine should gain more points for showing expression and should lose points for fear/intimidation.
 7. Jump: Penalties should be assessed for the following:
 - a. The equine knocks down jump or any part of the jump
 - b. The exhibitor knocks down the jump
 8. Straddle: Penalties should be assessed for the following:
 - a. The equine refuses to straddle the pole
 - b. The equine moves the pole from its original position on the ground
 - c. The exhibitor dislocates the original position of the pole

9. Water Obstacle: Penalties should be assessed for the following:
 - a. The equine steps to the side of the obstacle with one foot
 - b. The equine steps completely off the obstacle
 - c. The equine fails to walk over the obstacle or jumps, leaps or evades the obstacle.
10. Side Pass: Penalties should be assessed for the following:
 - a. The equine places feet over the opposite side of the pole
 - b. The exhibitor intimidates the equine to make it side pass either with lead, hand, or arm
 - c. The equine fails to side pass.
 - d. Credit will be given for equines that cross over their legs as they execute the side pass.
11. Mailbox: Penalties should be assessed for the following:
 - a. The equine refuses to approach the mailbox
 - b. The equine fails to stand quietly while the exhibitor deals with the mailbox
12. Objects: Penalties should be assessed for the following:
 - a. The equine fails to stand quietly while the exhibitor deals with the object
 - b. The equine shies while passing the object.

VI. CORE CLASS: NOVICE OBSTACLES

A. General Rules

1. Except as noted below, all rules as outlined in the Obstacle Events Common Rules and Obstacles In-Hand sections apply to this event.
2. The Novice Obstacles is open only to first year exhibitors and/or first year equines.
3. Exhibitors participating in this class may not participate in any other Obstacle class.
4. Novice Obstacles is a core class and must be offered at every show.

B. Mandatory Elements: The following elements must be included in every In-Hand Obstacle course:

1. Backing
2. Trotting
3. Walking

C. Excluded Obstacles: The following elements will not be included in a Novice Obstacle class:

1. Side-Pass
2. Straddle
3. Water

D. Judging and Scoring

1. Exhibitors will be allowed extra time when approaching an obstacle, excessively long delay may be penalized and the exhibitor may be asked to move on to the next obstacle.
2. If an exhibitor does not feel capable of negotiating an obstacle, he/she may say "pass" and move on to the next obstacle. The missed obstacle will be scored a zero, but the exhibitor will not be considered off-course.

E. Changes/exceptions for specific obstacles (in addition to those mentioned above):

1. Backing:
 - a. The exhibitor may walk through the obstacle with the equine.

- b. The exhibitor may touch the equine to cue it to back. Excessive force/pushing the equine will be penalized
2. Walk/Trot Poles:
 - a. The equine will not be penalized for jumping or leaping the poles.
 - b. Ticking or knocking a pole will not be penalized.
3. Jump:
 - a. The jump height for Novice Obstacles is 6".

VII. **SUPPLEMENTAL CLASS: GAMBLER'S CHOICE**

A. Description:

1. Gambler's Choice is a timed obstacle course.
2. The exhibitor is given 2 minutes to complete as many obstacles as possible.
3. 5-10 obstacles are set up and assigned a point value.
4. The goal is to earn as many points as possible in the time allowed.

B. Running the course:

1. Time starts as the exhibitor and equine cross the start line. The start line will be designated by two cones.
2. The exhibitor can choose any sequence in which to do the obstacles, including which side to approach the obstacle from.
3. The exhibitor must complete each obstacle successfully to get points.
4. Each obstacle can be completed twice for points, but not twice in a row.
5. If the obstacle was uncompleted, it may be attempted again, but only after another obstacle has been attempted.
6. No faults are given, but applicable mandatory penalties still apply.
7. When time has run out, the exhibitor must halt and points are added up.
8. All general rules for obstacle classes (see above) will apply.

C. Assigning point values to obstacles:

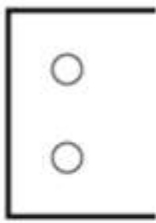
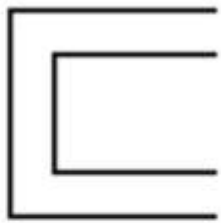

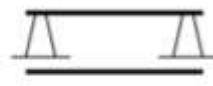



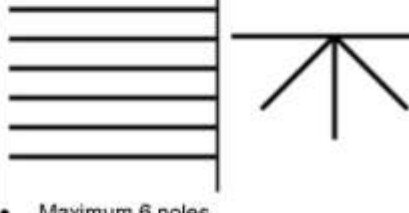






1. Less difficult and/or less time consuming obstacles are given 5 points and more challenging obstacles or those that take longer to complete are given 10 points.
2. The person who is making the pattern determines points given to obstacles.
3. The judge can choose to alter or adjust points, but the changes must be posted prior to the start of the class.
4. The following general guidelines should be followed when assigning points:
 - a. Backing: 5-10 points, depending on the length of back and number of turns
 - b. Gate: 5 points-10 points
 - c. Walk/Trot Poles: 5 points
 - d. Turn in Square: 10 points
 - e. Cones: 5 points
 - f. Bridge: 5 points
 - g. Jump: 5 points
 - h. Pivot: 10 points

Updated August 15, 2012

- i. Sidepass: 10 points
- j. Straddle: 10 points
- k. Water: 5 points
- l. Mailbox: 5 points
- m. Objects: 5 points
- n. Hula Hoop: 10 points

Sample Obstacle Diagrams

Small Equine In-Hand Division Sample Obstacles

Backing Obstacles		Jumping Obstacles	
 <ul style="list-style-type: none"> Requires 3-8' to 10' poles & 2 cones Cones set 3' from poles 	 <ul style="list-style-type: none"> Requires 3-8' poles, 1-4' pole, & 2-6' poles Poles 40' apart for A, 30' apart for B & C 	 <ul style="list-style-type: none"> Must have a ground pole Maximum Height: Under 2-6", A-18", B&C-12" Minimum jump width: 5' Minimum distance between jumps: 16' 	
Side-Pass Obstacles		Backing Obstacles	
 <ul style="list-style-type: none"> Requires 2 poles 	 <ul style="list-style-type: none"> Requires 3 poles 6' apart at open end 	 <ul style="list-style-type: none"> Requires 2 poles 5' wide at open end 	 <ul style="list-style-type: none"> Maximum 6 poles A Pole length: 5'-6" B&C Pole length: 3'-4" Walk-over distance: A-24", B&C-18" Trot-over distance: A-30", B&C-26"
Multi-Use Obstacles			
 <ul style="list-style-type: none"> Turn-In Square: A=7'-8' poles, B&C=5'-6' poles May also be side-pass or ground tie obstacle 	 <ul style="list-style-type: none"> 5'-8' May be side-pass or straddle 	 <ul style="list-style-type: none"> 1'-2' circle May be pivot circle or ground tie 	 <ul style="list-style-type: none"> 4-6 cones or potted plants, Trot around; A=10', B&C=8' apart Walk/Back around: A=7', B&C=5' apart
Tarp Obstacle		Bridge Obstacle	
 <ul style="list-style-type: none"> Minimum size: 2'x5' Must be anchored 	 <ul style="list-style-type: none"> Minimum width: 2' Minimum length: 3' Maximum height: 12" 		

