



SOUTH DAKOTA STATE
UNIVERSITY EXTENSION



2025 South Dakota 4-H Horse Project Show Guide

South Dakota 4-H Horse Committee



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2025 South Dakota 4-H Horse Project Show Guide

2025 Horse Show Schedule

This manual is intended as a guide for 4-H leaders, extension staff, show managers and other individuals planning and conducting 4-H horse shows in South Dakota. Use it as a guide to learn about horse shows, establishing show rules and general show management. The South Dakota 4-H Horse project should be a positive experience for those who participate. The 4-H Youth Development Program reserves the right to the final and absolute interpretation of the rules and regulations.

2025 Horse Show Committee Members

- Lesley Rygaard, SDSU Extension 4-H Educator – Charles Mix & Bon Homme Counties
- Jen Hayford, SDSU Extension 4-H Educator – Lake County
- Deanna Gall, SDSU Extension 4-H Educator – Hutchinson & Turner Counties
- Wendy Sweeter, SDSU Extension 4-H Educator – Lincoln County
- Kim McGraw, SDSU Extension 4-H Educator – Clark & Spink Counties
- Jennifer Martinez
- Jean Hommel-Kessler
- Steve Zoss
- Teri Eichstadt
- Hope Andal
- Brianna Pederson

Changes/Clarifications from the 2024 Horse Project Show Guide

Deadline for 2025 Horse Show is June 27 at 12:00 pm. No late entries will be accepted.

Roping events will no longer be offered, an Open End Figure 8 will now be offered. See rules on page 28.

Pony Measuring will happen at State Horse Show before speed events. Ponies only participating in the reinsmanship class will not need to be measured.

Washing horses by hydrants is prohibited, please use the designated wash racks to wash horses.

For YIA there will be teams only for Quiz Bowl and Illustrated talks.

Bit clarifications in Appendix A – curb bits must be used with a curb strap.

Patterns are listed in Appendix B.

Classes

The following will be the official classes at the State 4-H Horse Show. Contestants should enter classes within their age division whenever possible. County 4-H horse shows can add additional classes to best fit the needs and goals of their 4-H youth.

Showmanship

- Beginner Western Showmanship
- Junior Western Showmanship
- Senior Western Showmanship

- Beginner English Showmanship
- Junior English Showmanship
- Senior English Showmanship
- Junior Draft Horse Showmanship
- Senior Draft Horse Showmanship

Equitation

- Beginner Western Horsemanship
- Junior Western Horsemanship
- Senior Western Horsemanship
- Beginner Hunt Seat Equitation
- Junior Hunt Seat Equitation
- Senior Hunt Seat Equitation
- Junior Equitation Over Fences
- Senior Equitation Over Fences
- Junior Reinsmanship
- Senior Reinsmanship

Performance

- Junior Reining
- Senior Reining
- Junior Ranch Riding
- Senior Ranch Riding
- Beginner Trail
- Junior Trail
- Senior Trail
- Junior Single Draft Hitch
- Senior Single Draft Hitch
- Junior Team Hitch Driving
 1. Miniature or Pony team
 2. Horse team
 3. Draft team
- Senior Team Hitch Driving
 1. Miniature or Pony team
 2. Horse team
 3. Draft team

Timed Events

- Junior Barrel Racing
- Junior Pony Barrel Racing
- Senior Barrel Racing
- Junior Pole Bending
- Junior Pony Pole Bending
- Senior Pole Bending
- Junior Open End Figure 8
- Junior Pony Open End Figure 8
- Senior Open End Figure 8

Note: A senior contestant may compete with a pony in any senior division event. A senior contestant may compete with a miniature horse in showmanship.

General 4-H Rules

Insurance

This document verifies the type of insurance coverage being provided for the 4-H member during the course of 4-H sponsored activities. Please check with your County 4-H Office regarding county requirements for health and accident insurance. No coverage will be provided at the State level. The South Dakota State Fair Commission and the 4-H Youth Development Program do not provide livestock or other exhibit insurance. Exhibitors are responsible for their own livestock, horse or display exhibit insurance should they desire to carry coverage.

South Dakota 4-H Code of Animal Show Ring Ethics

South Dakota 4-H endorses and supports the International Association of Fairs and Expositions (IAFE) National Code of Show Ring Ethics. All exhibitors and their families agree to abide by this Code of Ethics and all rules and regulations printed in this rule book. Each exhibitor and their family are responsible for becoming familiar with those sections of the rule book that pertain to the area of their competition and abide by those rules at all times. The objectives listed within the Code of Ethics shall encourage all exhibitors and their families to maintain a high standard of ethics while competing at the South Dakota State 4-H Horse Show. Violation of rules will lead to penalties for exhibitors and their families which may include disqualification, barring from future shows, and removal of awards. It is further consented and understood that any action in violation of these rules that also violates federal/state/provincial status, regulations or rules may be released to appropriate law enforcement authorities with jurisdiction over such infractions.

Local Determinations

The 4-H Youth Educator, State 4-H Office, current county committee and/or program leader are responsible for initial rule interpretations and decisions. An individual should first notify the appropriate Area Chair of the grievance of a decision, protest of a rule, or policy infraction within seven (7) calendar days of notice of the incident. If the concern is not satisfied by local initial action or non-action within seven (7) calendar days of notification to the local decision maker, a written request is needed to initiate a formal protest or grievance.

Protest Procedure

In accordance with the South Dakota 4-H Youth Development Program Interim Protest and Grievance and Policies document, protests at the State 4-H Horse Show will follow the policies and procedures found in the official SDSU Extension Civil Rights Plan document on extension.sdstate.edu. This policy is applicable to any protest or grievance related to application of 4-H rules, including by way of example but not exclusion, to State 4-H Horse Show protest and 4-H Code of Conduct violation allegations. This policy is not applicable to challenge judges' integrity, decisions, placements or other evaluations absent a rule violation.

The respective Show Chair has the authority to make appropriate decisions based on the current South Dakota 4-H Horse Project Show Guide. To allow for smooth operation of events, affected exhibitors may be allowed to participate in the event with the results subject to change based on the outcome of the Protest Procedure. 4-H Administration reserves the right to exclude exhibitors if warranted and withhold any awards in accordance with the Interim Protest and Grievance and Policies.

Age Divisions for South Dakota 4-H Youth

4-H Age Division	Age on or before January 1 of the current 4-H program year
Beginner	Age 8, 9, or 10
Junior	Age 11, 12, or 13
Senior	Age 14, 15, 16, 17, or 18

- Youth with special needs/disabilities are eligible to enroll. The County 4-H Office must notify the State 4-H Office in order for proper considerations to be made.
- Beginners may enter Junior classes if there is not a Beginner class listed.

South Dakota 4-H Horse Project Purpose and Objectives of the 4-H Horse Program

Help the 4-H member:

- Develop leadership, initiative, self-reliance, sportsmanship and other desirable traits of character.
- Experience the pride and responsibility of having an equine animal while also learning about its care, feeding, management, and related costs.
- Appreciate horseback riding as a healthy and wholesome form of recreation.
- Gain skill in horsemanship, patience and understanding when humanely handling horses and ponies along with nurturing a greater love for animals.
- Acknowledge safety precautions to prevent injuries to themselves, others, and horses.
- Prepare for citizenship responsibilities by working together in groups and supporting community horse projects and activities.

The South Dakota 4-H Youth Development Program reserves final and absolute right to interpret the South Dakota 4-H Horse Project Show Guide rules and regulations and to arbitrarily settle and determine all matters, questions and differences in regard thereto, or otherwise arising out of or connected with or incident to the Show, and the right to amend or add to these rules as its judgment may determine.

Youth Horse Literacy

The Youth Horse Literacy (YHL) certification event is provided each program year for youth interested in exhibiting in a county horse show or the State Horse Show. This program will replace the former Horse Safety Program. The YHL program will not only allow youth to ensure safe handling and minimize risk around horses, but also allow them to gain a more comprehensive knowledge of their equine project.

The training must be completed by June 1 of each year. For more information, please refer to the [Youth Horse Literacy document](#) or your local 4-H Youth Educator.

Horse Ownership

References to horses throughout this project show guide mean all equine animals.

Horses of any breed or breed combination are acceptable for this project. Mares and geldings may be of any age. Stallions over 8 months of age may not be exhibited. Horses shall be serviceably sound and in good condition.

1. Any 4-H Horse member that plans to exhibit in any 4-H competition must have horse information loaded into 4-H Online by June 1 of each 4-H year. A member may register as many horses as they wish, however, only three horses may be used during the State 4-H Horse Show. A driving team will count as one horse for entry purposes.
2. Members must have managing control of their horse project. "Managing control" means overseeing proper feeding, grooming, exercising, training, stall management, and the member must have free access to the use of the horse at all times.
 - a. A 4-H member enrolled in the 4-H Horse project must have managing control of the horse by June 1. The horse may be owned solely by the 4-H exhibitor, or the exhibitor in partnership with other family member(s) of his or her immediate family, or leased for use as a 4-H project. If the horse is not owned, the 4-H member must complete the 4-H Animal Project Lease Form by June 1, form can be found in Appendix D. This form should be uploaded to 4-H Online.

Injured horses and hardship cases: Youth are able to replace the horse they entered State Horse show with one they had registered prior to June 1 in 4-H Online. If prior to the State Show, please contact sdsu.4h@sdsu.edu with the horse originally entered, the horse from 4-H online to replace and the classes entered. Please note, depending on timeline of the show program, the horse's name will be the one originally entered.

For replacement rule at the State Horse show, contact show management.

4-H Horse Show Rules

All Horse Show exhibitors must abide by the South Dakota 4-H Code of Animal Show Ring Ethics and show rules listed in the South Dakota 4-H Horse Project Show Guide.

General Rules

1. Rules in this manual will have precedence over all other rules. All rules and guidelines, as stated in the 4-H Horse Project Show Guide, are the official rules for the State 4-H Horse Show and should serve as guidelines for County 4-H Horse Shows. County 4-H horse shows can add additional classes to best fit the needs and goals of local 4-H youth.
2. In 4-H Horse projects, all breed of ponies, light horses, mules, draft or miniature horses may be used. To be eligible for participation in any 4-H Horse Show, the 4-H member must be enrolled in 4-H by May 31.
3. 4-H members, 4-H volunteers and adults are expected to adhere to the 4-H code of conduct at all times.
4. Violations of acceptable conduct by youth and adults will be dealt with by the show management and may result in disqualification from an event(s), awards or from the show. At any time, people behaving in an inappropriate manner may be asked to leave the show.
5. Show management may expel any person or persons abusing a horse from the grounds at any time. Entry fees and awards will be forfeited.
6. At no time should the contestants and/or parents confront the judge before or during the show. Contestants and/or parents may be allowed to contact the judge following the show at the discretion of show management. If contact with the judge is allowed, contestants and parents are to act in an appropriate manner.
7. Safety must be emphasized at all times, both in and out of the ring. The safety of spectators, contestants and their mounts must be the shared responsibility of all involved in the show.
8. Unruly horses will be dismissed at the judges' or show management discretion.
9. A contestant using a lame or otherwise unsound horse may be excused from the arena at the judge's and/or horse committee's discretion. If removed for obvious lameness, youth will not be eligible to show for the remainder of the day. A lameness check can be requested for participation the following day. Obvious lameness is defined as:

- Consistently observable at a trot under all circumstances;
 - Marked nodding, hitching or shortened stride;
 - Minimal weight-bearing in motion or at rest; inability to move.
10. No exhibitor may be tied, buckled, or fastened into the saddle in any manner or by any means during competition, except in timed events where one rubber band not over ¼ inch may be used per foot. Exceptions are allowed if modifications are needed due to a physical or mental challenge.
 11. Three refusals to enter the arena will result in disqualification in any event. A refusal is considered any step not going toward the ring (whether forward, sideways, or backwards). Any ring official—the judge, ring steward, or gate person, may call the disqualification.
 12. All State 4-H Horse Show entries must be submitted through Fair Entry by 12:00 Noon CST on June 27th. Any fees sent by July 2 to the State 4-H Office. Only exhibitors and horses officially entered in the class will be allowed in the show ring while that class is being judged.
 13. A fall of either horse or rider in the arena shall be cause for elimination from that class. A fall of the rider occurs when the rider is separated from his/her horse in such a manner as to require remounting. A horse is considered fallen when its shoulder touches the ground.
 14. Any exhibitor/horse combination may not show or be shown more than once in any class or any event regardless of age division. English and Western Showmanship are not considered the same class; therefore, the same horse can be shown once in each of the classes.
 15. Under ordinary conditions, equipment should not break during the performance, nor should it be changed after the class starts, except on permission from the ring steward or judge. The judge may disqualify an exhibitor for broken equipment.
 16. Any and all obstacles in any class may be changed at the judge's discretion.

Horse Show Judges

17. Judges will use and follow all rules and guidelines as stated in the 4-H Horse Project Show Guide.
18. Reasons/General critique will be given in every event at the State 4-H Horse Show then the awarding of Top 5 will follow. This will allow youth to understand the criteria the youth were judged on and allow the judge an explanation of his/her placing.
19. Judge's decisions are final.
20. The judge has the final authority on equipment and its use in accordance with the rule book.

State Horse Show

21. All protests or grievances at the State 4-H Horse Show must follow the protest procedure outlined by the SDSU Extension Civil Rights Plan.
22. Youth may enter as many classes and Youth in Action events they choose. The 4-H State Horse Committee and 4-H Staff will be unable to guarantee participation if scheduling conflicts occur.
23. **Washing horses by hydrants is prohibited, please use the designated wash racks to wash horses.**

Pony Measuring

All ponies will be measured at the State 4-H Horse Show with an approved pony measurement stick. Ponies must be measured on a level surface. A concrete slab or other paved surface is more desirable but when not available, a heavy sheet of plywood or flat, solid surface can be used. Ponies will be measured before the speed events. Ponies do not need to be measured for reinsmanship.

The pony must stand squarely on all four feet in such a position that the front legs are vertical to the ground and the back of the hocks are in a vertical line with the point of the hindquarters. The head must be held low enough to reveal the highest point of the withers and no lower. With the pony in that position, the vertical height is measured from the highest point of the withers to the ground.

1. Ponies (Over 38 inches to 56 inches at the withers)
2. Miniature horses (38 inches and under at the last mane hair)

Exhibitor Attire

The standards of attire apply to all 4-H Horse Shows. Judges have the option to adjust rules due to conditions.

Properly worn ASTM/SEI (American Society for Testing and Materials/Safety Equipment Institute) approved headgear is strongly recommended for the exhibitors in any and all events and any time the rider is mounted.

Each exhibitor will be issued two identification numbers. The number is to be fastened on the back of the exhibitor, or on both sides of the saddle pad for riding classes so that it can be clearly seen by the judge. If the judge cannot read the number, the participant may be disqualified.

Western Attire (for equitation, performance and timed events)

1. A plain long-sleeve white, button shirt or blouse with collar (t-shirts are not acceptable, tuxedo shirts are acceptable) No silver or metal decorations, pins, scarves, or other adornments allowed on exhibitor's shirt.
2. Dark blue western style denim jeans and belt.
3. Western hat or any style of ASTM/SEI approved headgear must be worn in the arena at all times. There is no penalty for losing a hat during competition. Caps are not allowed.
4. Western boots – Western style lace-up boots are acceptable. Riding tennis shoes are not allowed.
5. Chaps, vests, gloves and similar accessories are prohibited. Spurs are prohibited in showmanship and driving. Spurs are optional in performance, equitation and timed events.

English Attire

1. Riders must wear boots, breeches, coat, and hunt cap or ASTM/SEI approved headgear.
2. Coats should be any tweed or melton (conservative wash jackets in season) acceptable for hunting.
3. High English boots or jodhpurs and jodhpur or paddock boots.
4. Long- or short-sleeve shirts with ties or chokers are preferred. Choker pins are acceptable.
5. Gloves are optional. Spurs are prohibited in showmanship and optional in performance and equitation classes.

Driving Attire

During reinsmanship, single draft hitch, and team hitch, drivers must follow either Western Attire rules or English Attire Rules.

1. Chaps or spurs are illegal.
2. Exhibitors may wear rainwear or inclement weather apparel if conditions warrant.
3. Exhibitors must carry a whip in their hand or in a whip holder.

Youth in Action Attire

Western or English style dress for all events are acceptable. Hats are not allowed during Youth In Action Events.

Tack

The use of artificial tail fans, artificial polls, false tails or the addition of any hair or hair-like substance to any part of the animal's body is prohibited.

Curb Bits

- Maximum shank length overall is 8½ inches. Shanks can be fixed or loose.
- Curb bits must be used with a curb strap. Mouth pieces must have smooth, round bars or unwrapped metal, and measure between ⅜ and ¾ inches in diameter when measured 1 inch from cheek. They may be inlaid but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bars), such as extensions or prongs on solid mouthpiece. Mouthpiece may be 2 or 3 pieces. If 3 piece, a connection ring of 1¼ inch or less in diameter, or a connection flat bar of ⅜ to ¾ inch (measured top to bottom with a maximum length of 2 inches), it must lie flat in horse's mouth.
- Ports may not exceed a maximum of 3 inches in height. Rollers (⅜ to ¾ inch diameter) and covers are acceptable. Grazing, broken mouthpieces, half breeds, and spades are standard. Bits with gag action are illegal, except in speed and timed events. (Barrel racing, pole bending, and open end figure 8)
- All mechanical hackamores are illegal except in speed and timed events.

Snaffle Bits and Bosals

- May be used only for horses 5 years and younger.
- Horses are to be shown in a true snaffle (conventional O-ring, egg butt or D-ring) or bosal. The bit must have a smooth broken mouthpiece. The mouthpiece must be at least 5/16 inch in diameter, measured 1 inch from the corner of the mouth piece. Curb straps are optional. When used, the straps must be loosely attached, meet the 4-H requirements and be attached below the reins.
- Bosals must be of braided leather, braided rawhide or rope. Absolutely no iron under the jaw, regardless of how padded or taped. Jaquimas are acceptable.

Curb chains and straps

- Curb chains and straps must be flat with a minimum width of ½ inch.
 - Round leather curb straps, braided knots, or flat braided curb straps are illegal.
 - Any twisted chain or strap is illegal.

Reins

- Split reins or romal must be used. A romal may be used with closed-type reins. Romals must be of sufficient length to allow a minimum of 16 inches between the rein hand and the free hand holding the romal.
- Roping reins will be allowed in speed and roping events.

Riding Restraints

- Running or standing martingales, tie-downs, nosebands, cavessons or draw reins are illegal except in speed and timed events (barrel racing, pole bending, open end figure 8).

Leg Wear

- Horse leg wear is optional in Equitation Over Fences, Reining, Barrels, Poles and Open End Figure 8. Horse leg wear is not allowed in Showmanship, Western Horsemanship, Hunt Seat Equitation, Driving (reinsmanship, single draft, team hitch), Ranch Riding and Trail classes.

Please see Appendix A for visual examples of legal and illegal tack.

Award System

4-H members are awarded based on how well their performance is compared to that of an ideal performance. The judge will place contestants in one of the four ribbon placing groups. Judging in all classes, except timed events, is based on the performance of the horse and rider. Performance should show that the exhibitor has worked with their horse and has shown proficiency that they are working as a team. A judge will watch the horse/ rider team perform a pattern to display their skill. The judge will view each exhibitor with the listed scoring system and award ribbons based on the Danish system as described below. The judging is looking for:

1. Correctness
2. Quality
3. Degree of difficulty (control)

Ribbon	Designation
Purple	Superior - A performance that met all of the class requirements. Contained few, if any, flaws.
Blue	Excellent - A performance that met all of the class requirements. The performance contained few flaws and was well above minimum standards.
Red	Average - The performance was slightly above or at minimum standards. Although displaying good effort, the performance contained several flaws.
White	Room for Improvement - Performance was below minimum standards. The performance contained several flaws and considerable room for improvement exists or the exhibitor was disqualified.

Pattern classes for Equitation and Performance

Patterns can be found in Appendix B.

For each class: Beginners will have one pattern listed that will be used at the show. Juniors will have one pattern listed that will be used at the show. Seniors will have one pattern listed that will be used at the show.

County shows may use the listed patterns or other patterns at discretion of judge or show committee.

English and Western Showmanship

Description

Showmanship is judged on how effective the 4-H member presents a well-groomed, willing animal and the accuracy through which the team (horse and handler) presents a pattern to a judge. Any breed of pony, horse (light and draft) or miniature horse may be used. In showmanship at halter, the confirmation of the horse is not judged. Video resource: youtube.com/watch?v=1F0jE6Be0NQ

Class Routine

All exhibitors may enter the ring and then work individually or each exhibitor may be worked from the gate individually. With either routine, each showman will complete the pattern individually. The horse is always led from the left side. All turns should be to the right, with exhibitor pushing the horse away from them. Maneuvers that are considered acceptable: leading horse at walk, jog/trot, extended trot, back, turn, stop, and set up for inspection. During inspection the Quarter System will be used. Following the completion of the pattern, he/she will follow the instruction of the ring steward.

Tack and Attire

Correct tack does not build points; however, incorrect tack can result in lower placings.

Western

- Refer to Page 5 for Western Attire
- Halter – may be leather, rope or nylon. Must be clean and adjusted to fit.
- Lead – should be 6 to 7 feet long, neat and inconspicuous. The judge may penalize an exhibitor for excessive or abusive use of chain lead or for holding the chain portion of the lead with their hand. The excess lead should be made into a loop.

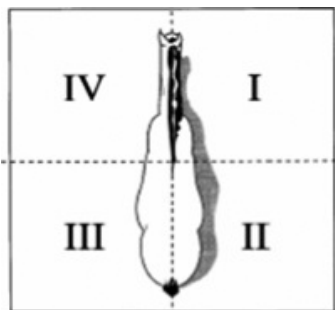
English

- Refer to page 5 for English Attire.
- Bridles – snaffle (without flash, crossed figure-8, or dropped nose-band), Pelhams, or full bridle.
- Lead – on full bridles: option to show off either snaffle or curb; on Pelhams: with four reins, options to show off either set, non-leading rein to be draped over withers in both situations.

The Quarter System of Showmanship

The following suggested guidelines of movement are meant to serve as an illustration of proper movement around the horse while showing in Showmanship and are for exhibitor information. The quarter system is not used in Draft Horse Showmanship.

Imaginary lines divide the horse into four equal parts as seen in the figure below. (Note: The horse has been sectioned into four quadrants numbered I, II, III, and IV for ease of identification.) One line runs across the horse behind the withers. The other imaginary line runs from head to tail. When the judge is in I, the exhibitor should be in IV. As the judge moves to II, the exhibitor should move to I. When the judge moves to III, the exhibitor moves to IV. As the judges move up to IV, the exhibitor returns once more to I. This method is based on safety as the exhibitor can keep the horse's hindquarters from swinging toward the judge.



Scoring and Penalties

(The score sheet used for Showmanship (English and Western) at the South Dakota 4-H Horse Show can be found in Appendix C.)

1. Exhibitors will be scored from 0 to 100 with 70 denoting an average score. Half point increments are acceptable. Maneuver scores will be indicated as follows:
 - +3 = Excellent
 - +2 = Very Good
 - +1 = Good
 - 0 = Correct
 - 1 = Poor
 - 2 = Very Poor
 - 3 = Extremely Poor
2. The horsemanship score ranges from 0 to 5. The horsemanship score is awarded by the judge on their overall impression of the run. This number is added to the score at the end of the run.
 - 0-2 = Average
 - 3 = Good
 - 4 = Very Good
 - 5 = Excellent

An approximate break down of the scores shall be as follows:

- a. 90-100 Excellent showmanship, including body position and presentation of horse. Completes pattern accurately, quickly, smoothly and precisely; demonstrates a high level of professionalism
 - b. 80-89 Very Good performance in execution of the pattern as well as correct showmanship and presentation of horse. Excellent showman that commits a major fault.
 - c. 70-79 Good pattern execution and average showmanship; lacking adequate style and professional presentation to merit elevating to the next scoring range. A very good showman that commits a major fault or an excellent showman that commits a severe fault.
 - d. 60-69 Fair pattern that lacks quickness or precision. Horse with consistently unwilling attitude or handler with obvious position and/or presentation faults that prevents effective showmanship. A good showman that commits one major fault in the performance of the pattern. A very good showman that commits a severe fault.
 - e. Less than 59 Good showman that commits one severe or multiple major and/or minor faults; excellent or very good showman that commits multiple, and/or combination of, severe, major or minor faults in the performance or presentation or position of exhibitor that precludes effective communication with the horse.
 - f. Suggested ribbons
 - i. 80+ Purple
 - ii. 70-79 Blue
 - iii. 60-69 Red
 - iv. <59 White
3. Faults
- a. Minor Faults Three (3) point penalties:
 - i. Break of gait at walk or trot for up to two strides
 - ii. Over or under turning up to $\frac{1}{8}$ of a turn
 - iii. Ticking or hitting cone
 - iv. Sliding a pivot foot
 - v. Lifting a pivot foot during a pivot or set-up and replacing it in the same place
 - b. Major Faults Five (5) point penalties:
 - i. Not performing the gait or not stopping within 10 feet of the designated area
 - ii. Break of gait at walk or trot for more than 2 strides
 - iii. Splitting the cone (cone between the horse and handler)
 - iv. Horse stepping out of or moving the hind end significantly during a pivot or turn
 - v. Horse stepping out of set-up after presentation
 - vi. Over/under turning $\frac{1}{8}$ to $\frac{1}{4}$ turn
 - c. Severe Faults Ten (10) point penalties – (Could earn white ribbon)
 - i. Exhibitor is not in the required position during inspection
 - ii. Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during the set-up
 - iii. Standing directly in front of the horse
 - iv. Loss of lead shank, holding chain or two hands on shank
 - v. Severe disobedience including rearing or pawing; horse continually circling exhibitor
 - d. Disqualifications (Will receive a white ribbon)
 - i. Loss of control of horse that endangers exhibitor, other horses or judge
 - ii. Horse becomes separated from exhibitor
 - iii. Failure to display correct number
 - iv. Willful abuse
 - v. Never performing specific gait
 - vi. Excessive schooling or training; use of artificial aids
 - vii. Knocking over the cone or going off pattern
 - viii. Illegal equipment
 - ix. Over or under turning by more than $\frac{1}{4}$ turn

Patterns

- Beginners, Juniors, and Seniors will use patterns found in Appendix B. County horse shows may use any pattern listed or at the discretion of judge or show committee.

