



SOUTH DAKOTA STATE  
UNIVERSITY EXTENSION



# 2026 4-H Horse Project Show Guide

South Dakota 4-H Horse Committee



*Updated: 2026*

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# 2026 South Dakota 4-H Horse Project Show Guide

## 2026 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. The South Dakota State 4-H Horse show will be held in Huron, South Dakota July 13-15, 2026.

## 2026 Horse Show Committee Members

- Lesley Rygaard, SDSU Extension 4-H Educator - Co-Chair
- Jen Hayford, SDSU Extension 4-H Educator - Co-Chair
- Deanna Gall, SDSU Extension 4-H Educator
- Wendy Sweeter, SDSU Extension 4-H Educator
- Kim McGraw, SDSU Extension 4-H Educator
- LeeAnna Fitzgerald, SDSU Extension 4-H Educator
- Laura Alexander, SDSU Extension 4-H Educator
- Jennifer Martinez
- Jean Hommel-Kessler
- Steve Zoss
- Teri Eichstadt
- Hope Andal
- Brianna Pederson
- Stephanie Crago
- Colin Sprinkel
- Kristen Gonsoir

## Changes/Clarifications from the 2025 Horse Project Show Guide

To participate in the State 4 H Horse Show, **youth must first compete in a county level 4-H horse show.** They must enter the same classes at the county level that they plan to enter at the state level. No minimum ribbon placing is required, but participation in each class entered is mandatory. If a youth cannot attend their own county horse show, they may compete in another county's show to meet this requirement.

**Deadline for 2026 Horse Show is July 1 at 11:59 p.m. No late entries will be accepted.**

Ponies 38 inches and under may not be ridden or compete in riding classes; they are allowed only in showmanship and driving classes.

Draft horses may compete in riding classes, draft driving classes, and draft showmanship classes.

For showmanship, lead lines may be held in either a figure-8 or a circle.

Horse identification, including photos of your horse, must be uploaded to 4-H Online by June 1. Photo of your horse at a ¾ angle from the front left or right which clearly shows any face and/or leg markings is preferred. If the horse has a brand, the brand should be visible in the photo, or a second photo should

be added. Additional photos to more clearly show markings and characteristics may be added, but are not required.

Hats are NOT required in speed and draft classes. In all other classes, a hat or helmet is mandatory. Competitors who enter the ring without the required hat or helmet will be disqualified.

A photographer will be taking photos of Western classes on Western Day and English classes on English Day. Award winners should go to the backdrop as soon as reasonably possible after presentation of awards. Each exhibitor may have one photo taken in each division by our professional photographer at the backdrop. If you would like family or additional photos, the backdrop will also be available for your use. At the conclusion of the show, the photographer will remain at the backdrop for 30 minutes to take final English photos. Please be respectful and do not take advantage of the photographer's time.

Once the youth have completed the pattern, they may exit the arena. No acknowledgment from the judge or scribe is required.

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

Bells are not permitted in draft horse classes.

Hair must be pulled up, or numbers must be displayed on both sides of the saddle pad. Your number must be clearly visible in the ring.

No aerosol cans are allowed in the DEX.

When using wash racks please clean up after your horses and yourselves.

Scoresheets can be found on SDSU Extension website: <https://extension.sdstate.edu/state-horse-show-judging-and-hippology>

## Classes

**Entries for the 2026 State Horse Show exhibition classes must be received in FairEntry by July 1, 11:59 p.m. CDT. No late entries will be accepted.**

To participate in the State 4 H Horse Show, **youth must first compete in a county level horse show.** They must enter the same classes at the county level that they plan to enter at the state level. **No minimum ribbon placing is required, but participation in each class is mandatory.** If a youth cannot attend their own county's horse show, they may compete in another county's show to meet this requirement.

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
  - Miniature or Pony team
  - Horse team
  - Draft team
- Senior Team Hitch Driving
  - Miniature or Pony team
  - Horse team
  - 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

## **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, regulations, deadlines and schedules 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.

### **Protest Procedure**

The respective Show Chair/Co-chair and 4-H Administration have the authority to make appropriate decisions based on the current South Dakota 4-H Horse Project Show Guide and other applicable policies and procedures. Complete South Dakota 4-H Protest and Grievance Policies are found in Appendix E.

### **Force Majeure**

South Dakota State University, the South Dakota Board of Regents, and South Dakota 4-H Youth Development, their agents and employees, shall not be liable for any delay or failure to perform its operations, activities, shows, and events to the extent such delay or failure results from a force majeure occurrence. A force majeure occurrence is defined as any occurrence arising from causes beyond the reasonable control of South Dakota 4-H Youth Development and which delays or prevents performance by South Dakota 4-H Youth Development including but not limited to any (i) breakage or accident to equipment, machinery or facilities; (ii) any strikes, lock-outs or other labor difficulties; (iii) statutes, ordinances, regulations, orders, or rules issued by governmental authorities; (iv) judicial decrees or orders; (v) acts of God; (vi) animal diseases, pandemics, and/or quarantines; (vii) wars, riots, or insurrections; (viii) civil disobediences, public demonstrations, or sabotage; (ix) fires, floods, explosions, or inclement weather; (x) inability to obtain necessary labor, materials, supplies, utilities, or transportation; (xi) depressions, recessions, other economic downturns, or defunding; (xii) embargoes or energy shortages; or (xiii) other causes beyond South Dakota State University, the South Dakota Board of Regents, or South Dakota 4-H Youth Development's reasonable control.