4-H SMALL EQUINE IN-HAND OBSTACLES IN-HAND & NOVICE OBSTACLE SCORESHEET			Contestant #:
Circle Class: Junior Intermediate Senior			Note: if only 6 obstacles are used, max points in each area is 12.5.
Circle Height Category: A B C <input type="checkbox"/> Check box if Novice Class			
Obstacle Description	Max Pts	Points	Comments
1	10		
2	10		
3	10		
4	10		
5	10		
6	10		
7	10		
8	10		
Sub-Total:			
Overall Performance			
Equine: Appropriate tack, manners, responsiveness & willingness	10		
Exhibitor: Appropriate attire, control, cueing, competence, performance & style	10		
TOTAL POINTS			<u>30 point Course Penalty Deduction</u> 3 disobediences (refusal, run-out, circling) over the course Off course Equine or exhibitor falls Failure to pass through start/finish markers Equine runs free from exhibitor Willful abuse of equine by exhibitor
Less points for general course penalties:			
TOTAL SCORE			
Ribbon Score			
Judge's Name			

Judging and Scoring Obstacles In-Hand

Obstacles In-Hand is scored on a mathematical basis with points being awarded for each obstacle. Also assessed on manners; performance and style; responsiveness; and competence of the exhibitor and equine.

General Penalties

- ◆ Failure to complete an obstacle and/or refusals is/are not a disqualification but should be penalized accordingly.
- ◆ An exhibitor may attempt any obstacle up to 3 times, however, the judge may send the equine onto the next obstacle at any time. Maximum time is 60 seconds per obstacle.
- ◆ Exhibitors shall be penalized for any unnecessary delay in approaching an obstacle.
- ◆ Each of the following occurrences will lead to a mandatory 30 point deduction: Negotiating obstacles in the wrong direction (off course), Taking obstacles in the wrong order (off course), Falling of the equine or exhibitor
- ◆ The judge should take the age and size of the exhibitor into account when assessing penalty points.

Penalties for specific obstacles (in addition to those mentioned above):

- ◆ Backing: Penalties: The exhibitor does not remain outside of the backing obstacle, The equine is not outside of the obstacle before they commence backing, The equine does not back the correct distance or number of steps.
- ◆ Walk/Trot Poles: Penalties: The exhibitor does not remain outside the obstacle, The equine jumps, leaps, refuses or evades the poles, The equine ticks, hits knocks or rolls a pole.
- ◆ Gate: Penalties: The exhibitor loses control over the gate, The exhibitor loses contact with the gate, The equine is not willing to walk through the gate and stand quietly, The equine touches the gate.
- ◆ Cones: Penalties: The equine is not willing to work through the cones.
- ◆ Turn-In Square: Penalties: The exhibitor touches the poles or steps outside the square, The equine steps outside of the box with one foot, The equine steps completely outside of the box.
- ◆ Bridge: Penalties: The equine steps off the bridge, The equine should gain more points for showing expression and should lose points for fear/intimidation.
- ◆ Jump: Penalties: The equine knocks down jump or any part of the jump, The exhibitor knocks down the jump.
- ◆ Straddle: Penalties: The equine refuses to straddle the pole, The equine moves the pole from its original position on the ground, The exhibitor dislocates the original position of the pole.
- ◆ Water: Penalties: The equine steps to the side of the obstacle with one foot, The equine steps completely off the tarp, The equine fails to walk over the obstacle or jumps, leaps or evades the obstacle.
- ◆ Side Pass: Penalties: The equine places feet over the opposite side of the pole, The exhibitor intimidates the equine to make it side pass either with lead, hand, or arm, The equine fails to side pass. Credit will be given for equines that cross over their legs as they execute the side pass.
- ◆ Mailbox: Penalties: The equine refuses to approach the mailbox, The equine fails to stand quietly while the exhibitor deals with the mailbox.
- ◆ Objects: Penalties: The equine fails to stand quietly while the exhibitor deals with the object, The equine shies while passing the object.

Judging & Scoring Novice Obstacles

General Rules

Except as noted, all rules for Obstacles In-Hand sections apply to this event.

- ◆ Exhibitors will be allowed extra time when approaching an obstacle, although excessively long delay may be penalized and the exhibitor may be asked to move on to the next obstacle.
- ◆ If an exhibitor does not feel capable of negotiating an obstacle, he/she may say "pass" and move on to the next obstacle. The missed obstacle will be scored a zero, but the exhibitor will not be considered off-course.

Changes/exceptions for specific obstacles (in addition to those mentioned above):

- ◆ Backing: The exhibitor may walk through the obstacle with the equine, The exhibitor may touch the equine to cue it to back. Excessive force/pushing the equine will be penalized
- ◆ Walk/Trot Poles: The equine will not be penalized for jumping or leaping the poles, Ticking or knocking a pole will not be penalized.
- ◆ Jump: The jump height for Novice Obstacles is 6".

4-H SMALL EQUINE IN-HAND GAMBLER'S CHOICE SCORESHEET					Exhibitor #:
Circle Class: Junior Intermediate Senior					
Circle Height Category: A B C					
Obstacle #/Name	Value	Completed 1	Completed 2	Points Earned	Comments
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
Subtotal:					Ribbon Points: 100-85 Blue 84-70 Red 69 & Below White
Course Penalty Points Deducted (if any):					
TOTAL SCORE					
Ribbon Placing					

Gambler's Choice

Description:

- ◆ Gambler's choice is a timed obstacle course.
- ◆ The exhibitor is given 2 minutes to complete as many obstacles as possible.
- ◆ 5-10 obstacles are set up and assigned a point value.
- ◆ The goal is to earn as many points as possible in the time allowed.