Draft Horse Showmanship

Description

The purpose of Draft Horse Showmanship is to show a clean, thrifty, well-cared-for condition, in a positive manner.

Class Routine

After showing your horse on the move, stop the horse and set the horse up. The quarter system is not used in Draft Horse Showmanship. Exhibitor should hold lead strap in right hand and show stick in left hand when leading the horse. When moving with the horse, its head should be even with the exhibitor's right shoulder. When setting up the horse, exhibitor should turn so the left shoulder is next to the horse. Change the lead to the left hand with show stick in right hand. When setting up and showing the horse, the lead should always be in the left hand. Return to the line after the judge excuses you. Horses should be shown with all four feet positioned correctly under the body while in line. The judge will closely inspect and may handle each horse. A trailer (person to assist with moving the horse) with or without a whip is permitted. The trailer should cross to the opposite side prior to the turn and should never get between the judge and the horse when the horse is in line but should stand behind the exhibitor some distance away and may assist in keeping the horse alert.

Horses enter the ring at the trot and line up side-by-side at the direction of the ring steward. Juniors and Seniors will use patterns found in Appendix B.

Deviations from this description may be necessary and will be announced prior to the beginning of the class.

Tack and Attire

- Refer to page 5 for Attire.
- Halters and leads may be of leather, nylon or rope and should be clean and fitted to the horse.
- Show sticks and bridles will be allowed.
- Tails may be natural or docked, braided or left long, but fit to the proportions of the horse.
- Manes may be rolled and decorated.
- Feet may be shod or unshod, but should be properly trimmed and clean.
- Black or natural hoof paint is acceptable.

Western Horsemanship

Description

The Western Horsemanship class recognizes the rider's ability to ride a horse correctly and to use various aids required for a horse to perform basic maneuvers. Riders will be judged on basic position in saddle, position and use of hands, legs and feet, ability to control and show the horse, and suitability of horse to rider. Grooming standards are consistent with showmanship. Video resource: [youtube.com/watch?v=eQVV3jRFjx4](https://www.youtube.com/watch?v=eQVV3jRFjx4)

Class Routine

In all South Dakota 4-H Horse Shows, classes will begin with individual pattern work. Additional rail work or pattern is at the judge's discretion. If rail work is called for, it should include a flat-footed, four-beat walk, two-beat jog, and a three-beat lope displaying the correct lead. Contestants should stay near the rail at all times and use the entire arena. If a contestant needs to pass another horse, pass on the inside of the ring. Beginners will be walk/jog only and be limited to the pattern found in Appendix B. Juniors and Seniors will be limited to the pattern found in Appendix B.

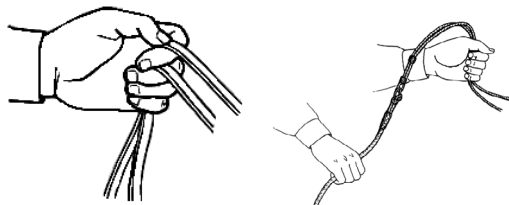
Tack and Attire

- Refer to Tack and Attire on pages 5-7.
- Saddles - Must be sized to the rider and of western type.
- Prohibited Tack: mechanical hackamore, draw reins, tie-downs, martingale, cavesson noseband, protective boots or leg wraps, or roping reins.

Hand Set

- Reins are to be used with one hand and the rein hand must not be changed during the class. EXCEPTION: Two hands may be used when using a ring snaffle or bosal on horses 5-years-old and younger.
- Split reins should be held with the hand around the reins with one finger permitted between the reins. Reins may enter the hand under the little finger, up across the palm and out over the index finger or thumb. They may also enter over the index finger and down across the palm and out below the little finger.
- When using both hands on the reins of a snaffle bit or hackamore, the reins may or may not be crossed. The rider's hand should be carried near the pommel and no further than 4 inches out on either side of the saddle horn. Rider's hands must be steady with very limited movement.

- When using a romal, no finger is allowed between reins. Rider can hold romal with the hand not used for reining, provided it is held approximately sixteen inches from the reining hand.
- Two handing reins for horses shown in a shank bit, a finger between romal reins, or more than one finger between split reins will result in a “no score” which is a disqualification for all Western Performance classes.
- Horses shall be shown on a reasonably loose rein. Extremes (too tight or too loose) shall be penalized. Dropping a rein that contacts the ground while the horse is in motion will result in a “no score” which is a disqualification for all Western Performance classes.



Split Reins

Romal reins



Too tight

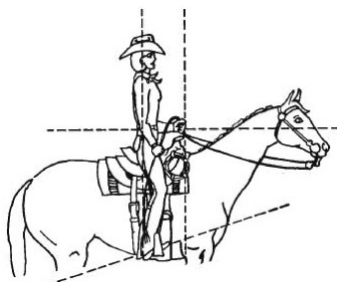
Too Loose

Proper

Basic Riding Position

Rider should sit in the saddle with:

- Legs hanging straight and slightly forward of stirrups.
- Knees slightly bent and weight directly over balls of feet.
- In either position the stirrup should be short enough to allow the rider's heels to be lower than their toes.
- Body should always appear comfortable, relaxed and flexible.
- Feet should be placed in the stirrup with weight on ball of the foot. Consideration, however, should be given to the width of the stirrups, which varies. If stirrups are wide, the foot may have the appearance of being “home,” when in reality the weight is properly carried on the ball of the foot.



Position in Motion

Rider should sit the jog and not post. The rider should be close to the saddle at the lope. All movements of the horse should be governed by the use of imperceptible aids. Exaggerated shifting of the rider's weight is not desirable.

Scoring

1. The score sheet used for Western Horsemanship at the South Dakota 4-H Horse Show can be found in Appendix C. Exhibitors will be scored from 0 to 100 with 70 denoting an average score. One-half point increments are acceptable. Maneuver scores will be indicated as follows:
 - +3 = Excellent
 - +2 = Very Good
 - +1 = Good
 - 0 = Correct
 - 1 = Poor
 - 2 = Very Poor
 - 3 = Extremely Poor

2. The horsemanship score ranges from 0 to 5. The horsemanship score is awarded by the judge on their overall impression of the run. This number is added to the score at the end of the run.

0-2 Average

3 Good

4 Very Good

5 Excellent

An approximate break down of the scores shall be as follows:

- a. 90-100 Excellent rider, including body position and use of aids. Completes pattern accurately, quickly, smoothly and precisely while demonstrating a high level of professionalism.
- b. 80-89 Very Good performance in execution of the pattern as well as correct horsemanship and use of aids. Excellent horseman that commits a major fault.
- c. 70-79 Good pattern execution and average horsemanship lacking adequate style and professional presentation to merit elevating to the next scoring range. A very good rider that commits a major fault or an excellent rider that commits a severe fault.
- d. 60 – 69 Fair pattern that lacks quickness or precision or rider has obvious position and/or appearance faults that prevents effective horsemanship; or a good horseman that commits a major fault in the performance of the pattern. A very good rider that commits a severe fault.
- e. Less than 59 Good pattern with one severe or multiple major/minor faults; excellent or very good rider that commits multiple, and/or combination of, severe, major or minor faults in the performance. A rider that demonstrates a lack of riding ability and knowledge of correct body position.
- f. Suggested ribbons
 - i. 80+ Purple
 - ii. 70-79 Blue
 - iii. 60-69 Red
 - iv. <59 White

3. Faults:

- a. Minor faults Three (3) point penalties:
 - i. Break of gait at walk or jog/trot up to 2 strides
 - ii. Over/under turn from $\frac{1}{8}$ to $\frac{1}{4}$ turn
 - iii. Tick or hit of cone
 - iv. Obviously looking down to check leads
- b. Major faults Five (5) point penalties:
 - i. Not performing the specific gait or not stopping when called for in the pattern within 10 feet of the designated area
 - ii. Incorrect lead or break of gait (except when correcting an incorrect lead) at the lope
 - iii. Break of gait at walk, jog or trot for more than two strides
 - iv. Loss of stirrup
 - v. Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation
- c. Severe Faults Ten (10) point penalties:
 - i. Loss of rein
 - ii. Use of either hand to instill fear or praise while on pattern or during rail work
 - iii. Holding saddle with either hand
 - iv. Cueing with the end of the romal
 - v. Blatant disobedience including kicking, pawing, bucking and rearing
 - vi. Spurring in front of cinch
- d. Disqualifications (Will receive a white ribbon)
 - i. Failure to display correct number
 - ii. Abuse of horse or schooling
 - iii. Fall by horse or rider
 - iv. Illegal equipment or illegal use of hands on reins
 - v. Use of prohibited equipment
 - vi. Off pattern, including: knocking over cone or wrong side of cone or marker; never performing designated gait or lead; over or under turning more than $\frac{1}{4}$ turn.

Ranch Riding

Description

Ranch Riding serves to measure the ability of the horse to be functional and a pleasure to ride at a working speed while being used as a means of conveyance from one western stock horse task to another. The horse's performance should simulate a horse riding outside the confines of an arena and that of a working ranch horse. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be responsive to the rider, yield to contact, and make all required transitions smoothly, timely, and correctly. The horse should perform with reasonable speed and be obedient, well-mannered, free, and easy-moving. Video resource: [youtube.com/watch?v=cqLiRpZSi0Y](https://www.youtube.com/watch?v=cqLiRpZSi0Y)

Class Routine

Class consists of pattern work which is ridden individually. For each maneuver, the horse is judged on quality of gaits, response to the rider, manners, and disposition. Maneuvers may include:

1. Walk, trot, and lope both directions
2. Extended trot and extended lope at least one direction
3. Stop and back from any gait
4. Side pass
5. Turns on the hindquarters of up to 2.5 turns
6. Turns on the forehand of up to 180 degrees
7. Change of lead (simple or flying)
8. Walk, trot, or lope over a pole(s)

For State 4-H Horse Show, Juniors and Seniors will use patterns listed in Appendix B.

Tack and Attire:

- Refer to Tack and Attire on pages 5-7.
- Prohibited: Mechanical hackamore, draw reins, tie-downs, martingale, cavesson noseband, protective boots or wraps, and roping reins.
- Discouraged equipment: Hoof polish, trimming inside of ears, banded or braided manes, excessive silver show tack.
- Optional equipment: Rope.

Scoring

1. The score sheet used for Ranch Riding at the South Dakota 4-H Horse Show can be found in Appendix C. Horse will be given credit for traveling with his head held in a normal position, ears alert, and moving at a natural speed for the gait requested. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long reins will be penalized.
2. All transitions should be smooth without undue exaggeration or resistance from the horse.

Scoring will be on a basis of 0-100, with 70 denoting an average performance. The individual maneuvers are scored in half-point increments:

+1 ½ Excellent

+1 Very Good

+½ Good

0 Correct

-½ Poor

-1 Very Poor

-1 ½ Extremely Poor

a. One (1) point penalties:

- i. Too slow/per gait
- ii. Over-bridled
- iii. Out of frame
- iv. Break of gait at walk or jog for 2 strides or less
- v. Split leg at lope

b. Three (3) point penalties:

- i. Break of gait at walk or jog for more than 2 strides
- ii. Break of gait at lope
- iii. Wrong lead or out of lead
- iv. Draped reins

- v. Out of lead or cross-cantering more than 2 strides when changing leads
- vi. Trotting more than 3 strides when making a simple lead change
- vii. Severe disturbance of any obstacle
- c. Five (5) point penalties
 - i. Blatant disobedience (kick, bite, buck, rear, etc.)
- d. Placed below horses performing all maneuvers (Likely white ribbon)
 - i. Eliminates maneuver
 - ii. Incomplete maneuver
- e. Zero score (Will receive white ribbon)
 - i. Illegal equipment
 - ii. Willful abuse
 - iii. Major disobedience or discipline
- f. Suggested ribbons
 - i. 80+ Purple
 - ii. 70-79 Blue
 - iii. 60-69 Red
 - iv. <59 White

Ranch Riding Terminology:

- a. Walk – The walk should be straight, square, flat-footed, relaxed with the horse moving out freely and looking ahead.
- b. Trot – This gait should be a square two-beat diagonal trot. The trot should be steady, soft, and slow enough for riding long distances. Trots which are rough and hard to sit could be penalized. Excessively slow and uncadenced trots could be penalized.
- c. Extended trot – The extended trot should show an evident lengthening of stride from the regular trot with the same cadence that will cause an increase in speed. This trot should be level, flat, and steady with the appearance that the horse could hold this gait for an extended distance. Rider may post or sit the extended trot. Holding the saddle horn is permissible at this gait, as might be done in open terrain. When transitioning from the extended trot to the lope, it is permissible to take the horse back a bit (collecting) before loping.
- d. Lope – This gait should be a three-beat gait that is cadenced, straight, and steady and is comfortable to ride over long distances.
- e. Extended lope – The extended lope should be an obvious lengthening of stride from the previous lope, be at the same cadence and cause an increase in speed. The gait needs to be steady, quiet, and maintain the increased speed while being under control.
- f. Natural gait and Extended natural gait – Non-trotting horses should perform their natural gait where a job/trot is indicated and show a distinctive difference in speed of that gait where an extended job/trot is asked. The natural gait should be smooth and appear effortless for riding long distance.
- g. Stop (from both lope and trot) – the horse should be in the correct stopping position, both hocks engaged and stopping on the hindquarters.
- h. Reverse and turns – A horse should turn briskly and flat with front feet close to the ground and holding an inside rear pivot foot.
- i. Turn on the forehand – Hind end should move around with minimal movement of the front feet
- j. Side pass – A smooth, fluid, sideways movement with a clean cross-over in front and behind.

Reining

Description

Reining is a class that combines precision, style, speed, agility and brokeness. Each horse is judged on style, ability, ease, and degree of difficulty it performs prescribed patterns. Horses should guide easily with little to no apparent resistance throughout the entire pattern. Juniors and Seniors will be limited to the patterns found in Appendix B. Video resource: [youtube.com/watch?v=QRYtMhjb7A4&t=11s](https://www.youtube.com/watch?v=QRYtMhjb7A4&t=11s)

Class Routine

Each contestant is to perform the required pattern individually and separately. All horses are to be judged immediately upon entering the area; judging ceases after the last maneuver. The horse shall rein and handle easily, fluently, effortlessly and with authority in performing the various maneuvers while using controlled speed.

Tack and Attire

- Refer to Tack and Attire on pages 5-7.
- Prohibited Equipment: Mechanical hackamore, martingale, tie-down, draw reins, cavesson nosebands, or roping reins.
- Optional: Protective boots, skid boots, or leg wraps.

Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern. Use of the free hand any time the horse is not completely stopped is considered to be the use of two hands and a score of zero will be applied.

Scoring and Penalties

The score sheet used for reining at the South Dakota 4-H Horse Show can be found in Appendix C. Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. The individual maneuvers are scored in ½ point increments:

- +1 ½ Excellent
- +1 Very Good
- +½ Good
- 0 Correct
- ½ Poor
- 1 Very Poor
- 1 ½ Extremely Poor

Penalty Scores

0 or "DQ" (Will receive white ribbon)

- More than index finger between reins.
- Use of two hands (except in a snaffle).
- Failure to complete the pattern as written.
- Jogging in excess of half circle or half the length of the arena.
- Over spins of more than ¼ turn.
- Fall to the ground by horse or rider. Fall of horse is defined as shoulder and/or hip and/or underline touches the ground.
- Dropping a rein that contacts the ground while the horse is in motion.
- Failure to wear appropriate western attire.

Five (5) point penalties

- Spurring in front of the cinch.
- Use of either hand to instill fear or praise.
- Holding saddle horn.
- Blatant disobedience including kicking, biting, bucking rearing and striking.

Two (2) point penalties

- Break of gait.
- Freeze up in spin or rollback.
- On walk in patterns, cantering prior to reaching the center of the arena and/or failure to stop or walk before executing a canter departure.
- On run in patterns, failure to be in a canter prior to reaching first marker.
- If a horse does not completely pass the specified marker before initiating the stop position.

One (1) point penalties

- Each time horse is out of lead (accumulative, one point for each quarter of a circle or any part thereof).
- Over/under spinning $\frac{1}{8}$ to $\frac{1}{4}$ of a turn.
- Missing center
- Failure to remain a minimum of twenty (20) feet from fence.

Half ($\frac{1}{2}$) point penalties

- Delay lead change for one stride
- Starting circles at jog or exiting rollbacks at jog for up to two strides
- Over/under spinning up to $\frac{1}{8}$ of turn

Suggested ribbons

- 80+ Purple
- 70-79 Blue
- 60-69 Red
- <59 White

Reining Terminology

- Circles: Maneuvers at the lope, of designated size and speed, which demonstrate control, willingness to guide and degree of difficulty in speed and speed changes. Circles, performed at a lope, are run in a designated location at a defined speed and size with a common center point (usually the center of the arena even with the center marker). All large, fast circles should be of consistent speed and size. All small, slow circles should also be of a consistent speed and size. Circles should be circles, not egg or elliptical shaped.
- Flying Lead Changes: The act of changing the leading (or inside) front and rear pair of legs when changing the direction of travel. To be considered correct, this maneuver must be performed at a lope with no change of gait or speed, be performed at exact location as specified by the pattern and the change must take place on both the front and rear legs in the same stride.
- Sliding Stop: The rider, while loping, cues the horse to stop. The horse brings back legs up underneath in a locked position that will cause it to begin sliding on the back feet. The horse maintains forward movement by continuing to run with the front feet and using the head and neck to balance. Throughout the stop, the horse continues in a straight line while the back feet slide over the ground.
- Rundown: The horse gallops or "runs" down the side or center of the arena. A run down is a required movement before a sliding stop or roll back.
- Rollback: The horse runs to a stop, rolls the shoulders back in the opposite direction completing a 180 degree ($\frac{1}{2}$ turn) reversal of forward motion and departs in a canter. This is all one continuous motion with no hesitation.
- Spins: The horse is asked to turn the front end around in a series of 360-degree turns, executed while the inside back foot remains in one spot. Correctly done, the horse will cross the outside front leg over the inside front leg, effortlessly moving the front end around in a smooth, flowing manner. Higher marks are given to the horse that shows no resistance.
- Pause/Hesitate: The horse is asked to stand still for a few seconds to "settle" between certain movements in the reining pattern. Pauses are not judged as a movement per se, but a horse that is ill-mannered or behaves with impatience when asked to wait will be penalized.

Pattern Clarification

Markers will be placed along both walls/fences with the center cone to be placed first and the end cones to be placed equal distance from the center cone. The judge will indicate where to place the markers.

Patterns are worked as stated, not as drawn. The drawing is provided to give the general idea of what the pattern will look like in the arena. Each pattern is drawn so that the bottom of the drawing represents the end of the arena entered by contestants and must be run as such. If the arena has only one gate and it is in the exact middle of a side, that side represents the right side of the page the pattern is drawn on and the contestant must walk to the end of the arena to begin the pattern.

Where designated in the pattern for stops to be beyond a marker, the horse should begin the stop after passing the specified marker.

Trail

Description

Trail is judged on the performance of the horse over obstacles. Emphasis is placed on manners, response to rider's cues and ability to maneuver through the course with style and precision. The judge will credit a horse that is attentive and able to make way through obstacles with minimal rider input. All age divisions will be limited to the pattern found in Appendix B. Video resource: [youtube.com/watch?v=M7xlt65-1VY](https://www.youtube.com/watch?v=M7xlt65-1VY)

NOTE: County horse shows may modify listed pattern to fit equipment available.

Class Routine

This is strictly an individual pattern class; no rail work.

A minimum of six obstacles will be used, three mandatory and three others selected from the approved list or by request of the judge. Each mandatory obstacle (except gate) must be cleared within 30 seconds of entering the obstacle or the contestant be asked to move to the next obstacle. No rail work will be used.

The judge has the option of limiting performance at any optional obstacle to two approaches or 30 seconds.

Reins are to be used with one hand (with the exception of using a bosal or ringed snaffle), and the rein hand must not be changed during the class except when working the gate or under direction of the pattern.

Beginner trail is walk/jog only. Beginners will ride through an open gate. A walk-through will be available prior to the start of the class for all age groups, during the State Horse Show. County shows are at the discretion of the judge and show committee.

Note: Only exhibitors will be allowed in the ring during the final walk-through. No coaches or advisors are allowed on the course.

Tack and Attire

- Refer to Tack and Attire on pages 5-7.
- Prohibited: Mechanical hackamore, draw reins, tie-downs, martingale, cavesson noseband, protective boots or wraps and roping reins.

Mandatory Obstacles

1. Opening gate (see * below), passing through and closing gate (45-second time limit). Changing hands on gate or turning loose of gate is to be penalized.
 - Counties have the option to use a wooden or rope gate at their county 4-H horse show.
 - The gate shall be freestanding and may be 6-8 feet wide, with no feet restricting supports. Suggested gate assembly: use two pole-bending poles, weighted properly, with a rope securely tied to one pole and easily slipped over the other.
 - Gate type (wooden or rope) must be specified on show pattern.
2. Ride over at least four logs or poles (30-second time limit). These can be in a straight line, curved, zigzag or raised (not greater than 12 inches). The distance between the poles is measured over the horse's path and shall be 15 to 24 inches for walkovers, 3 to 3 feet 6 inches for trot-overs, and 6 to 7 feet for lope-overs. Elevated walkovers shall be a minimum of 22 inches apart.
3. Ride over wooden bridge (30-second time limit). The sides on the bridge for Trail need to be removed to create a flat bridge with no sides on for safety reasons.
 - * **NOTE:** For safety reasons, Beginners are to ride through an open gate and leave the gate open. Beginner contestants will trot instead of lope.

Scoring

The score sheet used for Trail at the South Dakota 4-H Horse Show can be found in Appendix C. Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½:

- 1 ½ Extremely poor
- 1 Very Poor
- ½ Poor
- 0 Correct

- +½ Good
- +1 Very Good
- +1 ½ Excellent

The horsemanship score ranges from 0 to 5. The horsemanship score is awarded by the judge on their overall impression of the run. This number is added to the score at the end of the run.