Running the course:

- ◆ Time starts as the exhibitor and equine cross the start line. The start line will be designated by two cones.
- ◆ The exhibitor can choose any sequence in which to do the obstacles, including which side to approach the obstacle from.
- ◆ The exhibitor must complete each obstacle successfully to get points.
- ◆ Each obstacle can be completed twice for points, but not twice in a row.
- ◆ If the obstacle was uncompleted, it may be attempted again, but only after another obstacle has been attempted.
- ◆ No faults are given, but applicable mandatory penalties still apply.
- ◆ When time has run out, the exhibitor must halt and points are added up.
- ◆ All general rules for obstacle classes will apply.

Assigning point values to obstacles:

- ◆ Less difficult and/or less time consuming obstacles are given 5 points and more challenging obstacles or those that take longer to complete are given 10 points.
- ◆ The person who is making the pattern determines points given to obstacles.
- ◆ The judge can choose to alter or adjust points, but the changes must be posted prior to the start of the class.
- ◆ The following general guidelines should be followed when assigning points:
 - Backing: 5-10 points, depending on the length of back and number of turns
 - Gate: 5 points-10 points
 - Walk/Trot Poles: 5 points
 - Turn in Square: 10 points
 - Cones: 5 points
 - Bridge: 5 points
 - Jump: 5 points
 - Pivot: 10 points
 - Sidepass: 10 points
 - Straddle: 10 points
 - Water: 5 points
 - Mailbox: 5 points
 - Objects: 5 points
 - Hula Hoop: 10 points

Chapter 6: JUMPING CLASSES

I. GENERAL INFORMATION

A. Definition and Objectives

1. Jumping classes are classes that require the equine to jump a series of jumps.
2. The objective of a jumping classes is to increase the level of communication between equine and exhibitor

B. Exclusions:

1. An equine must be at least 36 months old (actual age) to compete in jumping classes.

C. Course Layout

1. Course design must be displayed at least two weeks before the date of the show
2. A minimum of 4 and a maximum of 8 jumps must be included in the course.
3. Each course shall include one to four changes of direction.
4. A start and finish line must be established at least 12 feet from the first and last obstacle and be indicated by two markers at least 4 feet apart.
5. Equines must cross the start/finish line in the proper direction to officially start and complete the course.
6. The course diagram must number each jump and indicate with arrows the direction from which each jump must be approached.
7. Judges are responsible for the correctness of the course after it has been set and should bring to the show committee's attention any obstacles that would tend toward an unfair or dangerous course.
8. Once a course has been set, it should be tested to ensure turns are not too sharp for an equine to complete safely and at a consistent gait. This could be difficult if the turns are too tight.

D. Jump Heights

1. Jump heights will be adjusted as follows to allow for different categories of equine:
 - a. Category A: minimum jump height 18"
 - b. Category B: minimum jump height 14"
 - c. Category C: minimum jump height 10"
2. Exhibitors will enter the arena based on their height category so that jump heights may be adjusted.

E. Warm-Up

1. A warm-up jump will be provided for exhibitors to use before jumping competition begins.
2. Upon entering the arena, the exhibitor and equine may circle once prior to entering the starting point. Circling while on course will be subject to penalty.

F. Tack

1. The equine must be shown in a leather, synthetic (PVC, Zilco), rope or webbing halter. They may have padding at poll and noseband.
2. The lead may be flat or rounded and must be at least 8 feet long. The exhibitor's end of the lead must be without a loop.
3. Wraps or boots on the front legs are optional.
4. The following equipment is prohibited:

- a. chain over the equine's face or through the equine's mouth.
- b. roller or similar object to keep the head under control
- c. Bridles, In-hand Bridles and Arabian-style halters

G. Exhibitor's Dress

1. Exhibitors must wear appropriate attire. Refer to the 4-H Horse Contest Guide (PNW572) for more information.
2. A hat/helmet is not required

H. Jumps

1. Jumps must be constructed with the equine's safety being paramount.
2. Jump standards must be short enough for all exhibitors to run past without catching the lead on the standard.
3. Jumping poles will be made of PVC piping or other suitable lightweight material.
4. All jumps must be at least 5 feet wide.
5. Jumps must be a minimum of 16 feet apart with the exception of an in-and-out. An in-and-out is considered one obstacle (two jumps set no less than 12 feet apart.)
6. The maximum height of the bar on the second element of an in-and-out must not exceed 24 inches. The first bar should be set lower than the second element.
7. Sight ground poles are required for all jumps.
8. Jumps set at 32 inches or more in height must have a second rail added.
9. No jumps should exceed 42 inches.
10. Decorations must not protrude more than 24 inches from the uprights.

I. Definitions and penalties

1. Knockdowns:
 - a. 4 point penalty for each knockdown.
 - b. An obstacle is classified as 'knocked down' if the highest element of the obstacle is dislodged and lowered.
2. Refusals:
 - a. 3 point penalty for each refusal.
 - b. A refusal fault is incurred if an equine halts at an obstacle, discontinuing its forward motion and backs a single step, side steps or circles to retake a fence,.
 - c. Stopping at an obstacle without knocking it down and without backing followed by jumping from a standstill is not considered a fault in jumping events. However, in a hunter class, points may be deducted for style.
 - d. After the refusal, the equine is repositioned to negotiate the obstacle. If the equine is moved forward towards the obstacle but does not attempt to jump, it is considered another refusal.
 - e. Three refusals at the same obstacle results in a 30 point mandatory deduction.
 - f. Refusal at the in-and-out obstacle requires the re-taking of both elements of the one obstacle.
3. Unnecessary Circling
 - a. 3 point penalty per occurrence.

- b. Circling is any form of circling whereby the equine crosses its' original track between two consecutive obstacles anywhere on the course.
- c. Circling is permitted prior to crossing the start line.
- 4. Run Out:
 - a. 3 point penalty for each run-out.
 - b. A run-out occurs when the equine evades or passes the obstacle to be jumped without jumping or attempting to jump the obstacle.
 - c. A run-out is considered a form of refusal.
- 5. Broken Tack:
 - a. In the case of broken or ill-fitting gear, the exhibitor may stop and correct the difficulty. However, if the tack problem causes the equine to run free, it is a mandatory 30 point penalty.
- 6. Touching Obstacle
 - a. 1 point penalty.
 - b. Any contact with the obstacle by the equine (excluding tail) or the exhibitor will incur a penalty. Includes ticks and rubs with the front or hind legs.
- 7. An automatic 30 point deduction will be given in the following situations:
 - a. Three disobediences over the course. -A disobedience is a refusal, run-out or circling
 - b. Failure to keep to course
 - c. Equine or exhibitor falls
 - d. Exhibitor jumping obstacle with the equine
 - e. Jumping of an obstacle before it has been reset
 - f. Equine running free from exhibitor
 - g. Willful abuse of the equine by the exhibitor
 - h. Leaving arena without permission of the judge or steward
 - i. Pulling, 'lifting' or dragging the equine over an obstacle.
 - j. Baiting a horse to jump
 - k. Failure to pass through start and finish markers

II. **CORE CLASS: NOVICE JUMPER**

A. General Rules

- 1. Except as noted below, all rules as outlined in the Jumping Events Common Rules section apply to this event.
- 2. The Novice Jumper is open only to first year exhibitors and/or first year equines.
- 3. Exhibitors participating in this class may not participate in any other jumping class.
- 4. Novice Jumper is a core Jumping Class and must be offered at every show.

B. Jumps

- 1. Jumps will be simple, uprights and poles.
- 2. Ground poles will be used.
- 3. Starting jump heights are:
 - a. 10" for Category A
 - b. 6" for Category B

- c. Cross-rail for Category C
- 4. Maximum jump heights are:
 - a. 18" for Category A
 - b. 14" for Category B
 - c. 10" for Category C

C. Judging and Scoring

- 1. The Novice Jumper class will follow the same rules as the Jumper In-Hand class except as noted below.
- 2. Exhibitors may circle up to three times at each jump without penalty.
- 3. After a refusal, the exhibitor may request that one end of the jump bar be lowered to the ground and may then give the jump another try. (Refusal penalty will apply.)

D. Warm Up Jump

- 1. Novice Jumper exhibitors may use an assistant when practicing the warm-up jump. The assistant must not abuse or threaten the equine.

III. CORE CLASS: HUNTER IN-HAND

A. General Rules:

- 1. Except as noted below, all rules as outlined in the general jumping rules section above apply to this event.
- 2. In this event exhibits are judged not only on the number of jumping or course faults, but also on style, manners and way of going, speed, control and gait.
- 3. There will be a minimum of 4 and a maximum of 8 jumps.
- 4. Exhibits are only required to jump the course once.

B. Jumps

- 1. Jumps should simulate the hunting field such as natural looking post and rails, stone wall.
- 2. Hay bales should never be used due to the string or wire tie on the bale.
- 3. Brush jumps must have a visible bar.
- 4. Jumps should be attractive and varied.

C. Judging and Scoring

- 1. No equine with jumping or course faults shall place higher than a sound equine with a clear round.
- 2. In addition to jumping and course faults, each entry will be scored on:
 - a. **WAY OF GOING:** Credit will be given to those equines that cover the course at an even pace, with free flowing strides as in a brisk yet controlled trot or canter. An equine will be penalized for any change of gait while on the course.
 - b. **STYLE:** Credit will be given to equines with a correct jumping style that meet the fences squarely, in stride and jump at the center of the fence. An equine will be penalized for unsafe jumping and bad form over fences (i.e cat leaping, hanging a leg, rushing a fence).
 - c. **MANNERS:** Credit will be given to the equine who negotiates the course in a smooth, easily controlled, obedient manner. An equine will be penalized for bad mannerisms such as rearing, bucking, spooking or shying while on the course

IV. SUPPLEMENTAL CLASS: JUMPER IN-HAND

A. General Rules:

1. Except as noted below, all rules as outlined in the Jumping Events Common Rules section apply to this event.
2. Jumper In-Hand is a core Jumping Class and must be offered at every show.
3. There will be a minimum of 4 and maximum of 6 jumps.

B. Jumps

1. Jumps should be attractive and varied.
2. Brush jumps must have a visible bar.
3. Minimum jump heights are as follows:
 - a. Category A: 20 inches
 - b. Category B: 16 inches
 - c. Category C: 12 inches

C. Jump Offs

1. If after the first round of jumping, two or more equines have equally high blue ribbon scores, the Grand and/or Reserve Champion will be determined by a jump off.
2. The original course must be used and the height of the jumps will be increased by not less than 1" and not more than 6".
3. If there is still a tie after the second round, another jump off can be done, raising the jumps again as described above.

D. Judging and Scoring

1. Jumpers are scored on a mathematical basis based on faults. See the general jumping rules section for a description of faults and penalties.
2. The exhibitor with the lowest score in the jump off wins the jump off.
3. If an equine is eliminated in a round of jumping, it cannot be placed higher than any equine eliminated in a later round of jumping
4. Regular ribbon placings (blue, red, white) will be determined by the exhibitor's score in the first round of jumping.

V. SUPPLEMENTAL CLASS: SIX BAR

A. General Rules:

1. Except as noted below, all rules as outlined in the general jumping rules section above apply to this event.
2. In this event six identical obstacles are placed in a straight line.
3. If space or equipment is limited, this event may be reduced to five (5) obstacles.
4. Each jump is set 2 inches higher than the preceding jump (i.e. jump 1-10", jump 2-12", jump 3-14", jump 4-16", jump 5-18", jump 6-20".)
5. After the first round of jumping, any exhibitor with a blue ribbon score may participate in the next round.
6. Jumping rounds will continue until a grand and reserve champion have been determined.

B. Jumps

1. The first jump in the first round is:
 - a. 18 inches high for Category A
 - b. 14 inches high for Category B
 - c. 10 inches high for Category C
2. After each round the height of each jump is increased by 2”.
3. Each jump shall have a site ground pole forward of the cross bar. As jumps get higher more bars must be added directly below each jumping bar.
4. Jumps are set up as follows:
 - a. Start line to first jump – 12 feet
 - b. Jump 1 to jump 2 - 12 feet
 - c. Jump 2 to Jump 3 - 12 feet 2 inches
 - d. Jump 3 to Jump 4 - 12 feet 4 inches
 - e. Jump 4 to Jump 5 - 12 feet 6 inches
 - f. Jump 5 to Jump 6 - 12 feet 8 inches

C. Judging and Scoring

1. Jumpers are scored on a mathematical basis and penalties will be given as described in the general jumping rules section above.
2. If an equine is eliminated in a round of jumping it can never finish in a higher place than an equine eliminated in a later round.