- 0-2 Average
- 3 Good
- 4 Very Good
- 5 Excellent

Obstacle scores are to be determined and assessed independently of penalty points. Penalties should be assessed per occurrence as follows:

- 0 – SCORE (Will be white ribbon)
 1. Use of more than one finger between reins
 2. Use of two hands or changing hands on reins; only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle.
 3. Illegal use of romal
 4. Performing the obstacles incorrectly or other than in specified order
 5. No attempt to perform an obstacle
 6. Equipment failure that delays completion of pattern
 7. Excessively or repeatedly touching the horse on the neck to lower the head
 8. Fall to the ground by horse or rider
 9. Failure to enter, exit or work obstacle from correct side or direction
 10. Failure to work an obstacle in any manner other than how it's described by the course
 11. Riding outside designated boundary marker of the arena or course area
 12. Third refusal
 13. Failure to demonstrate correct lead or gait, if designated
 14. Failure to follow the correct line of travel within or between obstacles
 15. Faults that occur on the line of travel between obstacles, which will not be cause for disqualification, but will be faulted according to severity:
 - a. head carried too low (tip of ear below the withers consistently)
 - b. over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

One-half (½) point

1. Each tick of log, pole, cone, or obstacle

One (1) point

1. Each hit, bite or stepping on a log, pole, cone, plant or obstacle
2. Incorrect gait at walk or jog for two strides or less
3. Both front or hind feet in a single-strided slot or space
4. Skipping over or failing to step into required space
5. Split pole in lope over
6. Failure to meet the correct strides on jog over and lope over log obstacles, if specified

Three (3) points

1. Break of gait at walk or jog for more than 2 strides
2. Out of lead or break of gait at lope (except when correcting an incorrect lead)
3. Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle
4. Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot
5. Missing or evading a pole that is a part of a series of an obstacle with one foot

Five (5) points

1. Dropping slicker or object required to be carried on course
2. First or second cumulative refusal, balk, or attempting to evade an obstacle by shying or backing more than 2 strides away
3. Second refusal
4. Letting go of gate or dropping rope gate

5. Use of either hand to instill fear or praise
6. Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot
7. Blatant disobedience (kicking out, bucking, rearing, striking)
8. Holding saddle with either hand
9. Missing or evading a pole that is a part of a series of an obstacle with more than one foot

Suggested ribbons

1. 80+ Purple
2. 70-79 Blue
3. 60-69 Red
4. <59 White

English Performance and Equitation

English Tack

Bits

- An English snaffle (no shanks), Kimberwicke, Pelham, and/or full bridle (with 2 reins), all with cavesson nosebands, and plain leather brow bands, must be used.
- In regard to mouthpieces, nothing may protrude below the mouthpiece. On broken mouth-pieces only, connecting rings of 1 ¼ inch or less in diameter, or connecting flat bar of ⅜ to ¾ inch (maximum length of 2 inches) and that lie flat in the horse's mouth are acceptable. Smooth round, twisted, double twisted, slow twist, straight bars, or solid mouthpieces with a maximum of a 1-inch high port are acceptable. All mouthpieces must be a minimum of ⅝ inch in diameter, snaffles to be measured 1 inch from cheek.
- English bits of any style featuring cathedral or donut mouthpieces or rough, sharp material are not acceptable.

Saddles

- English or forward seat skirted hunting saddles must be used.
- May have suede and/or suede insert on skirt and either cloth or leather lining.
- Girth maybe leather, web, cord or linen.

Optional Appointments

- Un-rowelled English-type spurs (slip-ons are acceptable), hunting breastplate and riding crops or whips are optional.

Prohibited Tack

- Draw reins, martingales, tie-downs, hackamores, flash nosebands, Mexican (crossed figure-8), dropped nosebands, and horse leg boots of any type are illegal during Hunt Seat Equitation, but are OPTIONAL for Equitation Over Fences.

Hunt Seat Equitation

Description

Hunt Seat Equitation recognizes the rider's ability to ride a horse correctly and to use various aids required for a horse to perform basic maneuvers. Riders will be judged on basic position in saddle; position and use of hands, legs and feet; ability to control and show the horse; and suitability of horse to rider. Video resource: [youtube.com/watch?v=Q9wcm886fZ8](https://www.youtube.com/watch?v=Q9wcm886fZ8)

Class Routine:

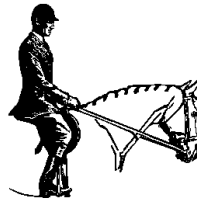
All horses are to enter the ring at a walk, whether they enter as individuals or as a class. At all South Dakota 4-H Horse Shows, all classes will begin with individual pattern work. Additional rail work or additional pattern work is at the judge's discretion. All age division exhibitors will be limited to the patterns in the 4-H Horse Project Show Guide. Any work on the rail should include a flat-footed, four-beat walk, a two-beat trot, and a three-beat canter displaying the correct lead. Reversing, if called for, should be done away from the rail. Contestants are expected to stay on the rail at all times and use the whole arena. If contestants must pass another horse, passing will take place to the inside of the ring of the horse in front.

Tack and Attire

- Refer to English Tack on page 16 or Appendix A. For attire please refer to page 5.
- Prohibited Tack: Draw reins, martingales, hackamores, flash nosebands, crossed figure-8 nosebands, dropped nosebands and horse leg boots.

Basic Riding Position

- The rider should sit in a comfortable, balanced, and relaxed manner while maintaining an erect upper body with eyes up and looking forward.
- The rider's legs should have a slight bend and hang beneath the rider such that when viewed from a profile, a straight line (approximately) can be drawn through the rider's ear, shoulder, hip and heel.
- The irons should be placed under the balls of the feet and not under the toe or against the heel.
- Toes should be turned only slightly out with ankles flexed in toward the horse in a comfortable position.
- The lower leg should be held such that light contact is maintained with the horse.
- Arms and hands should be held in a comfortable, relaxed manner with upper arms held in a straight line with the body. The elbow is bent such that the lower arm and hands are in a straight line to the bit.
- Hands should be slightly over and in front of the withers with knuckles 30 degrees inside the vertical.



Position in Motion

- At the walk and slow trot, body should be vertical with slight motion in the saddle.
- At a posting trot, the body should be inclined forward with slight elevation in the saddle.
- At the canter, the body should be halfway between the posting trot and the walk.
- At the gallop, and while jumping, the body should be at a similar inclination as when at a posting trot.

Scoring and Penalties

The score sheet used for Hunt Seat Equitation for the South Dakota 4-H Horse Show can be found in Appendix C.

1. Exhibitors will be scored from 0 to 100 with 70 denoting an average score. One-half point increments are acceptable. Maneuver scores will be indicated as follows:
 - +3 Excellent
 - +2 = Very Good
 - +1 = Good
 - 0 = Correct
 - 1 = Poor
 - 2 = Very Poor
 - 3 = Extremely Poor
2. The horsemanship score ranges from 0 to 5. The horsemanship score is awarded by the judge on their overall impression of the run. This number is added to the score at the end of the run.
 - 0-2 = Average
 - 3 = Good
 - 4 = Very Good
 - 5 - Excellent
3. Faults:
 - a. Minor faults Three (3) point penalties
 - i. Break of gait at walk or trot up to two strides
 - ii. Over/under turn of $\frac{1}{8}$ to $\frac{1}{4}$
 - iii. Tick or hit of cone
 - iv. Obviously looking down to check leads or diagonals
 - b. Major faults Five (5) point penalty
 - i. Not performing the specific gait or not stopping when called for in the pattern within 10 feet of the designated location
 - ii. Missing a diagonal up to 2 strides in the pattern or on the rail
 - iii. Incorrect lead or break of gait (except when correcting an incorrect lead) at the canter
 - iv. Complete loss of contact between the rider's hand and the horse's mouth
 - v. Break of gait at walk or trot for more than two strides
 - vi. Loss of iron
 - vii. Head carried too low and/or clearly behind the vertical while the horse is in motion, showing the appearance of intimidation

- c. Severe faults Ten (10) point penalty
 - i. Loss of rein
 - ii. Missing a diagonal for more than two strides
 - iii. Use of either hand to instill fear or praise while on pattern or during rail work
 - iv. Holding saddle with either hand
 - v. Spurring or use of crop in front of girth
 - vi. Blatant disobedience including kicking, pawing, bucking and rearing
- d. Disqualification (Will earn white ribbon)
 - i. Failure by exhibitor to wear correct number in visible manner
 - ii. Willful abuse
 - iii. Excessive schooling or training
 - iv. Fall by horse or rider
 - v. Illegal use of hands on reins
 - vi. Use of prohibited equipment
 - vii. Off pattern, including: knocking over or wrong side of cone or marker; never performing designated gait, lead or diagonal; over or under turning more than ¼ turn
- e. Suggested ribbons
 - i. 80+ Purple
 - ii. 70-79 Blue
 - iii. 60-69 Red
 - iv. <59 White

Equitation Over Fences

Description

Equitation Over Fences is a patterned class in which contestants are evaluated on their seat, hands, and ability to control and show the hunter over fences. Emphasis shall be placed on rider's basic position in the saddle and the smoothness of performance and manners of the horse. Judges will penalize unsafe jumping and bad form over fences.

Class Routine

There will be a minimum of four fences; horses are to make a minimum of eight jumps. At least one warm-up jump should be provided. There will be NO jump offs. Seniors are to have at least one change of direction. All hunters will be permitted to walk the official course (without horse) immediately prior to the class.

Note: Only exhibitors will be allowed in the ring during the final walk-through. No coaches or advisors are allowed on the course.

Tack and Attire

- Refer to English Tack on page 16 or Appendix A. For attire, please refer to page 5.
- Optional Equipment- Protective boots or leg wraps.

Height of Obstacles in Inches (measured from the ground to the center of jump)

Class	Minimum	Maximum
Juniors	18"	30"
Seniors	24"	36"

Scoring and Penalties

The score sheet used for Equitation Over Fences for the South Dakota 4-H Horse Show can be found in Appendix C. Based on a score of 0-100, with the approximate breakdown of:

- a. 90-100: Excellent equitation, meets all fences squarely, keeps constant body position
- b. 80-89: Good performer, encounters a few minor problems with distance from fences, rider still maintains a quality ride
- c. 70-79: Average equitation, problems with body position or one fault on the fence due to the rider's cues
- d. 60-69: Poor equitation, rider lacks the correct body position, two to three fence problems, loss of trot on a trot fence
- e. 40-59: Severe faults, breaking to a trot on course, missed leads, loss of stirrups, drops reins
- f. 10-39: Rider avoids elimination, but incurs one or two refusals or knockdowns, jumps fences in a dangerous manner

Suggested ribbons

- a. 80+ Purple
- b. 70-79 Blue
- c. 60-69 Red
- d. <59 White

Credit

- a. Eyes up
- b. Correct body position
- c. Jumping fences squarely
- d. Good plan of attack for the course
- e. Release over the fences
- f. Working the course in a steady fashion
- g. Correct leads
- h. Lengthening and shortening strides to accommodate the fence lengths

Faults of rider

- a. Loses upper body position over or between fences
- b. Getting ahead or behind the jump
- c. Incorrect stirrup positioning
- d. Hands not moving with the motion of the horse
- e. Reins not adjusted correctly
- f. Dropping a rein
- g. Rider's legs swinging with the horse
- h. Legs out of the proper position
- i. Heels up
- j. Hands held too straight or too flat
- k. Eyes down
- l. Wrong diagonals
- m. Inconsistent pace throughout the course
- n. Adding or excluding strides
- o. Excessive controlling of the horse through the course
- p. Poor maneuvering through the course
- q. Trot on course where it is not called for
- r. Wrong lead or counter-cantering
- s. Refusal
- t. Knockdown
- u. Blatant disobedience
- v. Unnecessary circling

Elimination (will receive a white ribbon)

- a. Third cumulative refusal (this is for the entire course, not each jump - i.e. three refusals at one jump will result in elimination)
- b. Jumping an obstacle before it is reset
- c. Off course
- d. Horse and/or rider falling in competition

Knockdowns

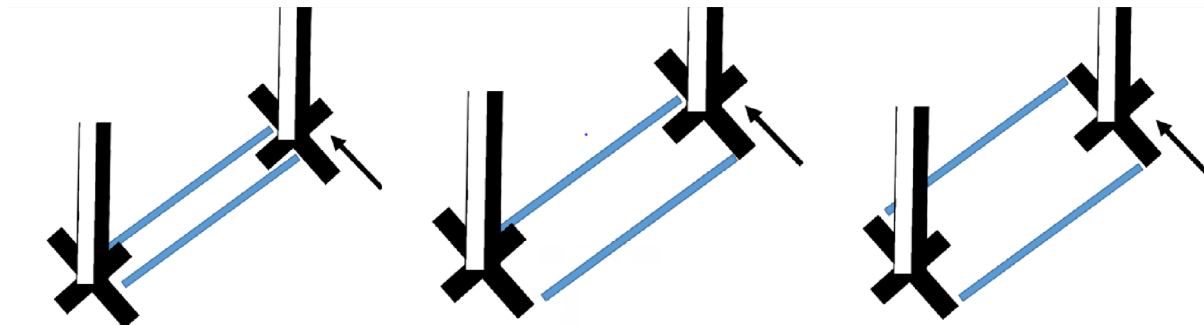
Knockdowns of obstacles or the cause of any portion of an obstacle, standard or wing to be knocked down by any portion of the horse, rider, or equipment will result in four faults. No penalties for touch of obstacle, standard or wing with any portion of the horse, rider or equipment. (Exception: When a horse knocks down all or any portion of an obstacle while refusing, it is not to be scored as a knockdown, but given the correct number of faults for that refusal.)

Course Design and Distances

Jumps should be a minimum of 48 feet apart, but all intervals must be in multiples of 12 feet (e.g. 48 feet and 60 feet apart from the point of landing to the point of take-off in the next jump). The distance from take-off or landing from the jump is usually equal to or up to 1 ½ times the height of the jump. For a jump set at 24 inches, this would be 24-36 inches from the fence. The take-off distance must be taken into consideration when spacing jumps. Ground poles or

ground lines are not mandatory, however when using them, they must be placed directly below the front of the obstacle up to 3'3" out. If a ground pole is used on landing side, there must be one on the take off side. The maximum spread (width) of the ground poles, must not exceed the height of the jump. Ground lines must stay within the base of the standard. See the diagram below for legal layouts for the ground poles.

Legal options for ground poles/ lines
(Note: diagram is for traveling right to left)



Reinsmanship

Description

Reinsmanship is an equitation class that tests the driver's knowledge of driving techniques and his/her ability to put knowledge to use to present a proficient performance. Pattern is required. Reinsmanship is judged as an equitation class based on hands, seat, correct driving technique, and proper harnessing and hitching. Driver should be able to change gaits quickly, smoothly and unobtrusively while always maintaining correct driving techniques.

Exhibitors shall compete in the reinsmanship class with their animals safely harnessed to an appropriate vehicle. One attendant must head (hold in line up) each horse. Junior exhibitors are allowed to have an adult accompany them. In the senior division, no other person is permitted in the cart while the horse is being exhibited. No pets shall be allowed in such cart during exhibition.

Class Routine

A single driver, horse team will enter the arena and perform the prescribed pattern. Drivers will be required to complete the pattern and the judge may call for other appropriate tests. Junior exhibitors will be limited to the patterns in the 4-H Horse Project Show Guide.

Tack and Attire

Refer to Attire on page 5.

Required Tack

- Cavesson noseband and blinkers are mandatory for safety purposes.

Vehicle

- Suitable for style of driving. Pleasure type two- or four-wheeled cart or buggy. Cart or buggy type wheels a minimum of 19-inches in diameter and with one or two seats. No stirrup type carts or sulkies may be used.
- Vehicle must be clean, safe, and in good repair.

Harness

- A collar or breast collar harness and standard bridle with snaffle or curb bit may be used. If curb bit is used, curb strap or curb chain must meet judge's approval and requirements as stated for Western Division.
- Harness must be safe, clean, and properly adjusted.

Whip

- Drivers will carry a whip in hand or in holder.

Optional: Dash and basket cover for vehicle is optional. Check reins, blinkers, breeching, martingales and cavesson nosebands are optional.

Prohibited: No wire curbs, regardless of how padded or taped, may be used.

Basic Driving Position

- The driver must be straight in the back, sit back in the seat, the feet reaching to a foot rest with the elbows slightly forward of the body.
- Whip in hand or in the whip holder.
- The driver is usually seated on the right to access the brake at all times.

Final Preparation

- The driver must check the hitch for appropriate adjustments for safe driving.
- The driver must achieve appropriate tension on the lines and have the whip in hand.
- The driver should know the location of the judge and the ring steward.
- An experienced driver may be on the seat beside a junior driver. If assistance is given, either via the lines, whip, or voice command the driver will be penalized.

Gaits

- Walk - A free, regular and unconstrained walk of moderate extension is ideal. The horses should walk energetically, but calmly, with even and determined pace. The walk is a four-beat gait.
- Slow Trot - The horse should maintain forward impulsion while showing submission to the bit. This trot is slower and more collected while maintaining a steady cadence.
- Working Trot - This is a controlled lengthening of strides as the horses go forward freely and straight; engaging the hind legs with good hock action; on a taut, but light rein; the position being balanced and unconstrained. The steps should be as even as possible.
- Stop/Halt - Horses and vehicles should be brought to a complete square stop without abruptness and veering. Horse should stand attentive, motionless and straight with weight evenly distributed.
- Back - Backward movement in which the legs are raised and set down simultaneously in diagonal pairs. Back should be straight and willing.

Scoring

- Seventy-five (75) percent on handling of reins and whip, control, posture, and overall appearance of the driver. Twenty-five (25) percent on the condition of the harness and vehicle and neatness of attire.
- Exhibitors will be scored from 0 to 100 with 70 denoting an average score. One-half point (1/2) increments are acceptable.
- Maneuver scores will be indicated as follows:
 - +3 = Excellent
 - +2 = Very Good
 - +1 = Good
 - 0 = Correct
 - 1 = Poor
 - 2 = Very Poor
 - 3 = Extremely Poor

Draft Driving Guidelines

Description

The Draft Horse is expected to present a picture of strength and boldness while moving forward with precision and power. There will be no passing in the show ring.

Class Routine

Enter the ring to the right at a smooth trot. To be exhibited both ways of the ring at a smooth walk and smooth trot. No passing allowed.

Gaits

- Smooth Walk
- Smooth Trot

Scoring and Faults

Judging begins when the unit enters the ring. The driver will be evaluated throughout the class on posture, use of hands to gather and adjust lines, use of whip, and use and position of arms and legs. The driver's arms should be forward of the body while the horses work as a smooth consistent unit. Drivers will be evaluated on ability to command horses along the rail at a walk and trot, reverse direction, line up, stop, stand, and back. A figure eight or swing (cut) may be requested at the discretion of the judge.

The horse(s) are to be judged on performance with and suitability for the youth driver. The horse(s) must be clean, groomed, and presented in the most positive manner.

Judge's Suggested Scoring System

20 points	Appearance of Entry	• Grooming (5 points) • Condition of the animal (5 points) • Fit of harness (5 points) • Equipment condition/cleanliness (5 points)
70 points	Control of the Animal	• Walk (20 points) • Trot (20 points) • Reverse Direction (10 points) • Backing (10 points) • In the lineup (10 points)
10 points	Driver	• Appearance (5 points) • Attitude (5 points)

Team Hitch

Three divisions will be offered: miniature/pony (56 inches or less), horse, and draft. Youth may participate in only one of the divisions. Note: Youth are to indicate kind of team on Fair Entry registration; horse height will be included with the official State 4-H Horse Show entry, classes will be sorted by horse height.

A team hitch will be treated as one horse, one entry. Horses that meet the characteristics of draft breeds will be considered Draft. An adult must accompany each driver on the seat of the wagon. Restrictions on wagons apply only to the safety of other exhibitors, spectators, and horses.

Description

Horses should be presented in a clean, thrifty, well-cared-for condition, neither thin nor excessively fat. Draft horse tails may be natural or docked, braided or left long, and should fit the proportions of the horse. Both mares and geldings are generally shown in hitch classes with their manes rolled, but this is optional. Feet may be shod or unshod, but should be properly trimmed and clean. Black or natural hoof dressing, paint, etc. is acceptable.

Class Routine

1. Enter the ring at the walk.
2. Exhibitors will be asked to walk, trot, reverse direction, line up, and back their teams.
3. The class may include individual workouts as follows:
 - a. Line up at the end of the ring.
 - b. Work a figure eight.
 - c. Stop in front of the judge and back the team.

Basic Driving Position

- The driver must be straight in the back, sit back in the seat, the feet reaching to a foot rest with the elbows slightly forward of the body.
- The driver is usually seated on the right to access the brake at all times.
- Enter the ring with team under control and alert.

Class Conditions and Rules

A single team hitch (two horses harnessed side by side, one on either side of the pole) with properly adjusted hame and collar style work or show harness is required.

Always have sufficient clearance between your participant's team and the preceding wagon to stop or to turn out and pass. All passes should be made to the inside of the arena away from the rail "I" in the light horse (mini, horse) divisions. Draft hitches will not pass.

There is no passing in the Draft Horse division. Safety of your hitch and others should always be on exhibitor's mind. Exhibitor should know at what speed within each gait your team looks best. In light horse classes, exhibitors may pass a slower team rather than slow your team, but do so with care. When the ring steward asks for the reverse in direction, adequate spacing between hitches must be kept and passing must cease.

Judge's Suggested Scoring System

20 points	Appearance of Entry	• Grooming (5 points) • Condition of the animal (5 points) • Fit of harness (5 points) • Equipment condition/cleanliness (5 points)
70 points	Control of the Animal	• Walk (20 points) • Trot (20 points) • Reverse Direction (10 points) • Backing (10 points) • In the lineup (10 points)
10 points	Driver	• Appearance (5 points) • Attitude (5 points)

Timed Performance Events

Barrel Racing, Pole Bending and Open End Figure 8 events are included in timed performance events. If clarification of rules is needed for the Timed Performance Events, officials will refer to the South Dakota 4-H Rodeo Rules and Regulations. If further clarification is needed, officials will refer to the National High School Rodeo Association Rules, By-Laws, and Constitution.

Barrel Racing

Description

The Barrel Racing cloverleaf pattern is designed to test the speed and maneuverability of the horse. A horse may start either to the right or left barrel then run the remainder of the pattern accordingly.

Class Routine

- The clover-leaf pattern is the only approved pattern in this event. See Appendix B for pattern and pattern standards.
- A clearly visible start line shall be provided.
- Two stopwatches or an electric timer with back-up watches shall be used.
- The barrels and starting line will be permanently marked for the entire go-round.
- The arena will be dragged/raked at regular intervals, to be determined by the management.
- The contestant or horse may touch the barrel.
- The contestant may not lope or gallop until the horse has reached the plane of the entry gate. No running starts allowed.
- If the gate is centrally located, the contestant must keep motion toward the arena. No circling will be allowed (ex: no circling to pick up a lead) spinning is acceptable.
- If the gate is off-center of the pattern, a single spin or pivot is acceptable in either direction.
- Arena gate must be closed and latched immediately after the contestant enters the arena and will be kept closed until the pattern is completed and the horse is under control.
- Time will start when any portion of the horse breaks the plane of the start line. In event of a tie, a runoff will be held.

Tack and Attire

- Refer to Tack and Attire on pages 5-7.
- Optional: Hackamore, tie-down, gag bit, bats, crops, closed reins and protective boots.

Penalties

- The judge will not flag the contestant out until time is recorded. The judge is to flag time, then flag the contestant out if the run is not legal.
- Knocking over a barrel will cause an automatic five second penalty per barrel. Should the barrel be knocked over and it sets up on opposite end, the five second penalty will be assessed.
- No times (will result in white ribbon)
 - Breaking the cloverleaf pattern will result in a no time.
- A broken pattern shall be defined as breaking forward motion to retrace tracks to finish the pattern and/or passing the plane of the barrel on the off side.
 - Failure to follow the course or crossing over the start/finish line prior to completion of the pattern will be considered a broken pattern and will result in a no time.
 - Any assistant helping barrel racers will not be allowed to go past the plane of the main arena gate when they

- are entering the arena or the contestant will be disqualified.
- Failure to follow gate entry requirements (i.e. circling, running in)

Pattern Standards

The course must be measured exactly. The following standards should be used to set the barrel racing pattern (refer to diagram):

- Minimum of 25 yards (75 feet) between start/finish line and arena fence to allow for stopping.
- Distance between barrels 1-3 and 2-3: minimum-20 yards, maximum-35 yards.
- Distance between barrels 1-2: minimum-20 yards, maximum-30 yards.
- Minimum of 20 feet from each barrel to the fence.
- If the course is too large for the available space, the pattern shall be reduced in 5 yard increments until the pattern fits the arena. The distance from barrel #3 to the finish line need not be reduced 5 yards at a time if there is sufficient room for a horse to stop.

Pole Bending

Description

Pole bending is a timed event. The pole bending pattern is to be run around six poles. A horse may start to either the right or left and then run the remainder of the pattern accordingly. Refer to Appendix B for pattern and pattern standards.

Class Routine

- A clearly visible start line shall be provided.
- Two stopwatches or an electric timer with back-up watches shall be used.
- The poles and starting line will be permanently marked for the entire go-round.
- The arena will be dragged/raked at regular intervals, to be determined by the management.
- The contestant or horse may touch the pole.
- The contestant may not lope/gallop until the horse has reached the plane of the entry gate. No running starts allowed. No circling (ex: no circling to pick up a lead) spinning is acceptable.
- If the gate is centrally located, the contestant must keep forward motion toward the first pole.
- If the gate is off-center of the pattern, a single spin or pivot is acceptable in either direction.
- Arena gate must be closed and latched immediately after the contestant enters the arena and will be kept closed until the pattern is completed and the horse is under control.
- Time will start when any portion of the horse breaks the plane of the start/finish line.
- In the event of a tie, a runoff will be held. The horse declared the winner in the runoff must complete the pattern within two seconds of its original time or the runoff must be held again.

Tack and Attire

- Refer to Tack and Attire on pages 5-7.
- Optional: Hackamore, tie-down, gag bit, bats, crops, closed reins and protective boots.

Penalties

- Knocking over a pole will cause an automatic five second penalty per pole.
- No times (Should result in white ribbon)
 - Breaking the pole bending pattern will result in a no time. A broken pattern shall be defined as breaking forward motion to retrace tracks to finish the pattern and/or passing the plane of the pole on the off side.
 - If a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
 - Failure to follow the course or crossing over the start/finish line prior to completion of the pattern will be considered a broken pattern and will result in a no time.
 - Any assistant helping pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will be disqualified.
 - Failure to follow gate entry requirements (ex: running in).

Pattern Standards

The pole bending pattern is run around six poles. The course must be measured exactly. The following standards should be used to set the pole bending pattern (refer to diagram):

- Minimum of 25 yards (75 feet) between start/finish line and arena fence to allow for stopping.
- The distance from the starting line to the first pole must be 21 feet.
- The poles must be spaced 21 feet apart.

- The end pole must be at least 20 feet from the fence.
- Poles must be 6 feet in height with no base larger than 14 or less than 12 inches in diameter.
- Poles must be set on top of the ground.
- Poles must be straight in line.

Open End Figure 8

Description

Open End Figure 8 is a timed event. The pattern is to be run around two barrels. A horse may start to either the right or left and then run the remainder of the pattern accordingly. Refer to Appendix B for pattern and pattern standards.

Class Routine

- A clearly visible start line shall be provided.
- Two stopwatches or an electric timer with back-up watches shall be used.
- The arena will be dragged/raked at regular intervals, to be determined by the management.
- The contestant or horse may touch the barrel.
- The contestant may not lope/gallop until the horse has reached the plane of the entry gate.
- No running starts allowed. No circling to pick up a lead allowed. Spinning is acceptable.
- If the gate is centrally located, the contestant must keep forward motion toward the pattern.
- If the gate is off-center of the pattern, a single spin or pivot is acceptable in either direction.
- Arena gate must be closed and latched immediately after the contestant enters the arena and will be kept closed until the pattern is completed and the horse is under control.
- Time will start when any portion of the horse breaks the plane of the start/finish line.
- In the event of a tie, a runoff will be held.

Tack and Attire

- Refer to Tack and Attire on pages 5-7.
- Optional: Hackamore, tie-down, gag bit, bats, crops, closed reins and protective boots.

Penalties

- The judge will not flag the contestant out until time is recorded.
- The judge is to flag time, then flag the contestant out if the run is not legal.
- Knocking over a barrel will cause an automatic five second penalty per barrel.
- No times (Should result in white ribbon) Breaking the open end figure 8 pattern will result in a no time.
- A broken pattern shall be defined as breaking forward motion to retrace tracks to finish the pattern.
- If a barrel is knocked down and the contestant does not follow the weave pattern around and in-between.
- Failure to follow the course or crossing over the start/finish line prior to completion of the pattern will be considered a broken pattern and will result in a no time.
- Any assistant helping riders will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will be disqualified.
- Failure to follow gate entry requirements (ex: running in).

Pattern Standards

- The Open End Figure 8 pattern is run around 2 barrels. The course must be measured exactly. The following standards should be used to set the open end figure 8 (refer to diagram):
 - The distance from the starting line to the first barrel must be 40 feet.
 - The barrels must be spaced 21 feet apart.
 - The end barrel must be at least 20 feet from the fence.
- Barrels must be set on top of the ground.
- Barrels must be straight in line.

Youth In Action

Participants do not need Youth Horse Literacy (YHL) training to participate in horse youth in action contests. The contest is open to all 4-H members, including those who may not own a horse.

Attire

Western or English style attire for all Youth in Action events will be acceptable. No hats allowed.

State 4-H Horse Youth In Action Awards

Top five individuals will be awarded in the State Hippology, Horse Judging, and Horse Quiz Bowl contests. In the

Horse Public Speaking, Individual Demonstration, top five will be recognized. Top three will be recognized in Team Demonstrations. Team only events include: Quiz Bowl and team demonstration/illustrated talks.

National Contest Eligibility

Only senior 4-H members age 14 to 19 (as of January 1, 2025) are allowed to participate in national competition.

National contestants representing South Dakota must be members of the South Dakota 4-H program when attending the National 4-H Event. The Western Horse Classic event is considered part of the previous year for the purpose of eligibility. Therefore the national trip earning teams and individuals from the 2025 South Dakota State 4-H Horse Show will compete at the 2026 Western Horse Classic held in Denver, Colorado in January 2026.

All participants must first qualify through the requirements listed below and meet all the state eligibility rules. States are invited to enter one (1) team of no more than four members. On teams consisting of four members, all will compete; however, the lowest score in each phase will be dropped. For those teams consisting of three members, all members' scores will count in determining individual and team awards.

- Contestants (including team alternates) may participate in only one national contest (i.e. quiz bowl, judging, hippology, etc.) per year.
- After competing in a national contest, contestants (including team alternates) are ineligible to compete in the same contest again at the national level.
- The contestant, his or her county 4-H staff member, and the State 4-H Leader must certify as follows on the application form or an accompanying memo:
"This contestant has not participated in post-secondary coursework in the subject area of the national competition, nor has he or she participated in training for post-secondary competition in the subject area of the national 4-H competition." The following competitive events are available for senior 4-H members:
 - National 4-H Hippology Contest – Top four senior individuals will be eligible to represent South Dakota at the Western National 4-H Roundup in Denver, Colorado. In the event one of the top four senior individuals are unable to attend, they will be replaced with a national eligible member at the discretion of the State 4-H Office and the Horse Committee Chair. Preference will go to next high point individual senior.
 - National 4-H Horse Judging – Top four individual senior horse judges will be eligible to represent South Dakota at the Western National 4-H Roundup in Denver, Colorado. In the event one of the top four senior individuals are unable to attend, they will be replaced with a national eligible member at the discretion of the State 4-H Office and the Horse Committee Chair. Preference will go to next high point individual senior.
 - National 4-H Horse Quiz Bowl – Top Horse Quiz Bowl team will be eligible to represent South Dakota at the Western National 4-H Roundup in Denver. In the event that a contestant can't attend the national contest or the top team included a Junior age member, they will be replaced with a national eligible member at the discretion of the State 4-H Office and the State 4-H Horse Committee. Preference will go to next high point individual senior.
 - National 4-H Public Speaking Contest – Top Senior receiving a purple in public speaking at the State 4-H Horse Show will be eligible to represent South Dakota at the Western National 4-H Roundup in Denver, Colorado.
 - National 4-H Individual Demonstration/Illustrated talk Contest - Top Senior receiving a purple in individual demonstration at the State 4-H Horse Show will be eligible to represent South Dakota at the Western National 4-H Roundup in Denver, Colorado.

South Dakota 4-H makes no guarantees or provisions regarding the existence of or South Dakota 4-H's participation in any national 4-H contest.

State 4-H Hippology Contest

Hippology is an activity that can make learning fun for 4-H members by letting them exhibit their knowledge and understanding of equine science and husbandry in a friendly but competitive setting. To preserve the fairness of this contest and the integrity of all the contestants who have dedicated their time and effort; no note taking, recording devices, cameras, electronics, or computers will be allowed in the contest room(s). Failure to observe this rule will result in dismissal from the contest area and disqualification of the team.

Contestants

- Only Senior contestants will be eligible for National Competition.
- Junior and Beginner members are not eligible to attend the National Contest.

The Contest (3 Phases)

Examination Phase – may include but not limited to:

- Written Exam
- Projected slides to be identified as to breed, color, color pattern, activity, proper appointments, etc.
- Anatomy which may include external, skeleton, internal organs, parts of gastrointestinal tract, male and female reproductive organs, detailed anatomy of the foot and detailed lower limbs.

Station Phase – this phase will consist of a series of stations, tables or projected slides where all contestants will respond to the requirements of the station. Members will be allowed two and a half minutes at each station. Examples of stations which may be used but not limited to:

- Identification of:
 - Various types of saddles (actual or pictures) and parts of saddles.
 - Tacks, bits, bridles, horse shoes and parts of shoes. Tools and equipment, and assembly of specific parts of various pieces of equipment. Grains and forages used in equine rations including various forms of methods of preparation.
 - Internal and external parasites based on actual samples, pictures, life cycle charts and /or damage caused.
 - Blemishes and unsoundnesses.
 - Age of equines based on teeth.
 - Use of pulse rate, respiration rate, temperature, dehydration, anemia, etc., to assess horse health.
 - Measurements such as, but not limited to, wither height, shoe size, girth, collar size, gullet width, seat length of saddle, etc. may be required.

Judging Phase – contestants will be required to place at least two classes.

National Hippology Contest will have a 4th phase and it will be a team problem, if qualified for nationals make sure to look at the contest rules for this phase.

Tie Breaking

All ties overall, will be broken using the following sequence:

1. Examination score
2. Overall Station score
3. Cumulative Judging scores
4. Station scores, in order

Resources

- *IDET Illustrated Dictionary of Equine Terms* - New Horizons Equine Education Center. Alpine Publications, PO Box 7027, Loveland, CO 80537 Phone: (800) 777-7257
- *Evans The Horse* - Evans, Borton, Hintz, and Van Vleck. Second Edition. W. H. Freeman and Company, 660 Market Street, San Francisco, CA 94104 Phone: (415) 391-5870
- *Lewis Feeding and Care of the Horse* - Lon Lewis Williams and Wilkins. Second Edition. 351 West Camden Street, Baltimore, MD 21201-2436 Phone: (800) 638-0672
- *HHH Horse Industry Handbooks and updates* - American Youth Horse Council; 1 Gainer Rd, McDonald, NM 88262 Email: info@ayhc.com Phone: 817.320.2005 Web: <http://www.ayhc.com/shop>
- *HS Horse Smarts* - American Youth Horse Council; 1 Gainer Rd, McDonald, NM 88262 (available spring 2017) Email: info@ayhc.com Phone: 817.320.2005 Web: <http://www.ayhc.com/shop>
- *AQHA AQHA Rulebook: 2024 72nd edition* <http://aqha.com/handbook>
- *Parker Equine Science* – Rick Parker. Fifth edition. ISBN-978-1-305-94972-0; Published 2019
- Grains, forages, and feed preparations used in this contest will be representative of feeds utilized in horse rations.

State 4-H Horse Judging Contest

Horse judging provides a foundation for training, buying, selling and producing high quality horses. It is the base for developing qualified judges all while promoting decision making skills, public speaking and self confidence.

Contestants

- Only Senior contestants are eligible for the National Horse Judging Contest.
- Individuals who have competed in the National Horse Judging contest can judge at the South Dakota State 4-H Horse Judging Contest. They must meet the entry deadline.
- An unlimited number of youth from a county can judge at the South Dakota State 4-H Horse Judging Contest. They must meet entry deadline; no late entries will be accepted.

The Contest

The State 4-H Horse Judging Contest will be comprised of halter classes and performance classes. Youth will be given 12 minutes for halter classes, 2 minutes on each profile, front and rear view. The horses will travel at walk and trot, then a 1 minute close inspection. Halter classes will be judged on the priorities of balance, muscle, structural correctness and quality. Performance class options are: Western Pleasure, Western Horsemanship, Trail, Reining, Ranch Riding, Hunter Under Saddle, Hunt Seat Equitation and Hunter Hack.

Beginners will judge 2 halter classes, answer one set of questions and have a 25 point parts identification. Juniors will judge 4 classes, have one questions class and give one set of oral reasons. Two separate classes must be used for reasons and questions. Seniors will judge 4 classes, have one set of questions and give two sets of oral reasons- one halter and one performance. Separate classes must be used for reasons and questions.

Scoring

A correct placing will receive a score of 50 points.

Points are deducted from 50 for placings which differ from the official placing. The deduction will be based on the difference between animals being judged or cuts. Cuts will be assigned to each pair within the class. Small cuts indicate the animals being compared are similar, with large cuts denoting a more distinct difference. The sum of the three cuts can not be over 15 points.

Tie Breaker

In the event of a tie, the following will be used:

- Highest total reasons score, if applicable
- Lower reasons class placing, if applicable
- Total overall placing
- Highest single reasons.

State 4-H Horse Quiz Bowl

The objectives of this contest are to stimulate learning and provide an opportunity for youth to demonstrate their knowledge of equine-related subject matter in a competitive setting with attitudes of friendliness and fairness. The South Dakota 4-H Horse Quiz Bowl competition will follow the National Contest process and procedures. To preserve the fairness of this contest and the integrity of all the contestants who have dedicated their time and effort; no note taking, recording devices, cameras, electronics, or computers will be allowed in the contest room(s). Failure to observe this rule will result in dismissal from the contest area and disqualification of the team.

Teams

- To participate in the South Dakota State 4-H Horse Quiz Bowl Contest, the participant must be a current 4-H member. Reminder: Only Senior contestants will be eligible for National Competition.
- Contestants that have participated in the National Quiz Bowl contest are not eligible to compete in the South Dakota State 4-H Quiz Bowl Contest.
- You must register four (4) or five (5) individuals for this event, with a minimum of four (4) individuals competing on the day of the contest. Substitutions may be made with the state specialist's approval but must meet the minimum number requirements.
- Senior teams should be made up of only Seniors. Junior members are not eligible to attend the National Contest. If junior members are on the state championship team, they will be replaced with national eligible members at the discretion of the State 4-H Office and State 4-H Horse Committee. Preference will go to next high point individual senior. Teams must be identified by June 30 to the State 4-H Office by email to sdsu.4h@sdstate.edu.
- No teams will be assembled after the deadline.

The Contest

Only 4 contestants may be seated on the panel at any one time. One team member may be replaced on the panel when:

- The moderator deems it impossible for one of the seated members of the team to continue in the contest.
- The captain or coach of a team requests the replacement of a team member.
- The removed team member may not return to that particular match.
- The designated coach is the only one authorized to challenge. Spectators, parents and visitors may not protest any question, answer or procedure during the course of play. They may, however, submit in writing to the contest officials any suggestions, complaints or protests at the conclusion of the contest.

There may be only one coach designated during any given round. The coach and alternate of a team should sit in the designated area. Coaches will not be allowed in the holding room during rounds. The State 4-H Quiz Bowl Contest will be double elimination.

Questions

There will be three types used:

- One-On-One questions to which individual contestants may respond. These points will count toward individual and team scores.
- Toss-Up questions are open to response by all contestants. These points will count toward individual and team scores. Three toss-up questions will have a bonus question attached and in general will be somewhat more difficult.
- Bonus questions are given to the team whose member has just correctly answered a toss-up question. The team is given 10 seconds to confer on this question which usually has more than one part. All parts of the bonus question must be answered before any points will be awarded. These points will count toward a team score. Only one member of the team will answer, however other team members may feed information to the individual answering.

Match Procedures

NOTE: The number of questions will decrease at the South Dakota State 4-H Horse Quiz Bowl Contest due to time constraints. All other rules will follow National Quiz Bowl Guidelines.

- Each match will be divided into two parts based on number of questions (20 questions per round plus 3 bonus questions).
- In the first part of the match, during the one-on-one competition, only one member of each team will be eligible to respond to a question. This eligibility will rotate with each question beginning with the number 1 players on each team, and passing to the number 2, 3 and 4 contestants of each team, respectively, until all the one-on-one questions have been asked. The number of questions asked during the first part of the game should be evenly divisible by 4 to assure each team member an opportunity to respond to the same number of questions (i.e. 8 questions).
- During the second part of the match any individual on either team may respond to a question (12 total questions).
- After being recognized by the moderator, the contestant activating the buzzer shall have five (5) seconds to begin the answer to the question. If the buzzer is activated during the reading of any question, the moderator immediately will cease reading the question.
- The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked.
- If a question is thrown out either due to poor reading by the moderator or a decision of the referee judges, it will be replaced by another question so that the total number of questions to be asked remains consistent.
- Either team captain or coach, or the moderator may call for a "time out" for clarification of a rule, to permit replacement of a team member, or to allow for unexpected problems. These "time outs" may be called only after a question has been answered and before the start of the next question.
- The protest of a question or answer to a question may be made only by a team captain or coach and then only at the time a particular question is read or the answer is given. The moderator and the referee judges will consider the protest, and their decision in all cases is final.

Resources

- *Illustrated Dictionary of Equine Terms* – New Horizons Equine Education Center. Alpine Publications.
- *The Horse*, 2nd Edition – Evan, Borton, Hintz, and VanVleck. W.H. Freeman and Company.
- *Feeding and Care of the Horse*, 2nd Edition – Lon Lewis. Williams and Wilkins.
- *Horse Industry Handbook* – American Youth Horse Council; PRIMEDIA Equine
- *Horse Smarts* – American Youth Horse Council
- *AQHA Handbook*, 2024 72th Edition – Only show rules will be used, SHW300-SHW750. www.aqha.com/handbook
- *Equine Science*, Rick Parker. Fifth edition. ISBN-978-1-305-94972-0; Published 2019

Top Individual Scoring

Only those contestants who have participated in three or more matches at the State contest will be considered for the top individual awards. The three high match scores for each individual will be used in cases where individuals participate in more than three matches. Ties for individual awards will be broken on the basis of: first, high average score for the entire contest; second, high individual match scores; and third, total number of points earned.

Quiz Bowl Scoring System

	Correct	Incorrect
One-on-One Questions	+ 2 points	-1 point
	Contestant other than the two designated contestants responds: -2 points	
Toss-up Questions	+1 point	-1 point
Bonus Questions	+3 points	No deduction
Failure to signal or contestant not acknowledged by moderator		-1 point
Protest not upheld		-1 point

State 4-H Horse Communications Contest

Public Speaking Rules

- Presentation length should be: Minimum time: Beg. 3 minutes; Jr. 3 minutes; Senior 7 minutes. Maximum time limit - Beg and Jr 6 minutes; Senior 10 minutes. If under time limit youth will be deducted 3 points. If over time limit, youth will be deducted 3 points for the first minute over and 1 point for each additional minute. One point will be deducted from the total score for each minute or fraction of a minute under 7 minutes or over 10 minutes by each judge for a three points per minute total deduction. After the individual has been introduced by the superintendent, the time will start once the contestant begins to speak.
- The subject matter must pertain to the horse industry. Speeches not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
- No visual aids may be used, including the use of handouts such as bibliographies and pamphlets. Contestants will be disqualified for using any visual aid, including handouts, prior to, during, or after the speech.
- Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.
- During the competition the contestants must introduce themselves by name, county, and speech title.
- Contestants should cite their major reference materials at the end of the presentations. This time will not be counted in the allotted time.
- Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time. Contestant should repeat the question then answer it.
- Contestants will sign up for a time to give their presentations when registering for State Horse Show on FairEntry.
- Ties will be broken by:
 - accumulated delivery score
 - accumulated organization score
 - and accuracy scores
- For educational purposes the management may videotape all speeches with individual consent.

Judge's Suggested Scoring System

See Score sheet in Appendix C.

Illustrated Talk/Horse Demonstration Contest Rules

The presentation may be a demonstration or illustrated talk. All references to the term "presentation" in these rules include either demonstration or illustrated talk. A demonstration is defined as a presentation of a step by step procedure with an end product or result. An illustrated talk is defined as a presentation of an idea or topic that uses visual aids to convey the message. Both presentation forms are acceptable and will be evaluated equally, although the delivery methods are different as defined above. Both should utilize visual aids to help convey the major points of the presentation and more than one type of visual aid is preferable. Visual aids may include, but are not limited to: handouts, poster, props, videos, slides, and computer.

Horse Demonstration Contest Rules

- Presentations should be for minimum time limit Beginners 3 minutes, Juniors 5 minutes and Seniors 9 minutes. Maximum time time for Beginners, Juniors and Seniors is 12 minutes. If under the time limit individuals/teams will be deducted 3 points. If over the time limit, individuals/teams will be deducted 3 points for the first minute over and 1 point for each additional minute over.
- The subject matter must pertain to the horse industry. Demonstrations or presentations not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
- Presentations may be either of demonstration or illustrated talk format. No live animals may be used.
- Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judges.

- In order to alleviate technology issues and provide smooth transition between each presenter, youth are REQUIRED to bring their digital presentation on a USB flash drive. Internet access is not a guarantee nor is access to online cloud sharing platforms (i.e. Box, iCloud, Google Drive, etc.).
- Creative audio visual aids may be used, but the contestants must be involved in making or designing them.
- During the competition, the contestants must introduce themselves by name, county and presentation topic.
- Contestants should cite their major reference materials at the end of the presentation. This time will not be counted in the allotted time.
- Only the judge(s) may ask questions of the contestant. Question time will not be counted in the allotted time.
- Contestant will sign up for a time to give their demonstration when registering for State Horse Show on FairEntry.
- For educational purposes frame to the presentations may be video recorded with individual.
- Once an individual has started the demonstration (in this case it is after they have been introduced by the superintendent), they may not receive assistance from any coach, parent, audience member, or other person, which includes, but is not limited to, the stroking of any key on a computer or other audio visual device. The penalty for violating this rule is disqualification.
- Ties will be broken by:
 - judges' accumulated delivery score
 - judges' accumulated organization score
 - content and accuracy scores

Scoring

See score sheet in Appendix C.

Premier Horse Exhibitor

South Dakota 4-H launched the Premier Horse Exhibitor in 2022. This award recognizes a more comprehensive development of the horse project knowledge. The premise of the award mirrors the three points of the 4-H Livestock Management Triangle.

There will be one award for each of the three 4-H age divisions (beginner, junior, senior). The awards will be presented at 2025 South Dakota State Fair awards ceremony.

Scoring Matrix

The scores for the Premier Horse Exhibitor Award will be determined by the qualifying events at State Horse Show. Each event contributes one third of overall score. Maximum score is 300 points.

Award	Highest Showmanship Score	Hippology Score	Event Score (Highest score other than showmanship)
1st Overall in Age Division	100	Uses 50 possible points from the station and test portions of the contest for a possible 100 points total.	
2nd Overall in Age Division	97		
3rd Overall in Age Division	94		
4th Overall in Age Division	91		
5th Overall in Age Division	88		
Purple Ribbon	85		100
Blue Ribbon	80		95
Red Ribbon	75		90
White Ribbon	70		85

If a youth shows in both English and Western Showmanship, the highest score prevails. Youth cannot gain more than 100 points per matrix column.

Tie Breakers:

- Showmanship
- Hippology – Event
- Coin toss

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APPENDIX A

Example of Legal Bits



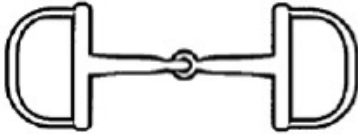
- ✓ Gag Snaffle – Verify chain ok on time. Must meet mouthpiece standards



- ✓ Double twisted wire – legal in English classes only.



- ✓ Single twisted wire – legal in English class only – must meet mouthpiece standards



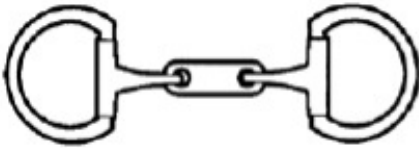
- ✓ Legal D-ring snaffle



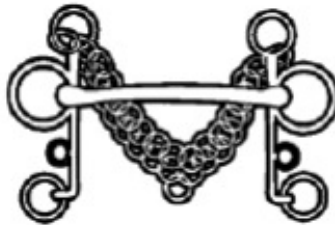
- ✓ Legal O-ring snaffle



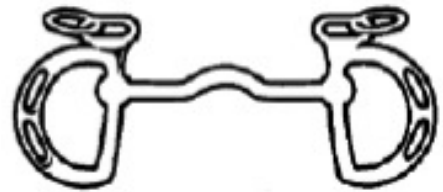
- ✓ Slow twist – legal in English classes only.



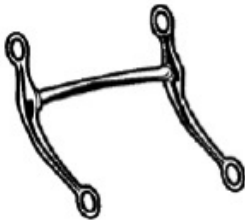
- ✓ Legal snaffle – flat piece must meet standards.



- ✓ Pelham with mullen mouth – legal English bit.



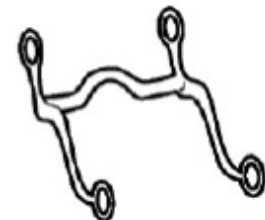
- ✓ Legal kimberwic – (English bits).



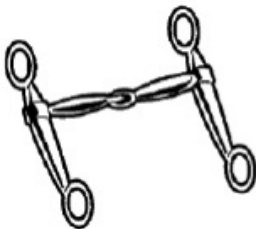
- ✓ Legal curb with mullen mouth (shanks 8 inches or less).