VI. **SUPPLEMENTAL CLASS: FAULT AND OUT**

A. General Rules

1. All rules as outlined in the general jumping rules section above apply except as described below.
2. There is only one jump in this event.

B. Jumps

1. The jump must have a site ground bar forward of the cross bar and an angle pole under the bottom rail.
2. As the jump gets higher, more rails are added and the ground line adjusted.
3. Starting jump height shall be:
 - a. 18 inches high for Category A
 - b. 14 inches high for Category B
 - c. 10 inches high for Category C
4. The maximum height for the tallest jump is 42”.

C. Judging and Scoring

1. The following are considered faults and exhibitor will be considered out of the competition:
 - a. Knockdown
 - b. Refusal
 - c. Unnecessary circling
 - d. Run out

2. Ticks are not considered faults.
3. After the first round of jumping, only those exhibits without fault can participate in the next round.
4. After each round the height of the jump is increased by 2 inches and this continues until a grand champion is eventually determined.
5. Ribbons will be assigned as follows:
 - a. White ribbon - Fault in first round
 - b. Red ribbon – Clean first round, fault in second round
 - c. Blue ribbon – Clean first and second round
 - d. Reserve grand champion – Clean first, second and third round
 - e. Grand champion – Clean first, second, third and fourth round
 - f. In the case of a tie after the fourth round, exhibitors will continue to jump until a winner is determined or the maximum height is reached.

Hunter in-Hand Score Sheet – Side 1

4-H SMALL EQUINE IN-HAND HUNTER IN-HAND SCORESHEET		Exhibitor #:
Circle Class: Junior Intermediate Senior	Circle Height Category: A B C	
Element Judged	Faults/Points	Comments
+10 pts - Way of Going: even pace, free flowing stride, brisk yet controlled trot or canter. Does not break gait.		
+10 pts - Style: meets jump squarely, jumps in stride at center of fence, good jumping form		
+10 pts - Manners: easily controlled, obedient, responsive		
Quality Points Gained Total:		Comments
1st Jump		
2nd Jump		
3rd Jump		
4th Jump		
5th Jump		
6th Jump		
7th Jump		
8th Jump		
Jump Faults Assessed:		Faults: Knockdown = 4 points Refusal = 3 points Unnecessary Circling = 3 points Run Out = 3 points Touching Obstacle (tick) = 1 point 30 point Course Penalty Deduction 3 disobediences (refusal, run-out, circling) over the course Off course Equine or exhibitor falls Jumping obstacle before it's reset Failure to pass through start/finish markers Exhibitors jumps with equine Equine runs free from exhibitor Willful abuse of equine by exhibitor Pulling, lifting, dragging equine over obstacle Bailing equine to jump
Base Score	100	
Subtract Jump Fault Total	-	
Subtract Course Penalty Points Total	-	
Add Quality Points Total	+	
TOTAL SCORE:	=	
Ribbon Placing		

Hunter In-Hand Score Sheet – Side 2

Hunter In-Hand

General

- ◆ In this event exhibits are judged not only on the number of jumping or course faults, but also on style, manners and way of going, speed, control and gait.
- ◆ Exhibits are only required to jump the course once.
- ◆ Minimum jump heights are as follows: Category A: 20 inches, Category B: 16 inches, Category C: 12 inches
- ◆ A minimum of 4 & a maximum of 8 jumps must be included in the course. Each course shall include one to four changes of direction.
- ◆ Judges are responsible for the correctness of the course after it has been set and should bring to the show committee's attention any obstacles that would tend toward an unfair or dangerous course.
- ◆ Upon entering the arena, the exhibitor and equine may circle once prior to entering the starting point. Circling while on course will be subject to penalty.

Tack & Attire

- ◆ Must be shown in a leather, synthetic, rope or webbing halter. May have padding at poll and noseband.
- ◆ The lead must be at least 8 feet long. The exhibitor's end of the lead must be without a loop.
- ◆ Wraps or boots on the front legs are optional.
- ◆ The following equipment is prohibited: chain over the equine's face or through the equine's mouth; roller or similar object to keep the head under control; Bridles, In-hand Bridles and Arabian-style halters.
- ◆ Exhibitors must wear appropriate attire. Hat/helmet is not required

Definitions

- ◆ **Knockdowns:** 4 point penalty for each knockdown. An obstacle is classified as 'knocked down' if the highest element of the obstacle is dislodged and lowered.
- ◆ **Refusals:** 3 point penalty for each refusal. A refusal fault is incurred if an equine halts at an obstacle, discontinuing its forward motion & backs a single step, side steps or circles to retake a fence. Stopping at an obstacle without knocking it down & without backing followed by jumping from a standstill is not considered a fault in jumping events. After the refusal, if the equine is moved forward towards the obstacle but does not attempt to jump, it is considered another refusal. Three refusals at the same obstacle results in a 30 point mandatory deduction. Refusal at the in-and-out obstacle requires the re-taking of both elements of the one obstacle.
- ◆ **Unnecessary Circling:** 3 point penalty per occurrence. Circling is any form of circling whereby the equine crosses its' original track between two consecutive obstacles anywhere on the course. Circling is permitted prior to crossing the start line.
- ◆ **Run Out:** 3 point penalty for each run-out. A run-out occurs when the equine evades or passes the obstacle to be jumped without jumping or attempting to jump the obstacle. A run-out is considered a form of refusal.
- ◆ **Broken Tack:** In the case of broken or ill-fitting gear, the exhibitor may stop and correct the difficulty. However, if the tack problem causes the equine to run free, it is a mandatory 30 point penalty.
- ◆ **Touching Obstacle:** 1 point penalty. Any contact with the obstacle by the equine (excluding tail) or the exhibitor will incur a penalty. Includes ticks and rubs with the front or hind legs.
- ◆ **Disobedience:** A refusal, run-out, or circling