- ✓ Legal curb with low port and 8-inch shanks.



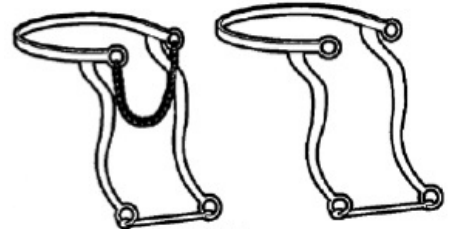
- ✓ Legal curb.



- ✓ Legal curb with broken mouthpiece



- ✓ Legal curb with roller and 8-inch shanks.



- ✓ Legal hackamores for speed events (and roping) only. any wire or chain must be flat and leather or latex covered.



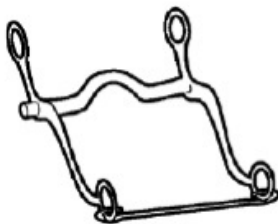
- ✓ Legal curb with broken mouthpiece.

For more information on legal and illegal bits, please visit:
animal.ifas.ufl.edu/extension/youth/horse/4h-shows/horse-show-rules/

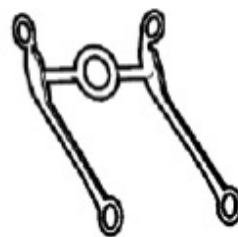
Examples of Illegal Bits



✗ Illegal junior cow horse
(legal for speed events only)



✗ Illegal curbs - shanks 9 inches long.



✗ Illegal donut bit.

Examples of Legal Curb Chains and Straps (except speed events)

- ✓ Double link, flat chain – over ½-inch wide leather end straps



- ✓ Double link, flat chain – over ½-inch wide nylon end straps



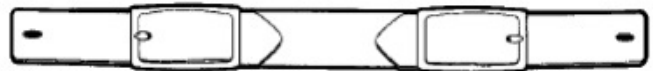
- ✓ Double welded chain – over ½-inch wide



- ✓ Very wide, flattened chain links – Hunt and Polo



- ✓ Flat nylon – over ½-inch wide

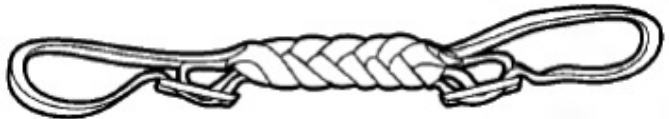


- ✓ Flat leather over ½-inch wide



Examples of Illegal Curb Chains and Straps

- ✗ Round braided leather wide enough, but rough and not flat



- ✗ Round leather, too narrow, rounded



- ✗ Round leather, too narrow at chin and rounded

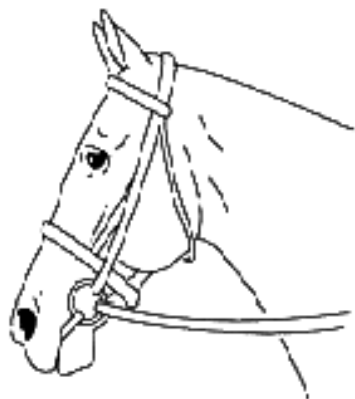


- ✗ Braided leather (rawhide) too narrow and too rough



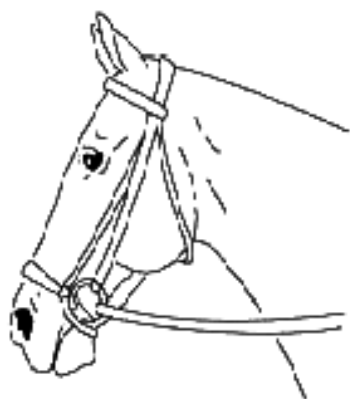
Legal English Nosebands

- ✓ Cavesson noseband

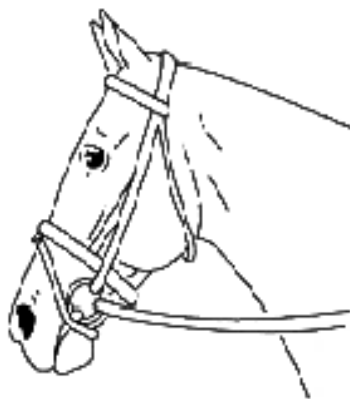


Illegal English Nosebands

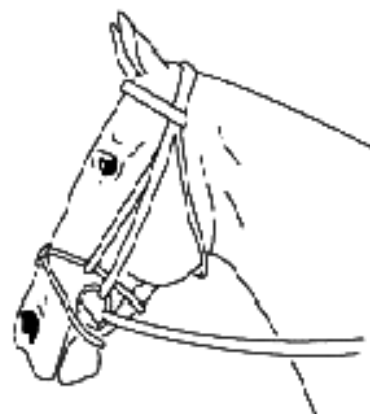
- ✗ Dropped noseband



- ✗ Flashed noseband



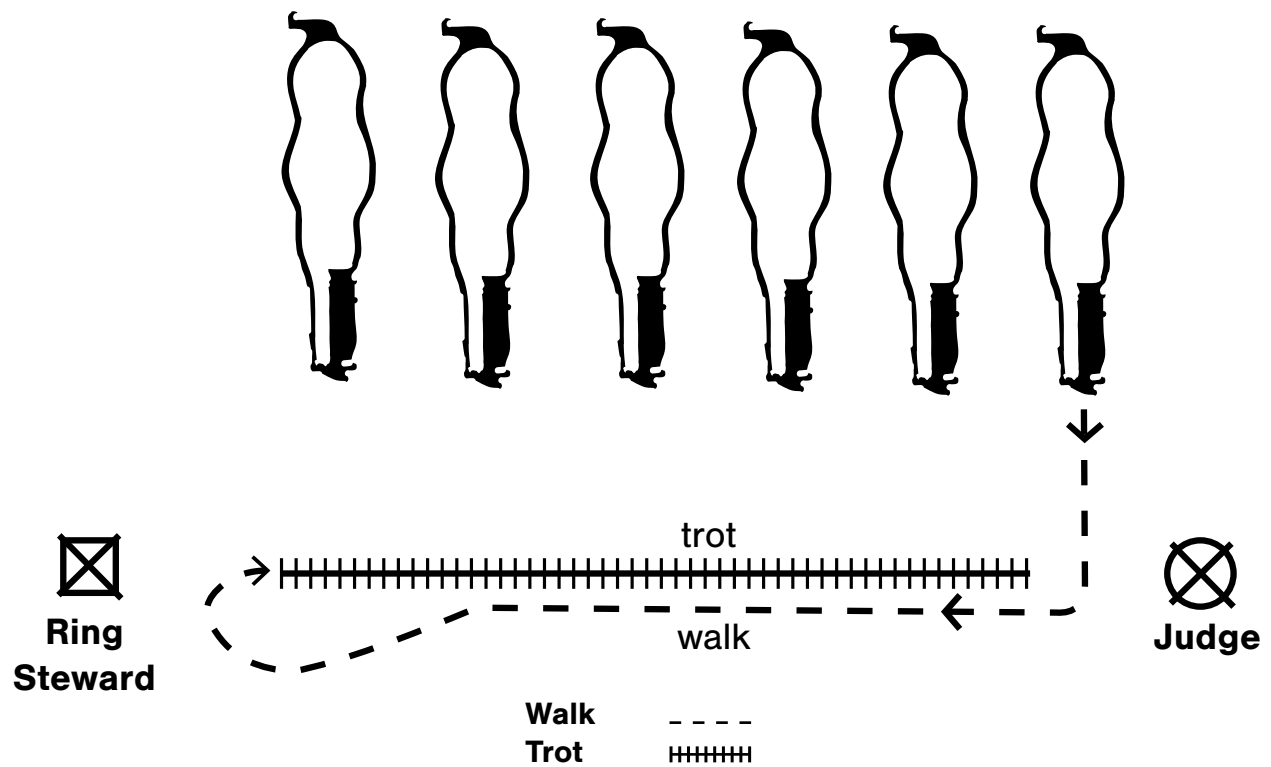
- ✗ Mexican (crossed figure-8) noseband



APPENDIX B

Patterns

Beginner/Junior Draft Horse Showmanship Pattern

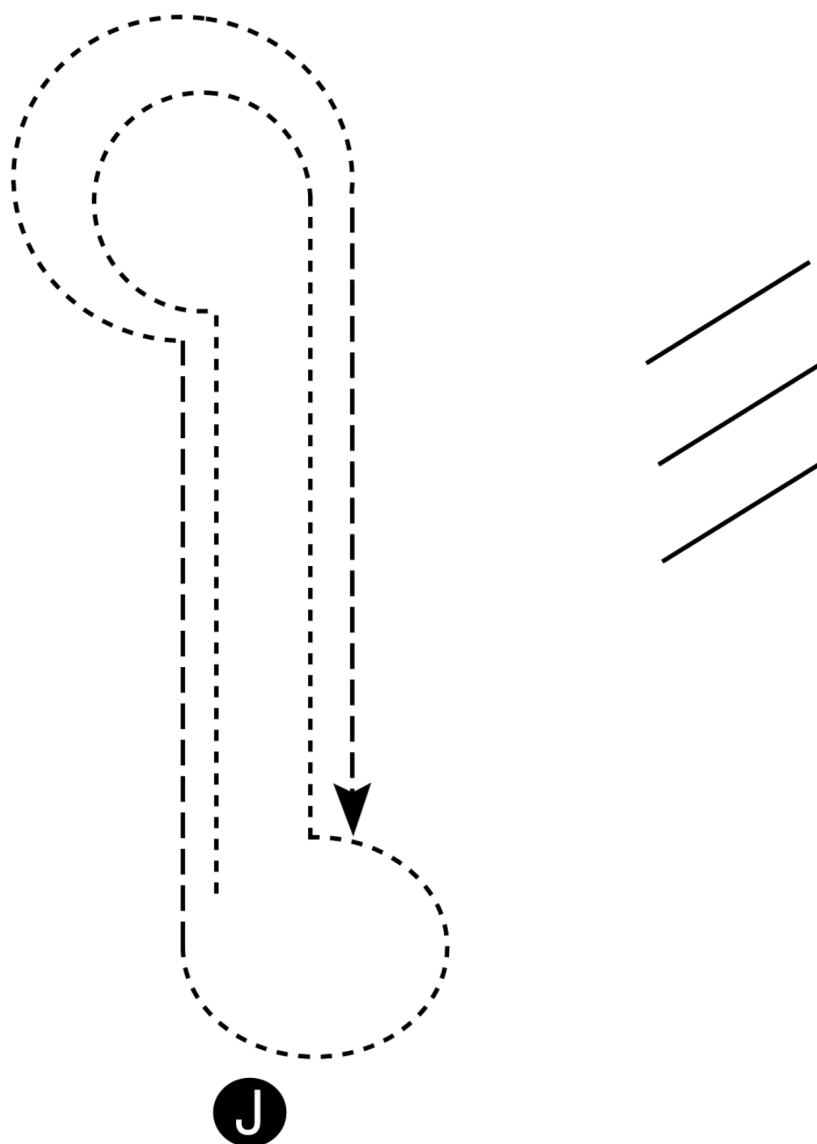


Horses will enter the ring at the trot and line up side-by-side at the direction of the ring steward.

1. From the line, walk from the ring steward to the judge (vise versa).
2. Turn horse in arc to the right
3. Trot back to starting point.
4. Stop and set up for inspection.
5. Once dismissed, return to line.

Senior Draft Horse Showmanship Pattern

Produced by Horse Show Patterns.com

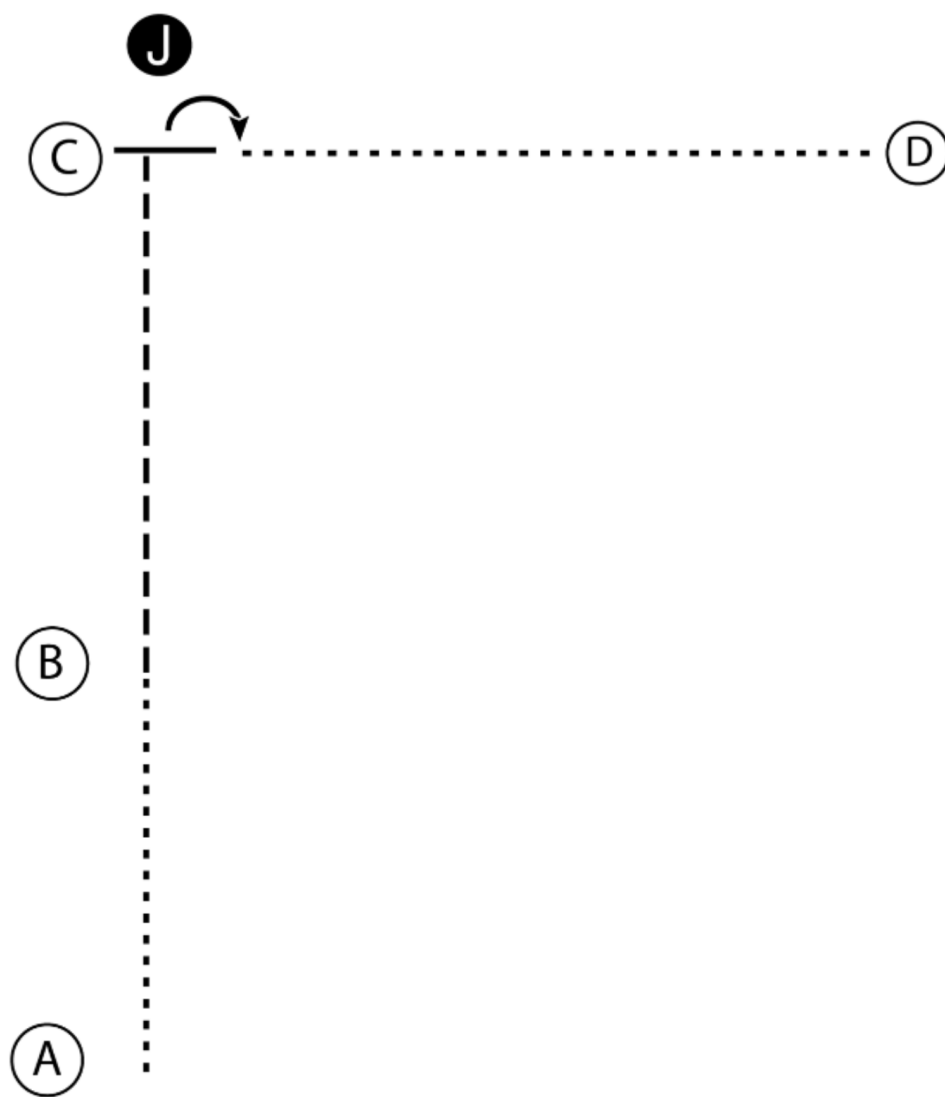


1. From Judge, walk straight away. Walk a “golf club” loop and continue walking towards Judge.
2. Make a “golf club” loop at a walk. When lined up with Judge, trot in a straight line away from Judge.
3. Walk a “golf club” loop and trot the remainder of the way back to the Judge. Set up for inspection (may turn horse 45 degrees either direction.)
4. When dismissed, trot away from Judge.

Walk	-----
Trot	-----
Back	← 
Marker	ⓑ
Judge	ⓐ

Beginner Western/English Showmanship Pattern

Produced by Horse Show Patterns.com



1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk to D.

Walk - - - - -

Trot - - - - -

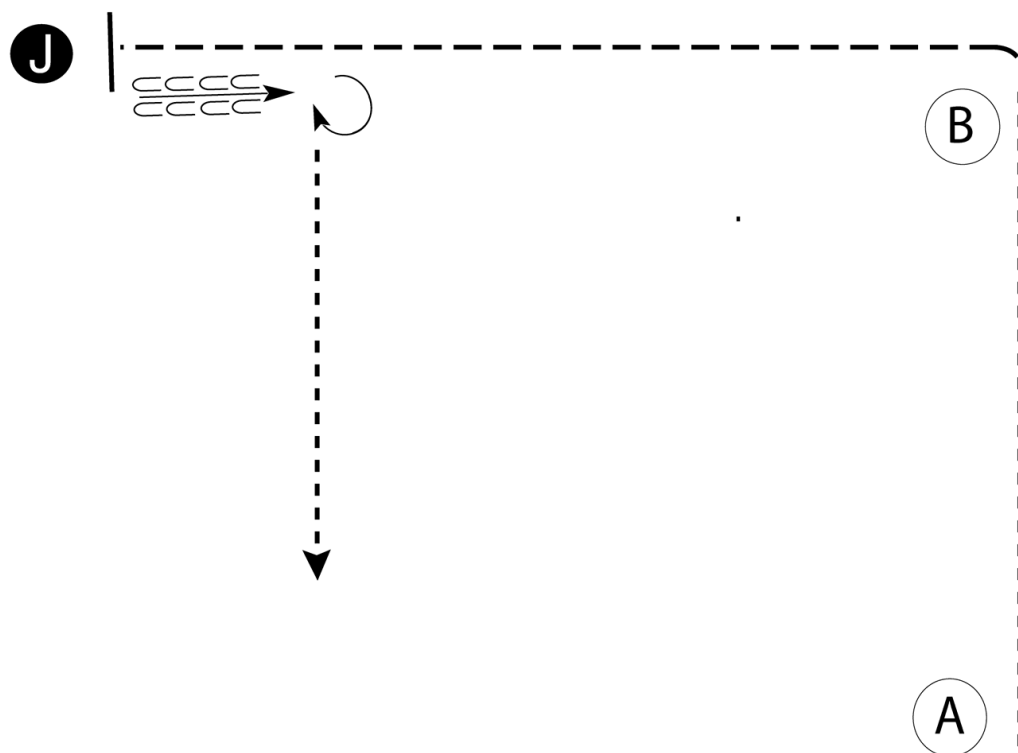
Back ←

Marker (B)

Judge

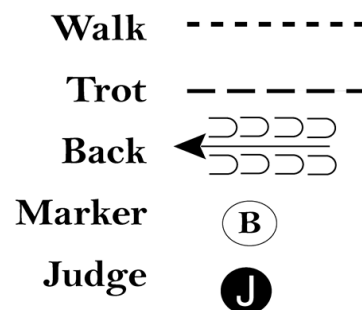
Junior Western/English Showmanship Pattern

Produced by Horse Show Patterns.com



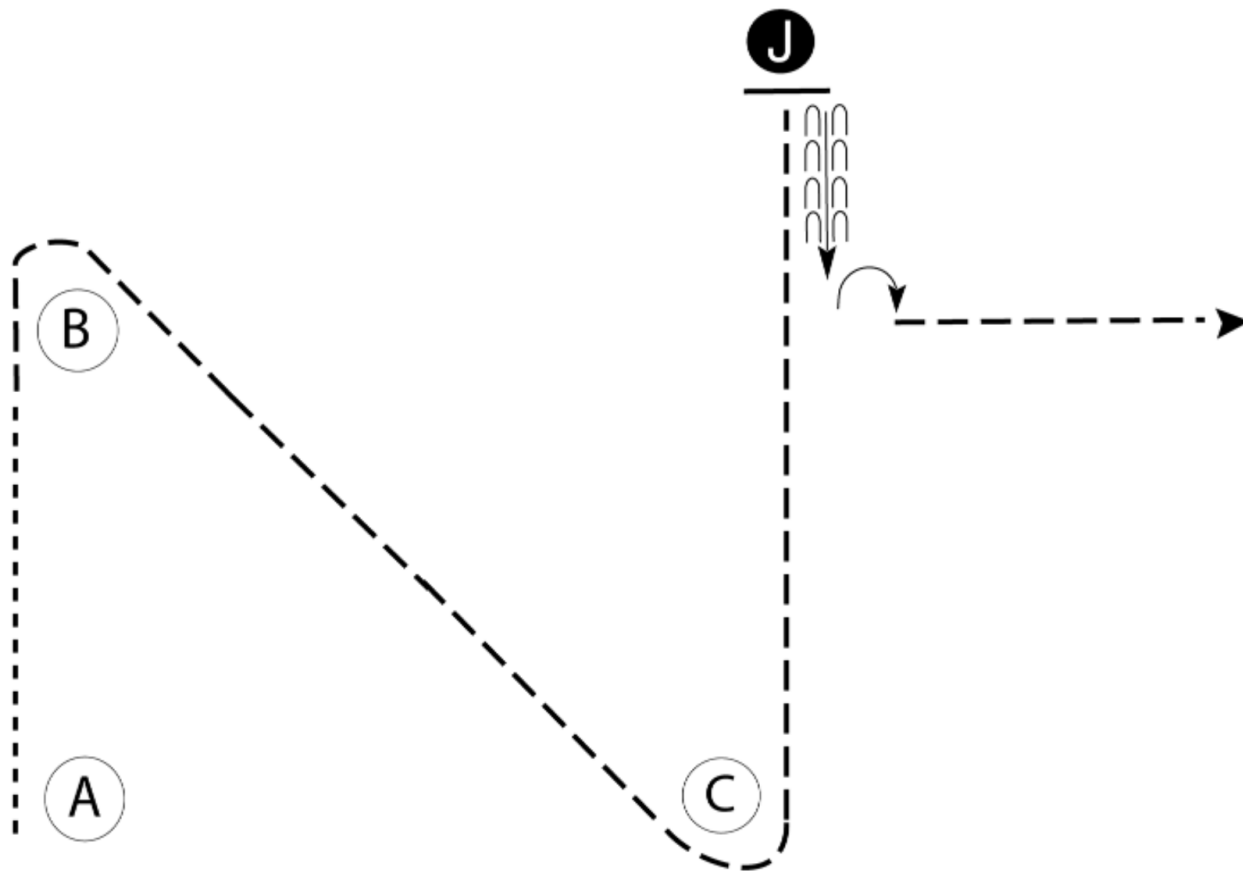
Be ready at A.

1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Turn 270 degrees and walk straight off.



Senior Western/English Showmanship Pattern

Produced by Horse Show Patterns.com

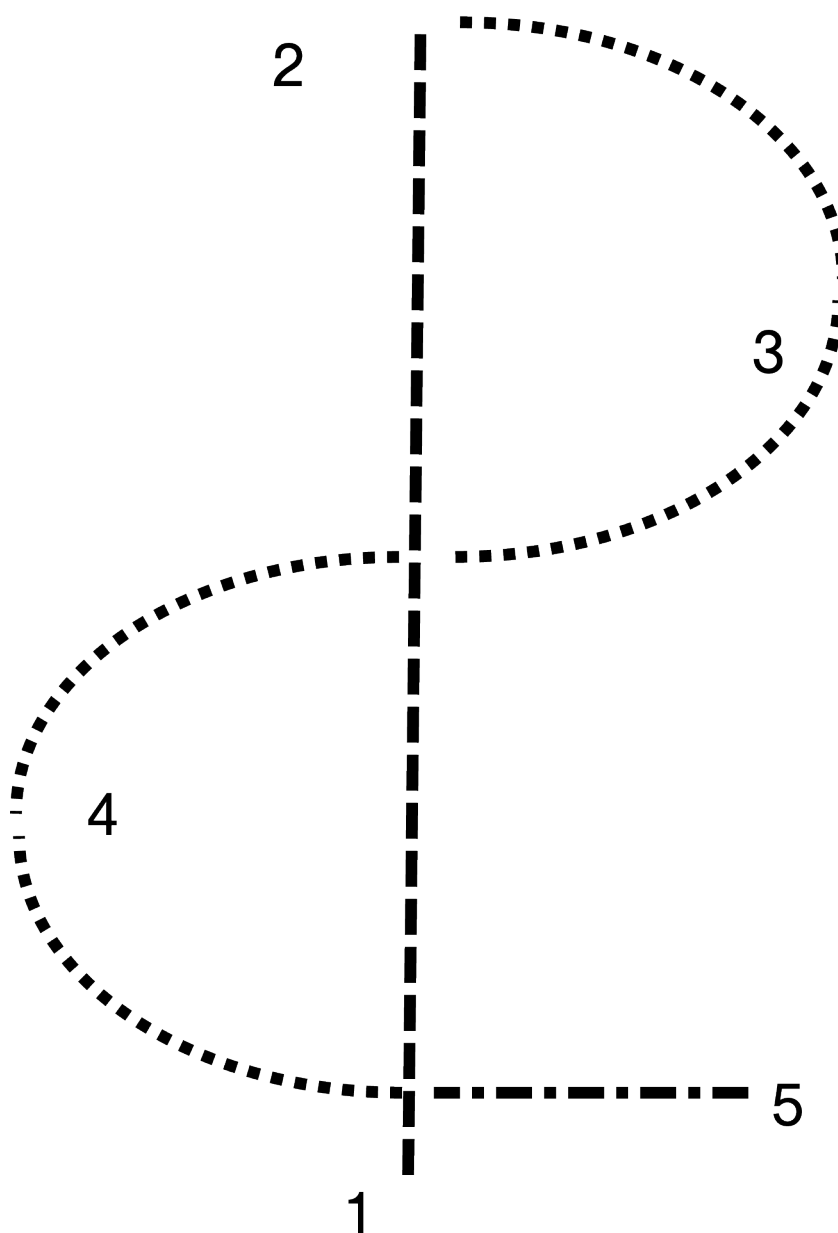


Be ready at A.