Judging and Scoring

- ◆ No equine with jumping or course faults shall place higher than a sound equine with a clear round.
- ◆ In addition to jumping and course faults, each entry will be scored on:
 - **WAY OF GOING:** Credit will be given to those equines that cover the course at an even pace, with free flowing strides as in a brisk yet controlled trot or canter. An equine will be penalized for any change of gait while on the course.
 - **STYLE:** Credit will be given to equines with a correct jumping style that meet the fences squarely, in stride and jump at the center of the fence. An equine will be penalized for unsafe jumping and bad form over fences (i.e cat leaping, hanging a leg, rushing a fence).
 - **MANNERS:** Credit will be given to the equine who negotiates the course in a smooth, easily controlled, obedient manner. An equine will be penalized for bad mannerisms such as rearing, bucking, spooking or shying while on the course

Novice Jumper Score Sheet – Side 1

4-H SMALL EQUINE IN-HAND NOVICE JUMPER SCORESHEET		Exhibitor #:
Circle Class: Junior Intermediate Senior		Circle Height Category: A B C
Element Judged	Fault Points	Comments
1st Jump		
2nd Jump		
3rd Jump		
4th Jump		
5th Jump		
6th Jump		
Subtotal:		Faults: Knockdown = 4 points Refusal = 3 points Unnecessary Circling = 3 points Run Out = 3 points Touching Obstacle (tick) = 1 point 30 Point Course Penalty 3 disobediences (refusal, run-out, circling) over the course Off course Equine or exhibitor falls Jumping obstacle before it's reset Failure to pass through start/finish markers Exhibitors jumps with equine Equine runs free from exhibitor Willful abuse of equine by exhibitor Pulling, lifting, dragging equine over obstacle Baiting equine to jump Ribbon Scores (based on 1st round score): 0-10 = Blue Ribbon 11-20 = Red Ribbon 21 & Over = White Ribbon
Course Penalty Points (if any):		
TOTAL SCORE:		
Jump-Off Faults:		
JUMP-OFF TOTAL SCORE:		
Ribbon Placing		

Note: Novice Jumper exhibitors may circle up to 3 times at each jump without penalty.

Novice Jumper Score Sheet – Side 2

Novice Jumper

General

- ◆ Except as noted, all rules as outlined in the Jumping Events Common Rules section apply to this event.
- ◆ Jumps will be simple, uprights & poles. Ground poles will be used.
- ◆ Starting jump heights are: 10" for Category A, 6" for Category B, Cross-rail for Category C
- ◆ Maximum jump heights are: 18" for Category A, 14" for Category B, 10" for Category C
- ◆ A minimum of 4 & a maximum of 8 jumps must be included in the course. Each course shall include one to four changes of direction.
- ◆ Judges are responsible for the correctness of the course after it has been set and should bring to the show committee's attention any obstacles that would tend toward an unfair or dangerous course.
- ◆ Upon entering the arena, the exhibitor and equine may circle once prior to entering the starting point. Circling while on course will be subject to penalty.

Tack & Attire

- ◆ Must be shown in a leather, synthetic, rope or webbing halter. May have padding at poll and noseband.
- ◆ The lead must be at least 8 feet long. The exhibitor's end of the lead must be without a loop.
- ◆ Wraps or boots on the front legs are optional.
- ◆ The following equipment is prohibited: chain over the equine's face or through the equine's mouth; roller or similar object to keep the head under control; Bridles, In-hand Bridles and Arabian-style halters.
- ◆ Exhibitors must wear appropriate attire. Hat/helmet is not required

Definitions

- ◆ Knockdowns: 4 point penalty for each knockdown. An obstacle is classified as 'knocked down' if the highest element of the obstacle is dislodged and lowered.
- ◆ Refusals: 3 point penalty for each refusal. A refusal fault is incurred if an equine halts at an obstacle, discontinuing its forward motion & backs a single step, side steps or circles to retake a fence. Stopping at an obstacle without knocking it down & without backing followed by jumping from a standstill is not considered a fault in jumping events. After the refusal, if the equine is moved forward towards the obstacle but does not attempt to jump, it is considered another refusal. Three refusals at the same obstacle results in a 30 point mandatory deduction. Refusal at the in-and-out obstacle requires the re-taking of both elements of the one obstacle.
- ◆ Unnecessary Circling: 3 point penalty per occurrence. Circling is any form of circling whereby the equine crosses its' original track between two consecutive obstacles anywhere on the course. Circling is permitted prior to crossing the start line.
- ◆ Run Out: 3 point penalty for each run-out. A run-out occurs when the equine evades or passes the obstacle to be jumped without jumping or attempting to jump the obstacle. A run-out is considered a form of refusal.
- ◆ Broken Tack: In the case of broken or ill-fitting gear, the exhibitor may stop and correct the difficulty. However, if the tack problem causes the equine to run free, it is a mandatory 30 point penalty.
- ◆ Touching Obstacle: 1 point penalty. Any contact with the obstacle by the equine (excluding tail) or the exhibitor will incur a penalty. Includes ticks and rubs with the front or hind legs.
- ◆ Disobedience: A refusal, run-out, or circling

Judging and Scoring

The Novice Jumper class will follow the same rules as the Jumper In-Hand class except as noted below.

- ◆ Exhibitors may circle up to three times at each jump without penalty.
- ◆ After a refusal, the exhibitor may request that one end of the jump bar be lowered to the ground and may then give the jump another try. (Refusal penalty will apply.)
- ◆ Novice Jumper exhibitors may use an assistant when practicing the warm-up jump. The assistant must not abuse or threaten the equine.

Jumper In-Hand Score Sheet – Side 1

4-H SMALL EQUINE IN-HAND JUMPER IN-HAND SCORESHEET		Exhibitor #:
Circle Class: Junior Intermediate Senior		Circle Height Category: A B C
Element Judged	Fault Points	Comments
1st Jump		
2nd Jump		
3rd Jump		
4th Jump		
5th Jump		
6th Jump		
Subtotal:		Faults: Knockdown = 4 points Refusal = 3 points Unnecessary Circling = 3 points Run Out = 3 points Touching Obstacle (tick) = 1 point 30 Point Course Penalty 3 disobediences (refusal, run-out, circling) over the course Off course Equine or exhibitor falls Jumping obstacle before it's reset Failure to pass through start/finish markers Exhibitors jumps with equine Equine runs free from exhibitor Willful abuse of equine by exhibitor Pulling, lifting, dragging equine over obstacle Baiting equine to jump Ribbon Scores (based on 1st round score): 0-10 = Blue Ribbon 11-20 = Red Ribbon 21 & Over = White Ribbon
Course Penalty Points (if any):		
TOTAL SCORE:		
Jump-Off Faults:		
JUMP-OFF TOTAL SCORE:		
Ribbon Placing		

Jumper In-Hand Score Sheet – Side 2

Jumper In-Hand

General

- ♦ Minimum jump heights are as follows: Category A: 20 inches, Category B: 16 inches, Category C: 12 inches
- ♦ A minimum of 4 & a maximum of 8 jumps must be included in the course. Each course shall include one to four changes of direction.
- ♦ Judges are responsible for the correctness of the course after it has been set and should bring to the show committee's attention any obstacles that would tend toward an unfair or dangerous course.
- ♦ Upon entering the arena, the exhibitor and equine may circle once prior to entering the starting point. Circling while on course will be subject to penalty.

Tack & Attire

- ♦ Must be shown in a leather, synthetic, rope or webbing halter. May have padding at poll and noseband.
- ♦ The lead must be at least 8 feet long. The exhibitor's end of the lead must be without a loop.
- ♦ Wraps or boots on the front legs are optional.
- ♦ The following equipment is prohibited: chain over the equine's face or through the equine's mouth; roller or similar object to keep the head under control; Bridles, In-hand Bridles and Arabian-style halters.
- ♦ Exhibitors must wear appropriate attire. Hat/helmet is not required

Definitions

- ♦ Knockdowns: 4 point penalty for each knockdown. An obstacle is classified as 'knocked down' if the highest element of the obstacle is dislodged and lowered.
- ♦ Refusals: 3 point penalty for each refusal. A refusal fault is incurred if an equine halts at an obstacle, discontinuing its forward motion & backs a single step, side steps or circles to retake a fence. Stopping at an obstacle without knocking it down & without backing followed by jumping from a standstill is not considered a fault in jumping events. After the refusal, if the equine is moved forward towards the obstacle but does not attempt to jump, it is considered another refusal. Three refusals at the same obstacle results in a 30 point mandatory deduction. Refusal at the in-and-out obstacle requires the re-taking of both elements of the one obstacle.
- ♦ Unnecessary Circling: 3 point penalty per occurrence. Circling is any form of circling whereby the equine crosses its' original track between two consecutive obstacles anywhere on the course. Circling is permitted prior to crossing the start line.
- ♦ Run Out: 3 point penalty for each run-out. A run-out occurs when the equine evades or passes the obstacle to be jumped without jumping or attempting to jump the obstacle. A run-out is considered a form of refusal.
- ♦ Broken Tack: In the case of broken or ill-fitting gear, the exhibitor may stop and correct the difficulty. However, if the tack problem causes the equine to run free, it is a mandatory 30 point penalty.
- ♦ Touching Obstacle: 1 point penalty. Any contact with the obstacle by the equine (excluding tail) or the exhibitor will incur a penalty. Includes ticks and rubs with the front or hind legs.
- ♦ Disobedience: A refusal, run-out, or circling

Jump Offs

- ♦ If after the first round of jumping, two or more equines have equally high blue ribbon scores, the Grand and/or Reserve Champion will be determined by a jump off.
- ♦ The original course must be used & the height of the jumps increased by not less than 1" & not more than 6".
- ♦ If there is still a tie, another jump off can be done, raising the jumps again as described above.

Judging & Scoring

- ♦ Scored on a mathematical basis based on faults.
- ♦ An automatic 30 point deduction will be given in the following situations: 3 disobediences over the course, Failure to keep to course, Equine or exhibitor falls, Exhibitor jumping obstacle with the equine, Jumping of an obstacle before it has been reset, Equine running free from exhibitor, Willful abuse of the equine by the exhibitor, Leaving arena without permission of the judge or steward, Pulling, 'lifting' or dragging the equine over an obstacle, Baiting a horse to jump, Failure to pass through start and finish markers.
- ♦ The exhibitor with the lowest score in the jump off wins the jump off.
- ♦ If an equine is eliminated in a round of jumping, it cannot be placed higher than any equine eliminated in a later round of jumping
- ♦ Regular ribbon placings (blue, red, white) will be determined by the exhibitor's score in the first round of jumping..

Six Bar Score Sheet – Side 1

4-H SMALL IN-HAND EQUINE SIX BAR SCORESHEET		Exhibitor #:
Circle Class: Junior Intermediate Senior		Circle Height Category: A B C
Element Judged	Fault Points	Comments
1st Jump		
2nd Jump		
3rd Jump		
4th Jump		
5th Jump		
6th Jump		
Subtotal:		Faults: Knockdown = 4 points Refusal = 3 points Unnecessary Circling = 3 points Run Out = 3 points Touching Obstacle (tick) = 1 point 30 Point Course Penalty 3 disobediences (refusal, run-out, circling) over the course Off course Equine or exhibitor falls Jumping obstacle before it's reset Failure to pass through start/finish markers Exhibitors jumps with equine Equine runs free from exhibitor Willful abuse of equine by exhibitor Pulling, lifting, dragging equine over obstacle Baiting equine to jump A fault score of 0-10 is required to advance to the next round. Ribbon Scores (based on 1st round score): 0-10 = Blue Ribbon 11-20 = Red Ribbon 21 & Over = White Ribbon
Course Penalty Points (if any):		
TOTAL SCORE:		
Round 2 Faults:		
Round 3 Faults:		
Round 4 Faults:		
Ribbon Placing		

Six Bar Score Sheet – Side 2

Six Bar

General Rules:

- ◆ Except as noted below, all rules as outlined in the general jumping rules section above apply to this event.
- ◆ 6 identical obstacles are placed in a straight line. If space/equipment is limited, 5 jumps may be used.
- ◆ Each jump is set 2" higher than the preceding jump.
- ◆ After the first round of jumping, any exhibitor with a blue ribbon score may participate in the next round.
- ◆ Jumping rounds will continue until a grand & reserve champion have been determined.
- ◆ Upon entering the arena, the exhibitor and equine may circle once prior to entering the starting point. Circling while on course will be subject to penalty.