1. Walk to B.
2. Trot around B and C and straight to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Perform a 90 degree turn.
6. Trot straight away to finish.

Walk	-----
Trot	-----
Back	←
Marker	(B)
Judge	(J)

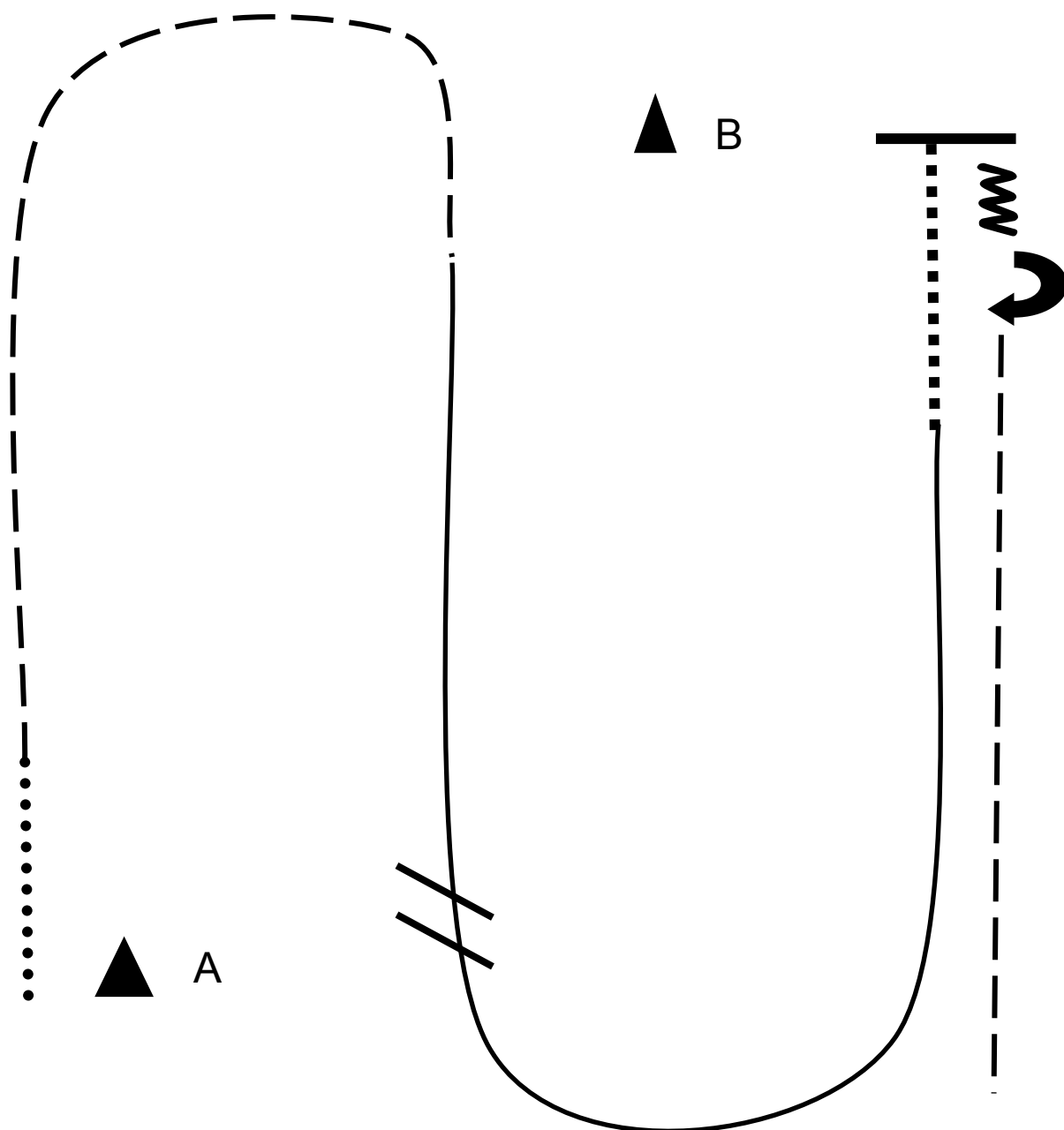
Beginner Hunt Seat Equitation Pattern



1. Start at marker 1. Walk to marker 2.
2. At marker 2 perform a 90 degree pivot to the right.
Begin a two loop serpentine around marker 3 and 4 at a
3. posting trot.
4. When you are lined up with marker 1, walk to marker 5.
5. Halt at marker 5.
6. Exit at a walk.

— Walk
- - - Posting trot

Junior Hunt Seat Equitation Pattern

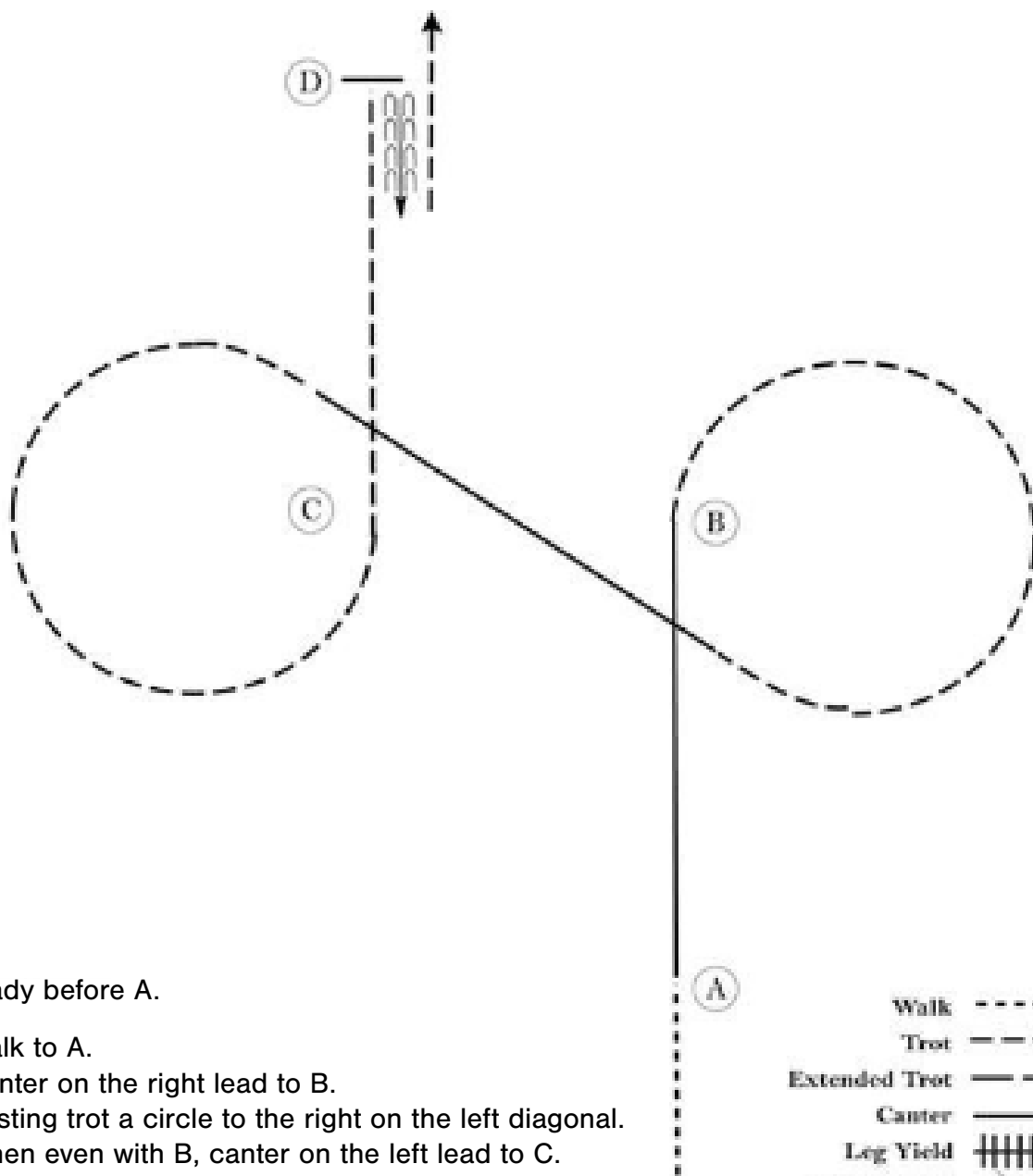


1. Be ready at cone A. Walk one horse length.
2. Trot on right diagonal until even with cone B.
3. Change diagonals and trot half a circle.
4. Canter on right lead until even with cone A.
5. Change leads (simple or flying) and canter a half circle.
6. Sitting trot to cone B.
7. Stop when even with cone B and back one horse length.
8. Turn and exit at a trot. Pattern is complete.

WALK
SITTING TROT - - - - -
TROT — — —
CANTER —————
BACK 
LEAD CHANGE 

Senior Hunt Seat Equitation Pattern

Produced by HorseShowPatterns.com



Be ready before A.

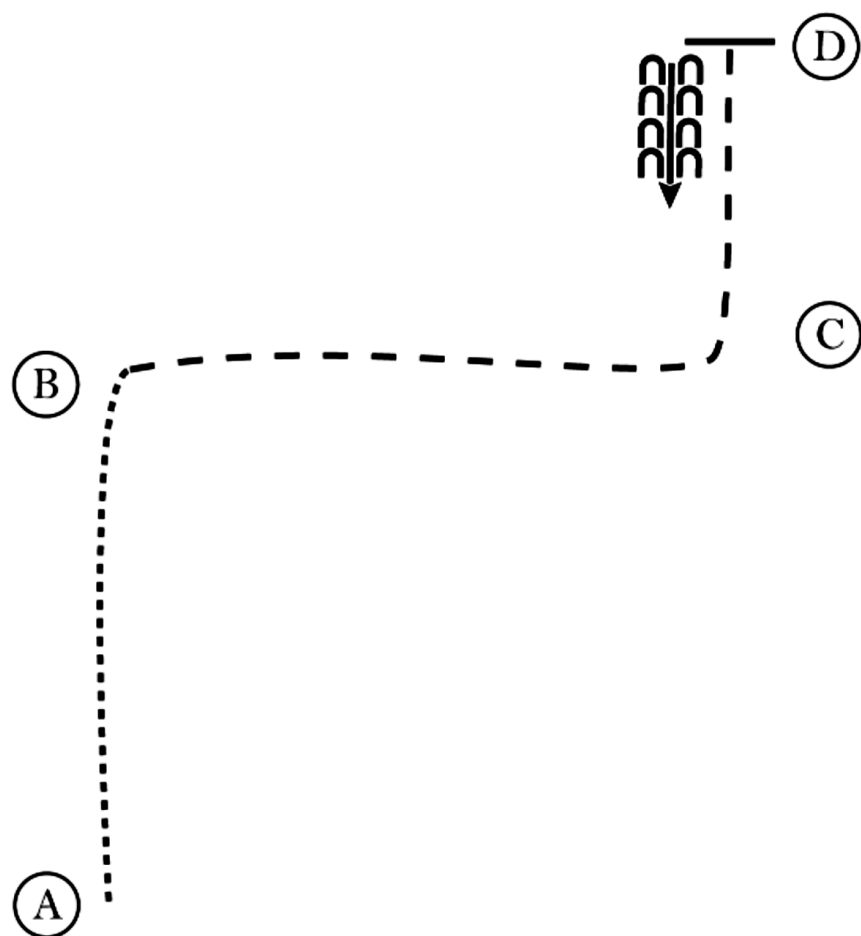
1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right on the left diagonal.
4. When even with B, canter on the left lead to C.
5. At C, posting trot circle to the left on the right diagonal.
6. Sitting trot from C to D.
7. Stop at D and back approximately one horse length.

Exit at a sitting trot.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	↖ ↗
Hand Gallop	— — — — —

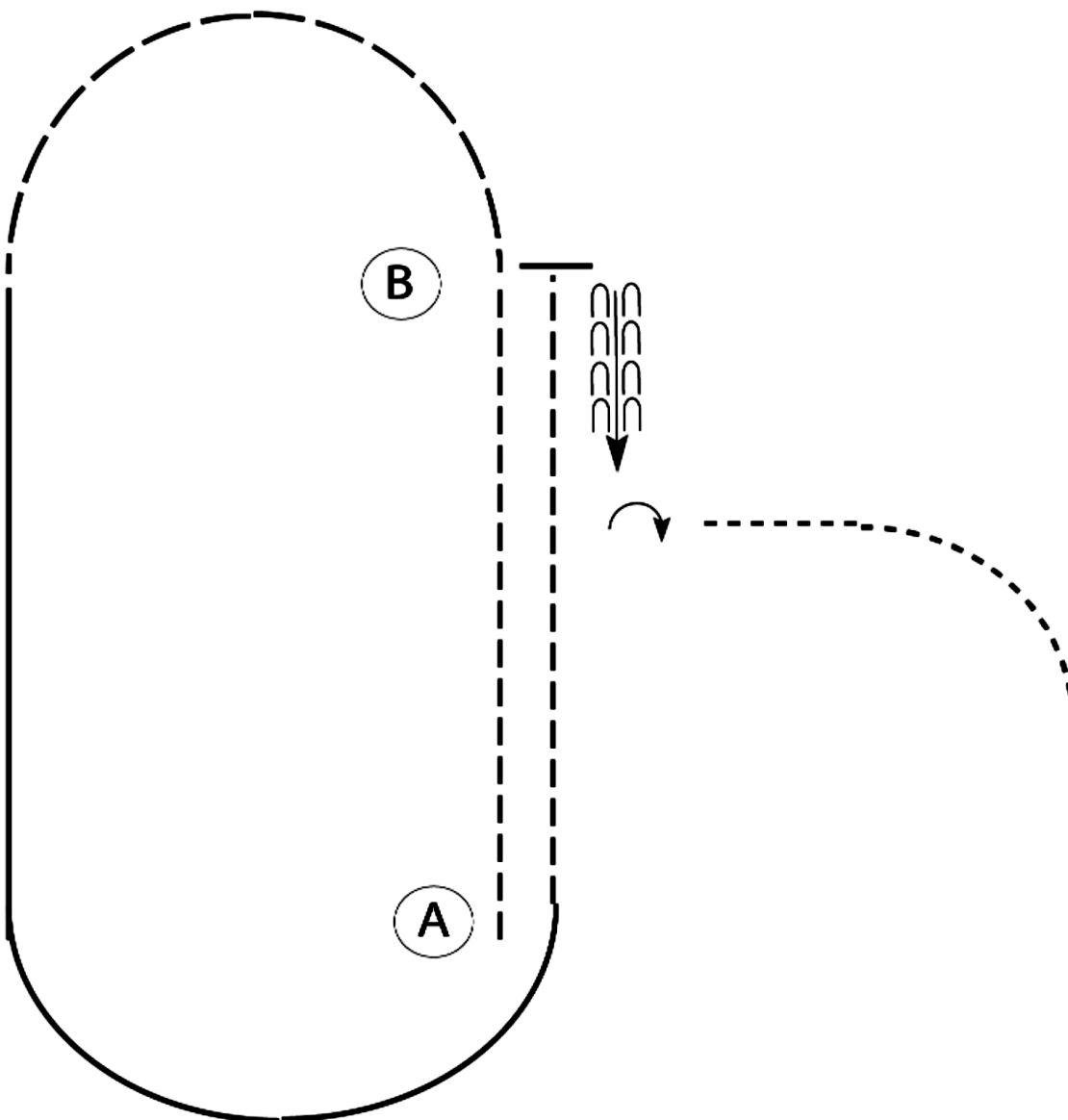
Beginner Western Horsemanship Pattern



1. Walk A to B
2. At B jog to D
3. At D stop and back four steps

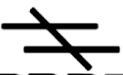
Walk	
Jog	-----
Extended Jog	— — — —
Lope	————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

Junior Western Horsemanship

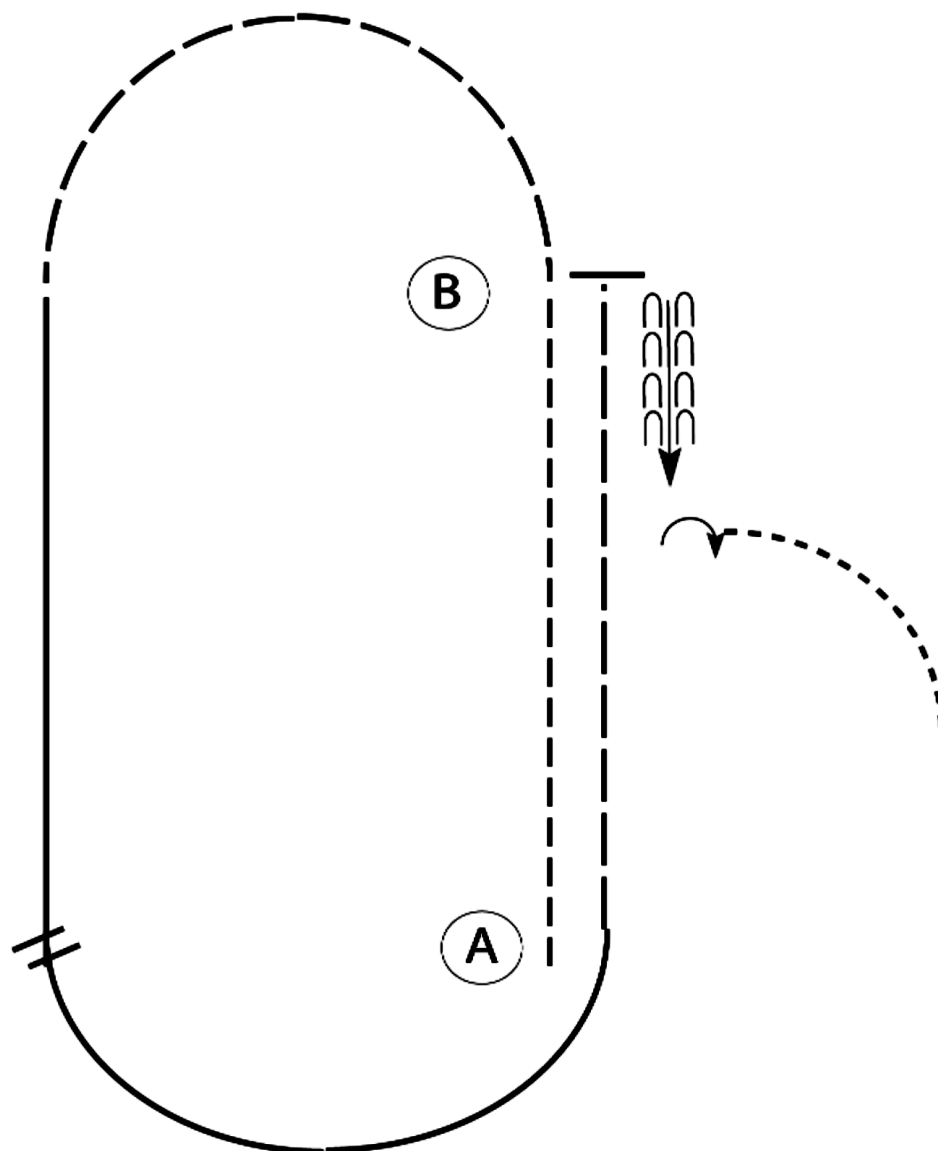


Be ready at A.

1. Jog from A to B.
2. Extend the jog in a half circle.
3. Lope on the left lead until even with A.
4. Jog to B.
5. Stop, back one horse length and perform a 90 degree turn on the right
6. Pattern is complete. Exit at the walk.

Walk	-----
Jog	- - - - -
Extended Jog	_ _ _ _ _
Lope	—————
Lead Change	
Back	
Marker	(B)

Senior Western Horsemanship Pattern

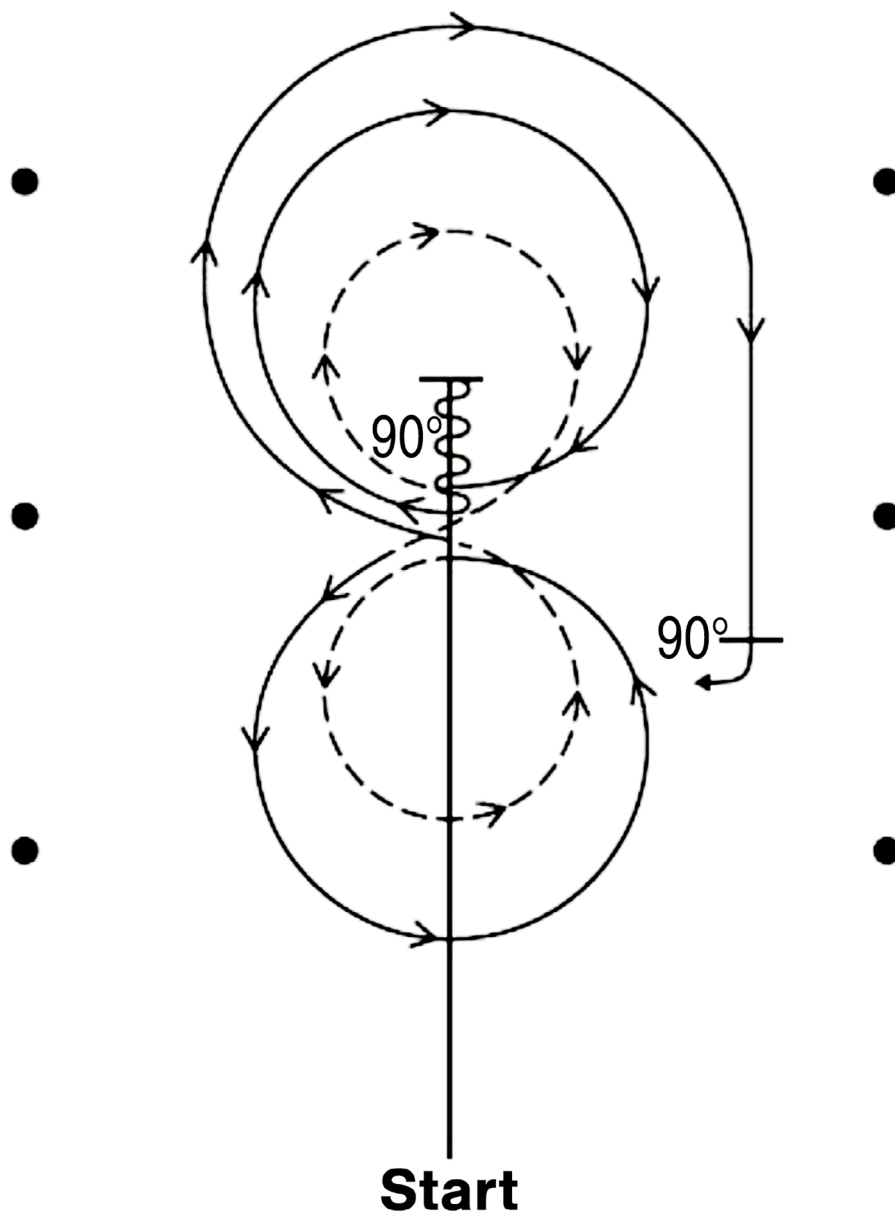


Be ready at A.

1. Jog from A to B.
2. Extend the jog in a half circle.
3. Lope on the right lead until even with A.
4. Perform a simple lead change.
5. Lope on the left lead until even with A.
6. Extend the jog to B.
7. Stop, back one horse length and perform a 90 degree turn to the right.
8. Pattern is complete. Exit at the walk.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Lead Change	
Back	
Marker	(B)

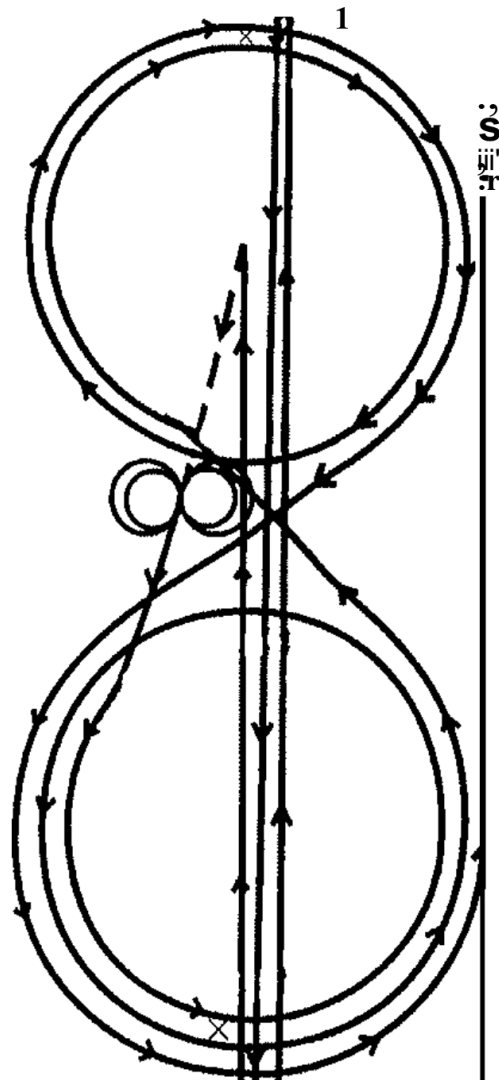
Junior Reining Pattern



Back:  **Jog:** - - - - - **Lope:** _____

1. Lope past center marker. Stop and back up to the center.
2. Turn 90° to the left.
3. Lope large circle to the right
4. Trot small circle to the right.
5. Lope large circle to the left.
6. Trot small circle to the left.
7. At the center, pick up right lead, begin large circle to the right but do not close this circle. Run straight down the right side of the arena.
8. Just past the center marker, stop.
9. Turn 90° to the right.

Senior Reining Pattern

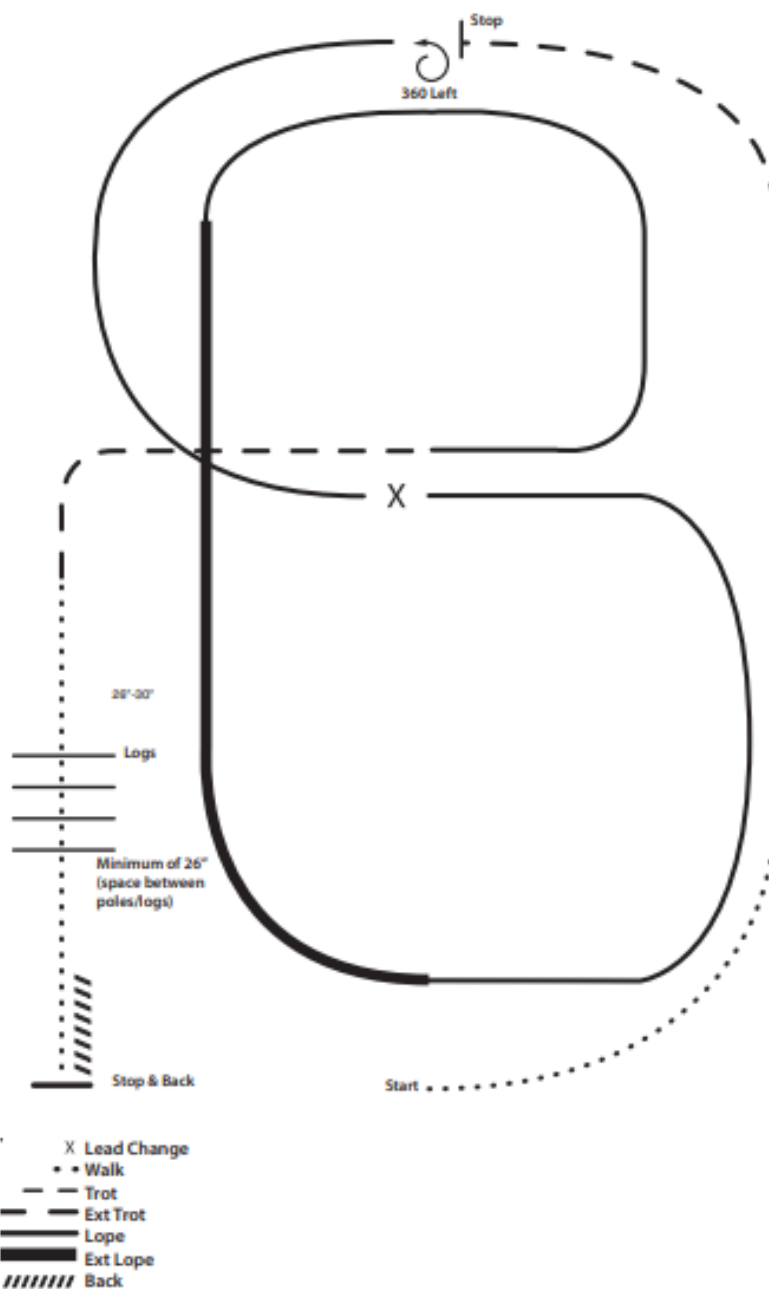


1. Run at speed to far end of arena, past end marker and do a left rollback, no hesitation.
2. Run to opposite end of arena, past end marker and do a right rollback, no hesitation.
3. Run past center marker and do sliding stop. Back up to center of arena or at least 10 feet. Hesitate.
4. Complete 2 spins to the right.
5. Complete 2 1/4 spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete 2 circles to the left, the first circle small and slow inside the marker, the second large and fast outside the marker. Flying change of leads at the center of arena.
7. Complete 2 circles to the right: the first circle small and slow inside the marker, the second large and fast outside the marker. Flying change of leads at the center of arena.
8. Begin a large fast circle to the left, but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet from wall or fence. Hesitate to demonstrate the completion of the pattern. Brielle may be dropped at the judge's discretion.

Note: Run downs may be done to the right or left of markers.

Junior Ranch Riding Pattern

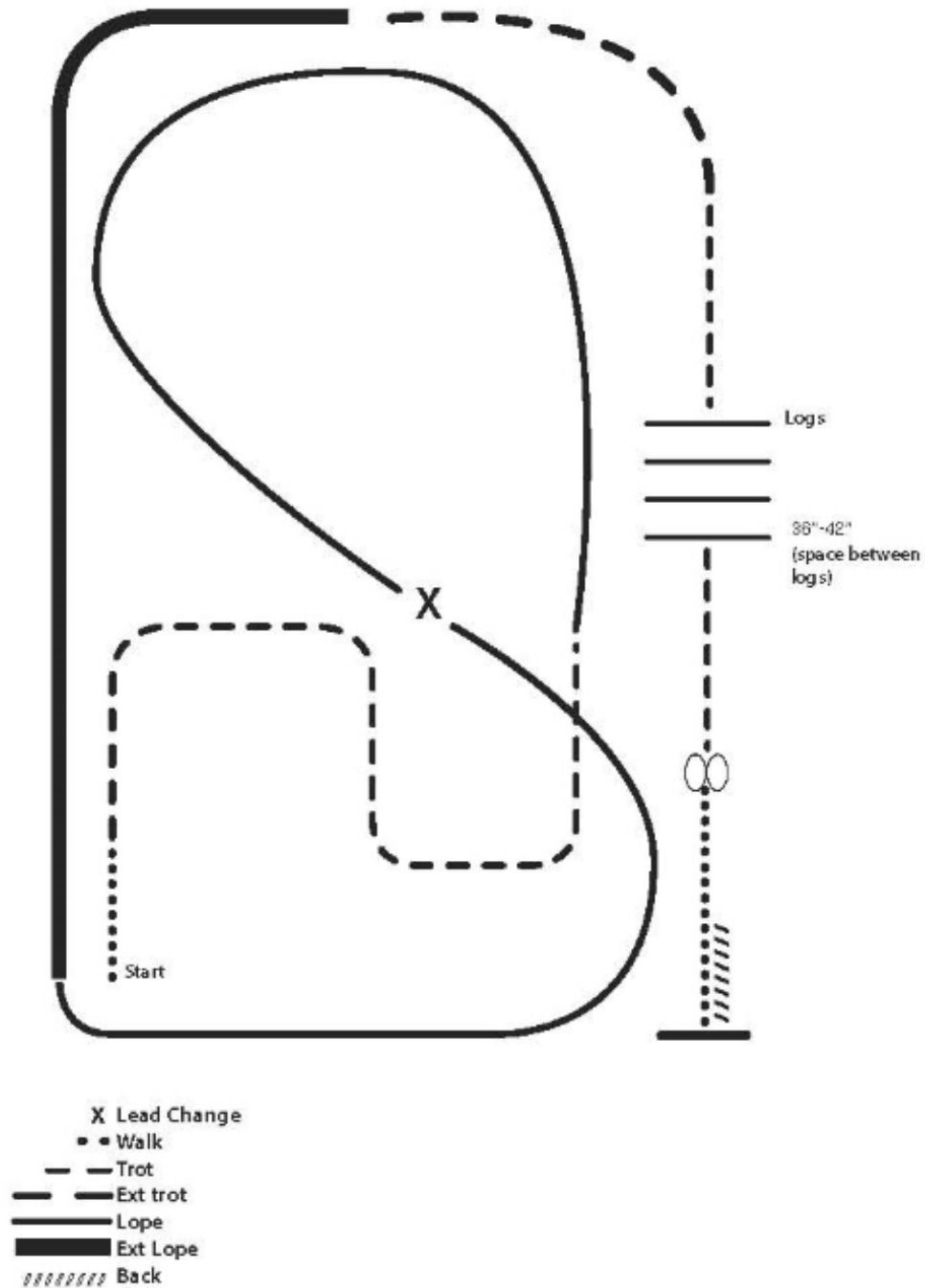
Based on an AQHA® Ranch Riding pattern



1. Walk.
2. Trot.
3. Extend the trot, at the top of the arena, stop.
4. 360-degree turn to the left.
5. Left lead 1/2 circle, lope to the center.
6. Change leads (simple or flying).
7. Right lead 1/2 circle.
8. Extended lope up the long side of the arena (right lead).
9. Collect back to the lope around the top of the arena and back to center.
10. Break down to an extended trot.
11. Walk over logs.
12. Stop and back.

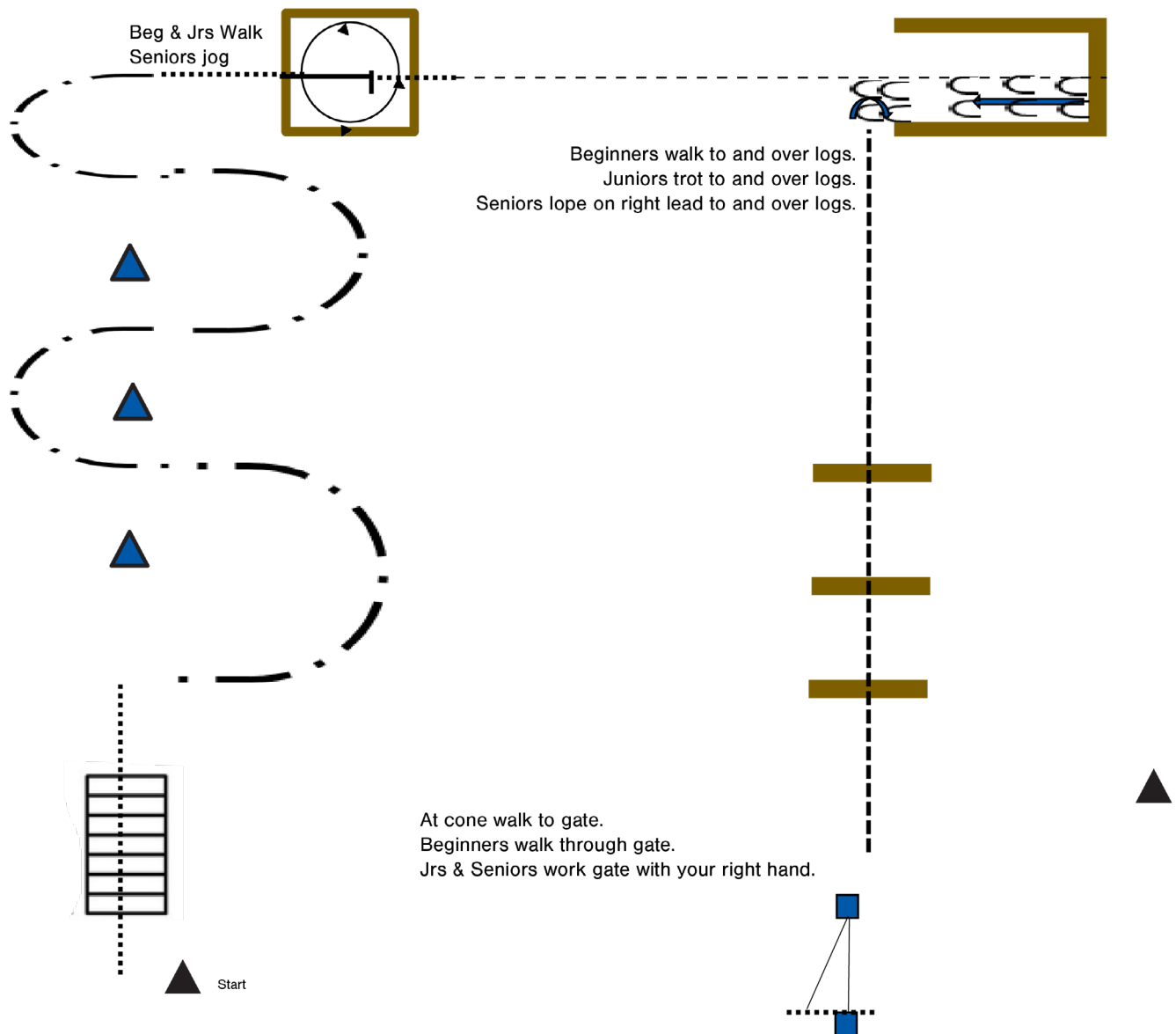
Senior Ranch Riding Pattern

Based on an AQHA® Ranch Riding pattern



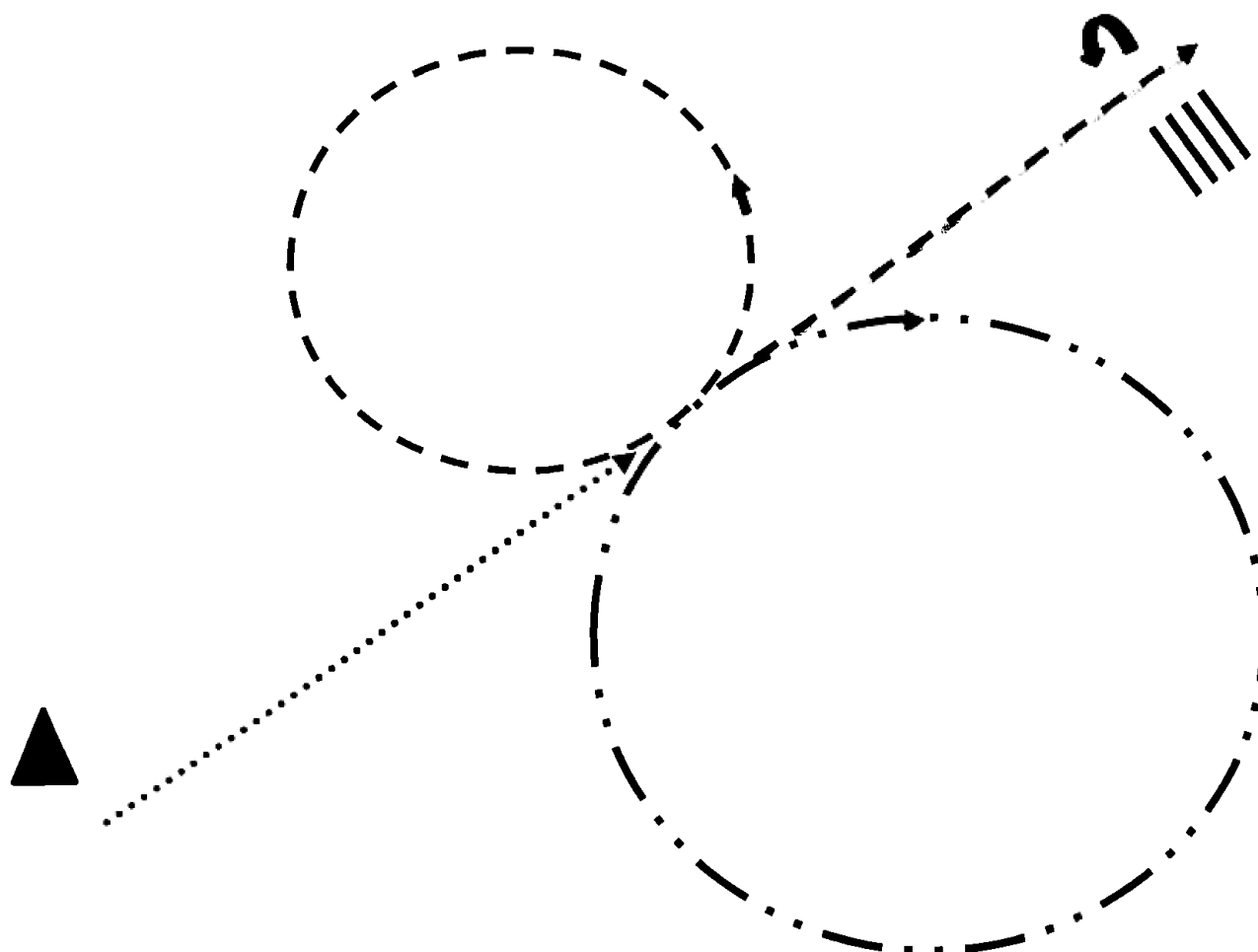
1. Walk.
2. Trot serpentine.
3. Lope left lead around the end of the arena and then diagonally across the arena.
4. Change leads (simple or flying) and loop on right lead around end of the arena.
5. Extend lope on the straight away and around corner to the center of the arena.
6. Extend trot around corner of the arena.
7. Collect to a trot.
8. Trot over logs.
9. Stop, do 360° turn each direction (either direction 1st) (L-R or R-L).
10. Walk, stop and back.

Beginner, Junior and Senior Trail Pattern



1. Walk over bridge.
2. After bridge jog through the serpentine.
3. Beginners and Juniors walk into the box and stop. Seniors jog into the box and stop.
4. Turn 360° left and walk out of box.
5. After your horse is completely out of the box. Jog into the chute, stop and back.
6. Turn 90° right.
7. Beginners walk, Juniors trot, and Seniors lope on the right lead over logs.
8. At the cone walk to the gate. Beginners walk through the gate, Junior and Seniors work the gate with your right hand, push.
9. Exit the arena at a walk.

Driving Reinmanship

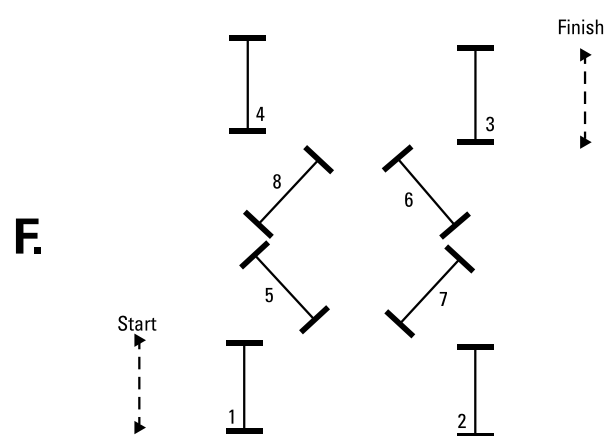
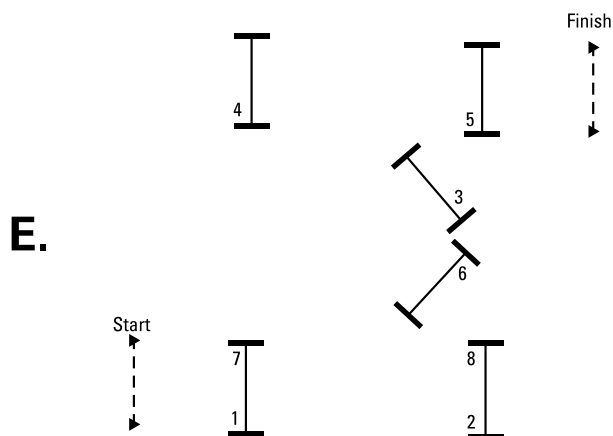
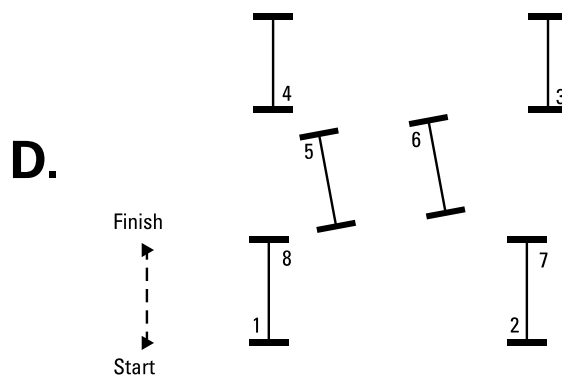
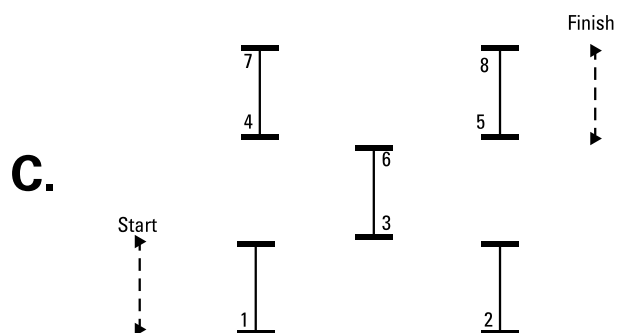
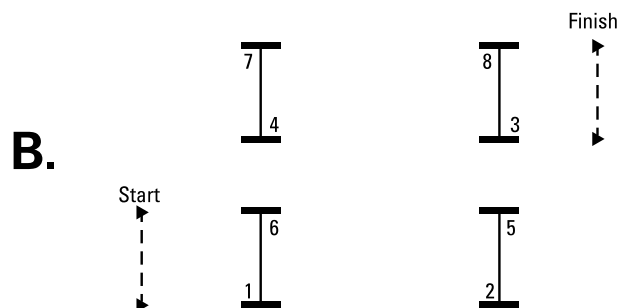
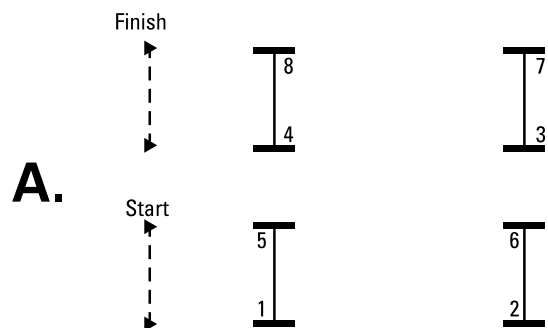


Be ready at the cone.

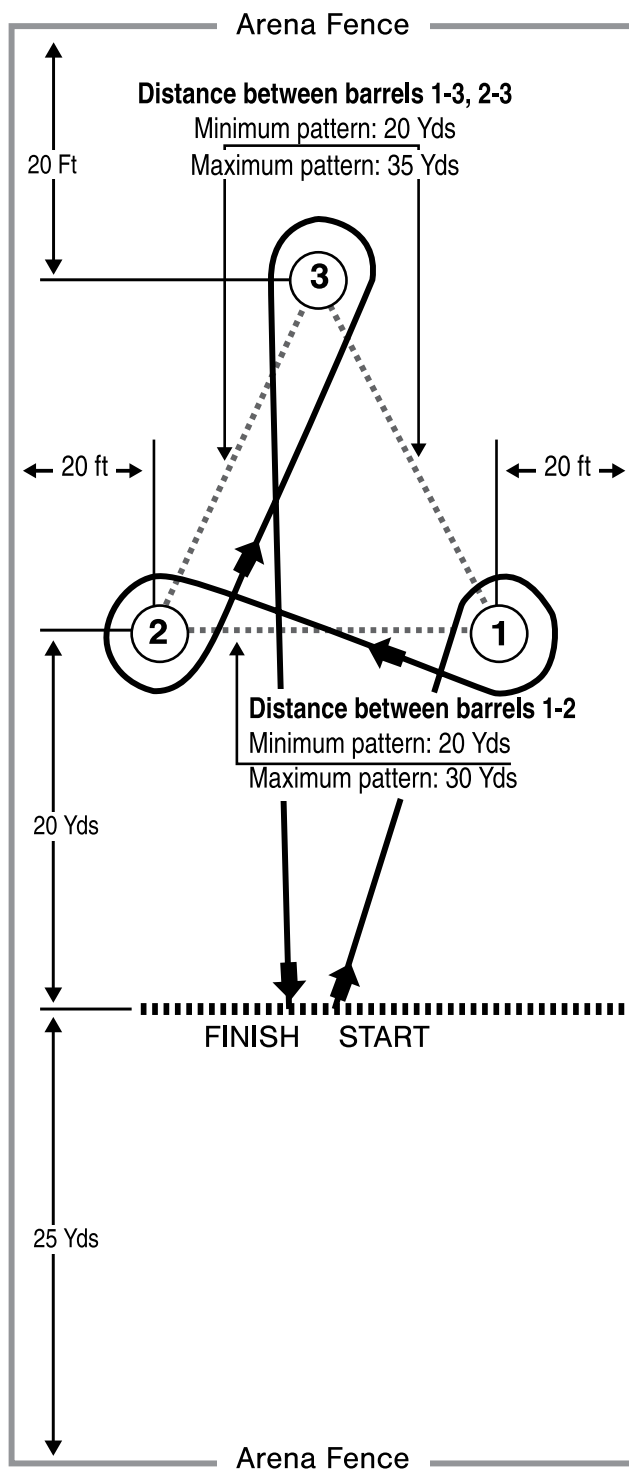
1. Walk across diagonal to center.
2. Working Trot or Park Gait medium circle to left.
3. Strong Trot or Road Gait large circle to right.
4. Continue across diagonal at the Working Trot or Park Gait.
5. Stop and back four steps.
6. Fan turn 90° left.