Jumps

- ◆ The first jump in the first round is: 18 inches high for Category A, 14 inches high for Category B, 10 inches high for Category C
- ◆ After each round the height of each jump is increased by 2".
- ◆ Each jump shall have a site ground pole forward of the cross bar. As jumps get higher more bars must be added directly below each jumping bar.
- ◆ Jumps are set up as follows:
 - Start line to first jump – 12 feet
 - Jump 1 to jump 2 - 12 feet
 - Jump 2 to Jump 3 - 12 feet 2 inches
 - Jump 3 to Jump 4 - 12 feet 4 inches
 - Jump 4 to Jump 5 - 12 feet 6 inches
 - Jump 5 to Jump 6 - 12 feet 8 inches

Definitions

- ◆ Knockdowns: 4 point penalty for each knockdown. An obstacle is classified as 'knocked down' if the highest element of the obstacle is dislodged and lowered.
- ◆ Refusals: 3 point penalty for each refusal. A refusal fault is incurred if an equine halts at an obstacle, discontinuing its forward motion & backs a single step, side steps or circles to retake a fence. Stopping at an obstacle without knocking it down & without backing followed by jumping from a standstill is not considered a fault in jumping events. After the refusal, if the equine is moved forward towards the obstacle but does not attempt to jump, it is considered another refusal. Three refusals at the same obstacle results in a 30 point mandatory deduction. Refusal at the in-and-out obstacle requires the re-taking of both elements of the one obstacle.
- ◆ Unnecessary Circling: 3 point penalty per occurrence. Circling is any form of circling whereby the equine crosses its' original track between two consecutive obstacles anywhere on the course. Circling is permitted prior to crossing the start line.
- ◆ Run Out: 3 point penalty for each run-out. A run-out occurs when the equine evades or passes the obstacle to be jumped without jumping or attempting to jump the obstacle. A run-out is considered a form of refusal.
- ◆ Broken Tack: In the case of broken or ill-fitting gear, the exhibitor may stop and correct the difficulty. However, if the tack problem causes the equine to run free, it is a mandatory 30 point penalty.
- ◆ Touching Obstacle: 1 point penalty. Any contact with the obstacle by the equine (excluding tail) or the exhibitor will incur a penalty. Includes ticks and rubs with the front or hind legs.
- ◆ Disobedience: A refusal, run-out, or circling

Judging and Scoring

- ◆ Jumpers are scored on a mathematical basis and penalties will be given as described in the general jumping rules section above.
- ◆ If an equine is eliminated in a round of jumping it can never finish in a higher place than an equine eliminated in a later round.

Fault & Out Score Sheet – Side 1

4-H SMALL EQUINE IN-HAND FAULT & OUT SCORESHEET									
Circle Age Division: Junior Intermediate Senior									
Ex #	Height Category (A, B, C)	Round (Check <input type="checkbox"/> if completed)							
		1 (white)	2 (red)	3 (blue)	4 (reserve)	5 (grand)	6 (tiebreaker)	7 (tiebreaker)	Ribbon Award

Faults: (exhibitor may not advance to the next round if any of the following occur):

<ul style="list-style-type: none"> • Knockdown • Refusal • Unnecessary Circling • Run Out • Off course • Equine or exhibitor falls • Jumping obstacle before it's reset 	<ul style="list-style-type: none"> • Failure to pass through start/finish markers • Exhibitor jumps with equine • Equine runs free from exhibitor • Willful abuse of equine by exhibitor • Unsound equine • Pulling, lifting, dragging equine over obstacle • Baiting equine to jump
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Fault and Out Score Sheet – Side 2

Fault and Out

General Rules

- ◆ All rules as outlined in the general jumping rules section apply except as described below.
- ◆ There is only one jump in this event.

Jumps

- ◆ The jump must have a site ground bar forward of the cross bar and an angle pole under the bottom rail.
- ◆ As the jump gets higher, more rails are added & the ground line adjusted.
- ◆ Starting jump height shall be: 18 inches high for Category A, 14 inches high for Category B, 10 inches high for Category C
- ◆ The maximum height for the tallest jump is 42".


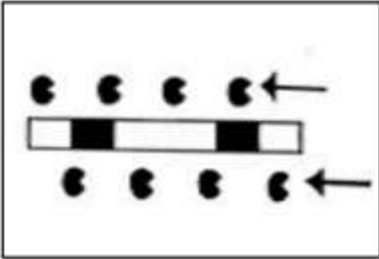




Judging and Scoring

- ◆ The following are considered faults and exhibitor will be considered out of the competition: Knockdown, Refusal, Unnecessary circling, Run out
- ◆ Ticks are not considered faults.
- ◆ After the first round of jumping, only those exhibits without fault can participate in the next round.
- ◆ After each round the height of the jump is increased by 2 inches. This continues until a grand champion is eventually determined.
- ◆ Ribbons will be assigned as follows:
- ◆ Fault in first round – white ribbon
- ◆ Fault in second round – red ribbon
- ◆ Fault in third or subsequent rounds – blue ribbon
- ◆ Second to last exhibitor out – reserve grand champion
- ◆ Last exhibitor – grand champion

Definitions

- ◆ Knockdowns: 4 point penalty for each knockdown. An obstacle is classified as 'knocked down' if the highest element of the obstacle is dislodged and lowered.
- ◆ Refusals: 3 point penalty for each refusal. A refusal fault is incurred if an equine halts at an obstacle, discontinuing its forward motion & backs a single step, side steps or circles to retake a fence. Stopping at an obstacle without knocking it down & without backing followed by jumping from a standstill is not considered a fault in jumping events. After the refusal, if the equine is moved forward towards the obstacle but does not attempt to jump, it is considered another refusal. Three refusals at the same obstacle results in a 30 point mandatory deduction. Refusal at the in-and-out obstacle requires the re-taking of both elements of the one obstacle.
- ◆ Unnecessary Circling: 3 point penalty per occurrence. Circling is any form of circling whereby the equine crosses its' original track between two consecutive obstacles anywhere on the course. Circling is permitted prior to crossing the start line.
- ◆ Run Out: 3 point penalty for each run-out. A run-out occurs when the equine evades or passes the obstacle to be jumped without jumping or attempting to jump the obstacle. A run-out is considered a form of refusal.
- ◆ Broken Tack: In the case of broken or ill-fitting gear, the exhibitor may stop and correct the difficulty. However, if the tack problem causes the equine to run free, it is a mandatory 30 point penalty.

Photos of Sample Obstacles & Jumps

SMALL EQUINE IN-HAND DIVISION SAMPLE OBSTACLES & JUMPS		
		
Backing Obstacle	Walk/Trot Poles Obstacle	Turn in Square Obstacle
		
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Sample Hunter Jump	Sample Hunter Jump	Sample Jumper Jump
		
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