Exit at the walk.

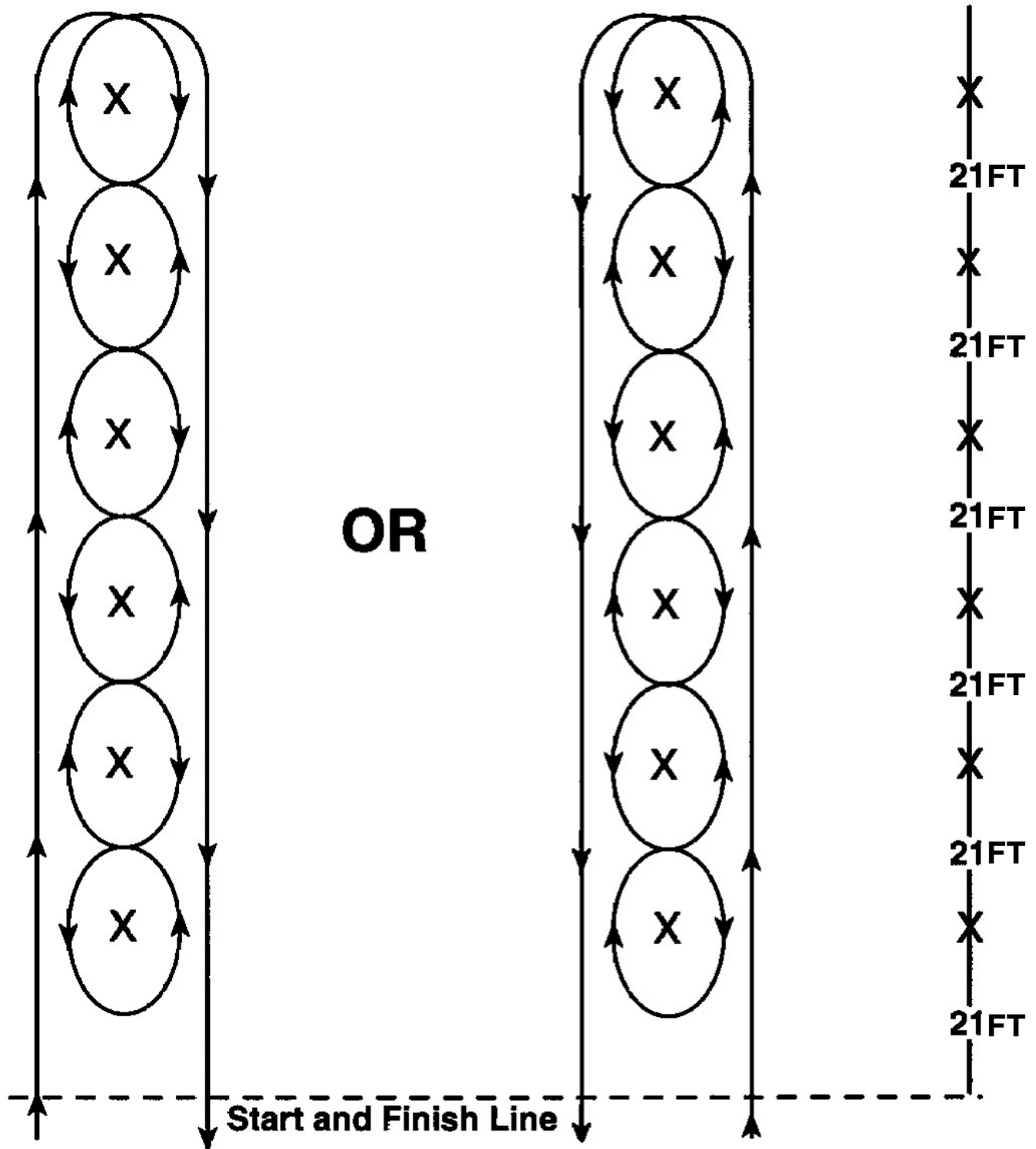
Examples of Hunter over Fences Courses



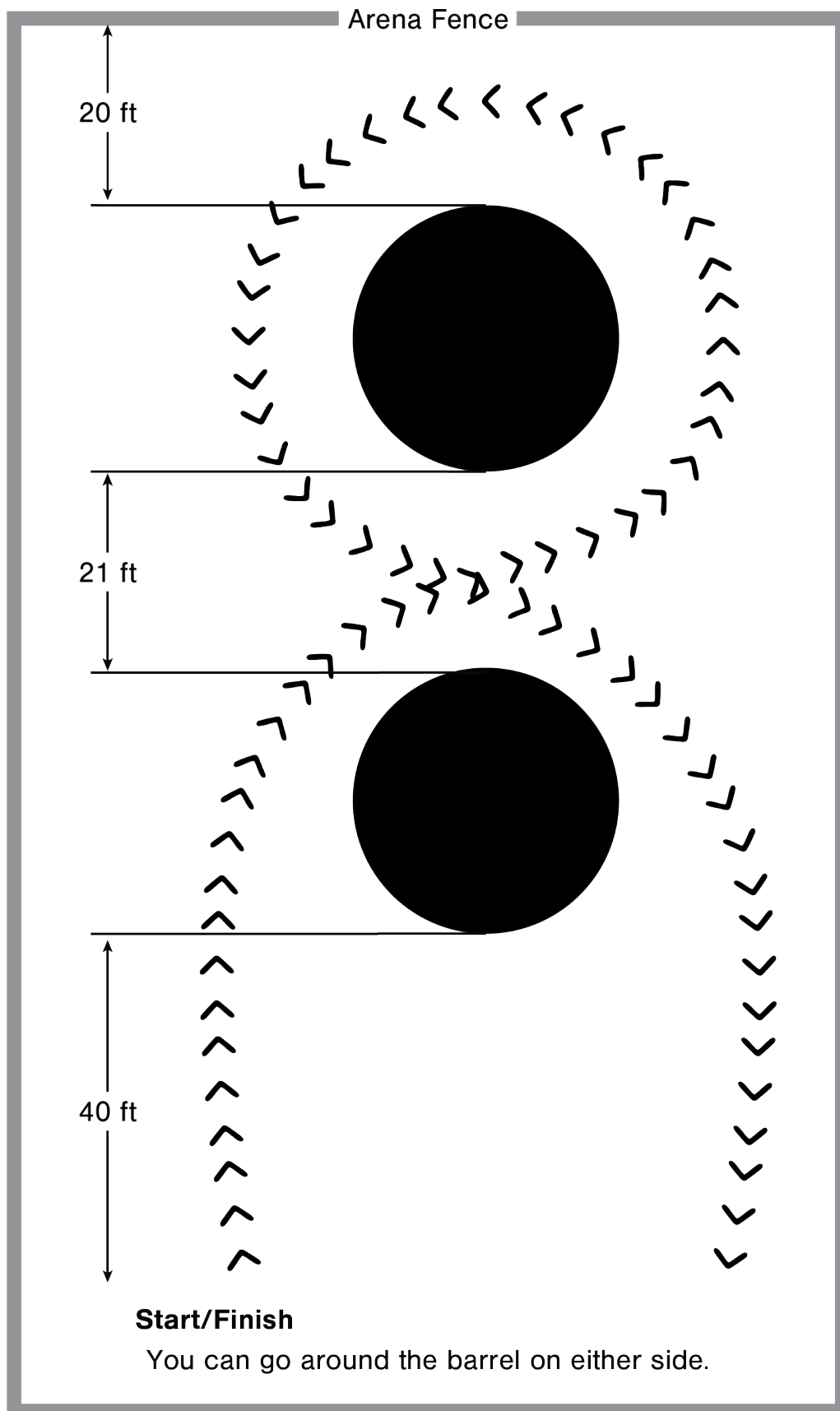
Barrel Racing Course



Pole Bending



Open End Figure 8



APPENDIX C

Score Sheets



HORSE – PUBLIC SPEAKING

Name _____ County _____ Beg. Jr. Sr.

Topic _____ Time _____

Criteria	Points Possible	Points Deducted	Comments
Introduction - Did the introduction serve to create interest in the subject? - Was introduction short and to the point?	10		
Organization - Were the main points easy to follow? - Were the main points arranged in the best order? - Were the sentences short, easy to understand? - Was speech interesting?	15		
Content & Accuracy - Were facts and information accurate? - Was there enough information presented about the subject? - Was credit given to the sources of information? - Was content appropriately related to the horse industry?	20		
Stage Presence - Was speaker neat and appropriately dressed? - Did speaker look at and talk directly to the audience? - Did speaker seem relaxed and at ease?	15		
Delivery - Did speaker have appropriate voice control? - Were all words pronounced correctly? - If notes were used, was it done without detracting from the speech? - Did speaker seem to choose words at the time they were spoken? (Avoid a memorized or read-type delivery.)	20		
General - Did speaker convey to the audience a sense of wanting to communicate? - Did speech reflect the thoughts and personality of the speaker?	10		
Conclusion - Was the conclusion short and interesting? - Did the conclusion properly wrap up the speech? - Could the speaker handle questions easily?	10		
Presentation Length: Minimum time – Beg. 3 min.; Jr. 3 min.; Sr. 7 min. Maximum time limit – Beg. and Jr. 6 min.; Sr. 10 min. If under, deduct 3 points. If over, deduct 3 points for first minute over and 1 point for each additional minute.			
TOTAL	100		

Circle Appropriate Ribbon Placing

Purple	Blue	Red	White
(100-90)	(89-80)	(79-70)	(69 & below)

Judge's Initials



**SOUTH DAKOTA STATE
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HORSE – Individual & Team Demonstration

Name _____ County _____ Beg. Jr. Sr.

Name _____ County _____ Beg. Jr. Sr.

Demonstration Title _____ Time _____

Criteria	Points Possible	Points Deducted	Comments
Introduction - Did the introduction serve to create interest in the subject? - Was introduction short and to the point?	10		
Organization - Was only one main idea presented? - Did the discussion relate directly to the step as it was shown? - Was each step shown or illustrated just as it should be done in an actual situation? - Could the audience see each step? - Were materials and equipment carefully selected, neatly arranged and well organized? - Were visual aids used if and when they were needed? - Were key points of each step stressed?	25		
Content & Accuracy - Were facts and information accurate? - Was there enough information concerning the subject? - Was credit given to sources of information? - Was content appropriately related to the horse industry? - Were approved practices used?	25		
Stage Presence - Was presenter neat and appropriately dressed for subject of presentation? - Did speaker look at and speak directly to the audience? - Did presenter speak directly to the audience? - Was the presentation too fast or too slow? - Was good teamwork displayed?	10		
Delivery - Did the presenter appear to enjoy giving the presentation? - Did the presenter have good voice control? - Were all words pronounced correctly? - If notes were used, was it done without detracting from speech? - Did speaker seem to choose words at the time they were spoken? (Avoid a memorized presentation.) - If applicable, did the presenters work together as a team?	15		
Effect on Audience - Did audience show an interest in the presentation? - Could audience go home and carry out the idea?	5		
Summary - Was the summary short and interesting? - Were the key points briefly reviewed? - Did the summary properly wrap up the presentation? - Could presenter handle questions easily?	10		
Presentation Length: Minimum time – Beg. 3 min.; Jr. 5 min.; Sr. 9 min. Maximum time limit – Beg., Jr., and Sr. 12 min. If under, deduct 3 points. If over, deduct 3 points for first minute over and 1 point for each additional minute.			
TOTAL	100		

Circle Appropriate Ribbon Placing

Purple	Blue	Red	White
(100-90)	(89-80)	(79-70)	(69 & below)

Judge's Initials



**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**



4-H Horse Showmanship

Exhibitor#: _____

Examples of abbreviations to be used in comment section: A – Appearance, C – Control of animal, Con – Condition of animal, T – Tack, MT – missed trot, WP – wrong position, L – Leading

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6
Maneuver description						
Point assigned						
Comments						
Horsemanship score						
Points assigned						

Total points and Ribbon Placing: _____

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S-0032-01-04



**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**



4-H Horse Showmanship

Exhibitor#: _____

Examples of abbreviations to be used in comment section: A – Appearance, C – Control of animal, Con – Condition of animal, T – Tack, MT – missed trot, WP – wrong position, L – Leading

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6
Maneuver description						
Point assigned						
Comments						
Horsemanship score						
Points assigned						

Total points and Ribbon Placing: _____

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S-0032-01-04



**SOUTH DAKOTA STATE
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4-H Horse Horsemanship/Equation

Exhibitor#: _____

Examples of abbreviations to be used in comment section: B – Broke gait, H – Hit cone, WL – Wrong lead, S – Stopping too close or far from destination, Loss – Loss rein or stir-up, ill – illegal equipment, P – Position of leg, A – Appearance, OB – disobedient horse, Off – off pattern wrong side of cone, not the right gait, over or under turning

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	9	10	11
Maneuver description											
Point assigned											
Comments											
Horsemanship score											
Points assigned											

Total points and Ribbon Placing: _____

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**SOUTH DAKOTA STATE
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4-H Horse Horsemanship/Equation

Exhibitor#: _____

Examples of abbreviations to be used in comment section: B – Broke gait, H – Hit cone, WL – Wrong lead, S – Stopping too close or far from destination, Loss – Loss rein or stir-up, ill – illegal equipment, P – Position of leg, A – Appearance, OB – disobedient horse, Off – off pattern wrong side of cone, not the right gait, over or under turning

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	9	10	11
Maneuver description											
Point assigned											
Comments											
Horsemanship score											
Points assigned											

Total points and Ribbon Placing: _____

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**SOUTH DAKOTA STATE
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4-H Horse Reining

Exhibitor#: _____

Examples of abbreviations to be used in comment section: DL – Delayed lead change, Sp – anything wrong with spins over or under turning or freeze up, Roll – rollbacks starting while at a jog, Out – out of the correct lead, B – break of gait, P – position on fence or not in center of cones, Sad – hand on saddle horn, DQ – break of pattern

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	9	10	11
Maneuver description											
Point assigned											
Comments											
Horsemanship score											
Point assigned											

Total points and Ribbon Placing: _____

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S-0032-01-06



**SOUTH DAKOTA STATE
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4-H Horse Reining

Exhibitor#: _____

Examples of abbreviations to be used in comment section: DL – Delayed lead change, Sp – anything wrong with spins over or under turning or freeze up, Roll – rollbacks starting while at a jog, Out – out of the correct lead, B – break of gait, P – position on fence or not in center of cones, Sad – hand on saddle horn, DQ – break of pattern

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	9	10	11
Maneuver description											
Point assigned											
Comments											
Horsemanship score											
Point assigned											

Total points and Ribbon Placing: _____

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S-0032-01-06



**SOUTH DAKOTA STATE
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4-H Horse Ranch Riding

Exhibitor#: _____

Examples of abbreviations to be used in comment section: WL – wrong lead or out of lead, Br – Break of gait, P – wrong leg position, Dis – Disobedient behavior, Sp – splitting log at lope, Hit – hitting of log or cone, ill – illegal equipment

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	9	10	11
Maneuver description											
Point assigned											
Comments											
Horsemanship score											
Point assigned											

Total points and Ribbon Placing: _____

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S-0032-01-07



**SOUTH DAKOTA STATE
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4-H Horse Ranch Riding

Exhibitor#: _____

Examples of abbreviations to be used in comment section: WL – wrong lead or out of lead, Br – Break of gait, P – wrong leg position, Dis – Disobedient behavior, Sp – splitting log at lope, Hit – hitting of log or cone, ill – illegal equipment

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	9	10	11
Maneuver description											
Point assigned											
Comments											
Horsemanship score											
Point assigned											

Total points and Ribbon Placing: _____

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**SOUTH DAKOTA STATE
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4-H Horse Reinsmanship

Exhibitor#: _____

Examples of abbreviations to be used in comment section: D – failure to display number, Fall – fall of horse or rider, S – schooling or abuse of animal, Off – off pattern, knocking over cone, wrong side of cone, not the right gait

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6
Maneuver description						
Point assigned						
Comments						
Horsemanship score						
Point assigned						

Total points and Ribbon Placing: _____

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S-0032-01-08



**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**



4-H Horse Reinsmanship

Exhibitor#: _____

Examples of abbreviations to be used in comment section: D – failure to display number, Fall – fall of horse or rider, S – schooling or abuse of animal, Off – off pattern, knocking over cone, wrong side of cone, not the right gait

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

	1	2	3	4	5	6
Maneuver description						
Point assigned						
Comments						
Horsemanship score						
Point assigned						

Total points and Ribbon Placing: _____

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**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**



4-H Horse Trail

Exhibitor#: _____

Examples of abbreviations to be used in comment section: T – ticking of log, cone, or obstacle, H – hitting of log, cone, or obstacle, G – wrong gait or break of gait, St – Stepping outside of confines, Miss – missing/evading pole that is part of obstacle, R – refusal of maneuver, Gate – Dropping/letting go of gate

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	9	10	11
Maneuver description											
Point assigned											
Comments											
Horsemanship score											
Point assigned											

Total points and Ribbon Placing: _____

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S-0032-01-09



**SOUTH DAKOTA STATE
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4-H Horse Trail

Exhibitor#: _____

Examples of abbreviations to be used in comment section: T – ticking of log, cone, or obstacle, H – hitting of log, cone, or obstacle, G – wrong gait or break of gait, St – Stepping outside of confines, Miss – missing/evading pole that is part of obstacle, R – refusal of maneuver, Gate – Dropping/letting go of gate

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	9	10	11
Maneuver description											
Point assigned											
Comments											
Horsemanship score											
Point assigned											

Total points and Ribbon Placing: _____

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S-0032-01-09



**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**



4-H Horse Over Fences

Exhibitor#: _____

Examples of abbreviations to be used in comment section: R – Refusal, L – Loss of stirrup or reins, G – Break of gait, E – elimination for 3 refusals, off course, rider or horse falling

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	9	10	11
Maneuver description											
Point assigned											
Comments											
Horsemanship score											
Points assigned											

Total points and Ribbon Placing: _____

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**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**



4-H Horse Over Fences

Exhibitor#: _____

Examples of abbreviations to be used in comment section: R – Refusal, L – Loss of stirrup or reins, G – Break of gait, E – elimination for 3 refusals, off course, rider or horse falling

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	9	10	11
Maneuver description											
Point assigned											
Comments											
Horsemanship score											
Points assigned											

Total points and Ribbon Placing: _____

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S-0032-01-10

APPENDIX D

Lease Form



**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**

South Dakota 4-H Animal Lease Form

Due June 1



Please contact your county extension office for more information

This form must be completed by the 4-H member and a parent/guardian and uploaded to 4-H online by June 1. If leasing multiple animals from the same owner, only one form will need to be completed with each animal listed. If leasing animals from multiple owners, complete a form for each owner.

4-H Member Name(s): _____

County: _____

Animal Owner's Name: _____

Animal Owner's Farm Name (if applicable): _____

Location of Leased Animal(s):

Street Address	City	State	Zip
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By signing this form, all parties involved agree to the following terms:

1. This lease is valid from October 1 through September 31 of the current program year and must be submitted to 4-H online by June 1 to be eligible at South Dakota 4-H shows.
2. We have read and understand the requirements for a leased animal project as outlined in the animal lease agreement information sheet.
3. We understand that the lease agreement is between the 4-H member/immediate family and the owner of the animal only.

4-H Member's Signature: _____ Date: _____

Parent/Guardian Signature: _____ Date: _____

Animal Owner's Signature: _____ Date: _____

As the county 4-H professional, I acknowledge that this animal lease is taking place:

4-H Professional Signature: _____ Date: _____



South Dakota 4-H Animal Lease Fact Sheet and Requirements



Youth members in the project areas of beef, dairy, dairy goat, meat goat, poultry, rabbit, sheep, and swine that lease an animal must follow the requirements as listed on this document. Individuals leasing the animals to a youth member must also follow these requirements as it applies.

South Dakota 4-H allows lease agreements for animals. The best experience in animal projects can be found in daily care and management of the project, but that is not available to all youth. Like many 4-H project areas, animal projects provide an opportunity for youth to work with a caring adult/mentor to gain experience working with livestock or animal projects. From an experiential learning standpoint, eligibility for youth leasing animals can be considered when youth cannot gain experience due to:

- Lack or absence of adequate facilities to house livestock.
- Limited or no financial means to own and take care of livestock.
- Absence of adult/mentor with knowledge/experience to successfully raise livestock.

Lease Agreement

The lease agreement is between the 4-H member/immediate family and the owner of the animal. It is the responsibility of the 4-H member(s) to select the animal they would like to lease, make necessary arrangements with the animal owner, and complete the animal identification process and animal lease form and upload to 4-H Online by June 1.

Project Environment

The goal of the animal lease project is to provide youth with the opportunity to care for and show an animal that may otherwise not have the chance to do so. With an animal lease agreement in place, the 4-H member(s) must be able to play an active role in the training, care, and other maintenance practices involved with the animal that is being leased. The leased animal may be housed at the owner's facility so long as the 4-H member(s) have access to the animal throughout the duration of the lease agreement.

Lease Requirements

For an animal lease to be valid, the following requirements must be followed by both the 4-H member/family and the animal owner. Failure to comply with these requirements will result in an immediate termination of the lease and that animal will not be allowed to exhibit at any 4-H event.

- Members of Lease Agreement
 - An animal may only be leased to one 4-H member for the duration of the program year and is only transferable to immediate family members of the individual.
 - ▶ An immediate family member includes siblings, stepsiblings, or any other family member that resides in the same household as the individual listed on the lease agreement.
- Exhibition
 - A leased animal is only eligible for exhibition at a 4-H show by the 4-H member listed on the lease agreement or their immediate family members (see details of immediate family above).
 - The animal owner should not exhibit the leased animal during the time in which the animal is being leased.

Animal Ownership

The animal owner can be defined as someone who has physically purchased the animal, raised the animal, or, in the case of registered animals, is registered in their name. Any 4-H member who does not fit this criteria, or whose immediate family member does not fit this criteria, must complete an animal lease agreement form. This includes anyone whose family farm name encompasses extended family. Please see the examples and chart below for further assistance.

When is a lease form necessary?

No Lease Required

- Sibling/Stepsibling
- Parent/Stepparent
- Legal Guardian

Lease Required

- Cousin (non-household)
- Family Friend
- Grandparent (non-household)

Example Scenarios

1. Sami Nordmann and Denver Nordmann are siblings. Denver has a Duroc gilt registered in his name, but Sami wants to show it at the county fair. Sami is able to show the Duroc at the county fair without a lease paper because Denver is her immediate family.
2. John Anderson is Sami Nordmann's legal guardian who lives in the same household. John has a purebred Simmental heifer registered in his name. Sami wants to show said heifer at the county and state fairs. Sami is allowed to show the heifer at county and state fairs without a lease agreement because they are members of the same family living in the same household.
3. Dianne Nordmann is Sami Nordmann's grandmother, and she owns the Flying Flapjacks, which is the Nordmann family farm name. Dianne and Sami also do not live in the same household. Sami wants to show a Suffolk ram that is registered under the Flying Flapjacks family/farm name at county and state fair. Sami needs to fill out a lease agreement form and submit to 4-H online in order to show the Suffolk Ram at county or state fair.
4. Rachel Chamblin is a good family friend of Sami Nordmann. Rachel raises Mini Lop rabbits and Sami has a dream of winning the SD State Fair Supreme Champion Rabbit, but she does not know much about them. Sami plans to show one of Rachel's Mini Lops for the year and then return it once the state fair is complete due to her inability to properly raise a rabbit long term. Sami will need to fill out a lease agreement with Rachel and submit to 4-H online by June 1 so she can show it at county or state fair.