### **Governmental Regulation**

South Dakota State University, the South Dakota Board of Regents, and South Dakota 4-H Youth Development, their agents and employees, shall not be liable for any delay or failure to perform its operations, activities, shows, and events to the extent such delay or failure results from South Dakota State University, the South Dakota Board of Regents, and South Dakota 4-H Youth Development's good faith compliance with applicable governmental statutes, ordinances, regulations, orders, rules, or other directives, including but not limited to compliance with governmental directives concerning public health and safety, animal disease prevention, detection, and response (including animal quarantine and/or destruction), and protection of the environment.

## Health Regulations

A completed Certificate of Veterinary Inspection, listing individual animal official identification must accompany all animals exhibited at the South Dakota State Horse Show, held on the South Dakota State Fairgrounds. The Certificate of Veterinary Inspection must be issued within 30 days of entry to the State Fairgrounds. Certificates of Veterinary Inspection written for animals originating outside the State of South Dakota must meet all state import requirements as listed on the SD Animal Industry Board website. The consignee must be listed as: South Dakota State Fair, 1060 3rd St SW Huron, SD 57350. It is the exhibitor's obligation and responsibility to ensure their animal(s) are healthy and that they have obtained a CVI within 30 days of bringing the animal(s) onto the fairgrounds. Any exhibitor found bringing an animal with obvious issues pertaining to animal health and well-being will be asked to leave immediately and will not be allowed to show at the 2026 South Dakota State 4-H Horse Show. Electronic CVIs will be accepted. Exhibitors may show their electronic CVI upon check in and fill out the provided form to file in the CVI collection box. Animals must be free of signs of communicable and infectious disease at the time of entry onto the Fairgrounds. Any determination of the health status of an animal will be at the discretion of the State Veterinarian or official representative. All animals will be subject to testing for foreign substances by the State Veterinarian at the discretion of the State Fair Commission.

## Age Divisions for South Dakota 4-H Youth

<b>4-H Age Division</b>	<b>Age on or before January 1 of the current 4-H program year</b>
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 South Dakota 4-H Horse Literacy document or your local 4-H Youth Educator.

### **Horse Ownership**

References to horses throughout this project show guide mean all equine animals. Horse identification, including photos of your horse, **must be uploaded to 4-H Online by June 1, 11:59 p.m. CDT.** Photo of your horse at a  $\frac{3}{4}$  angle from the front left or right which clearly shows any face and/or leg markings is preferred. If the horse has a brand, the brand should be visible in the photo, or a second photo should be added. Additional photos to more clearly show markings and characteristics may be added but are not required.

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.

- 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.
- 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 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 at <https://extension.sdstate.edu/state-horse-show-judging-and-hippology>. This form must be uploaded to 4-H Online by June 1.

### **Injured Horses and Hardship Cases**

If a youth's horse becomes injured and cannot be ridden, veterinary documentation stating that the horse is unable to perform at the State Horse Show must be provided to the State 4-H Office and State 4-H Horse Show Chair/Co-chair (SDSU Extension 4-H Educators).

With approved veterinary documentation and written approval from the State 4-H Horse Co-chairs, the youth may ride a replacement horse, including a horse that is not registered in 4-H Online. Co-chairs and State 4-H Office must be informed, in writing, of the horse that will be used in place of the injured horse. The written request to substitute must originate from the exhibitor or immediate family member and must include the name and age of horse that is injured, along with the owner and age of the requested substitute horse.

If the injury occurs prior to the State Horse Show, provide the veterinary documentation and written request to substitute to the State 4-H Office at [sdsu.4h@sdstate.edu](mailto:sdsu.4h@sdstate.edu). Include the name of the originally entered horse, the replacement horse name, owner and age, and the classes entered. Please note that, depending on the timeline of the show program, the horse's name may remain as the one originally entered.

## **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 11:59 p.m. CST on July 1st. Only exhibitors and horses officially entered in the class will be allowed in the show ring while that class is being judged.
  13. If a beginner class is not offered in a particular area, beginners may move up to the Junior class (e.g., speed events).
  14. 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.
  15. 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.
  16. 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.
  17. Any and all obstacles in any class may be changed at the judge's discretion.

### **Horse Show Judges**

18. Judges will use and follow all rules and guidelines as stated in the 4-H Horse Project Show Guide.
19. 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.
20. Judge's decisions are final.
21. The judge has the final authority on equipment and its use in accordance with the rule book.

### **State Horse Show**

22. All protests or grievances at the State 4-H Horse Show must follow the procedure outlined in Appendix D.
23. 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.
24. **Washing horses by hydrants is prohibited, please use the designated wash racks to wash horses. When using the wash racks please clean up after your horses and yourselves!**

25. Once the youth have completed the pattern, they may exit the arena. No acknowledgment from the judge or scribe is required.
26. No aerosol cans are allowed in the DEX.
27. A photographer will be taking photos of Western classes on Western Day and English classes on English Day. Award winners should go to the backdrop as soon as reasonably possible after presentation of awards. Each exhibitor may have one photo taken in each division by our professional photographer at the backdrop. If you would like family or additional photos, the backdrop will also be available for your use. At the conclusion of the show, the photographer will remain at the backdrop for 30 minutes to take final English photos. Please be respectful and do not take advantage of the photographer's time.
28. Stalls **MUST** be purchased online at: [sdstatefair.com/tickets](http://sdstatefair.com/tickets)  
The stall reservation website will open on June 2. Please note that a stall increase will apply to stalls reserved on or after July 6. Participants are responsible for cleaning out their stalls and disposing of shavings in the designated pits. Failure to properly clean stalls will result in a fine.
29. Jumping (Equitation over fences): Each exhibitor is permitted to one practice run through the course on their horse. If the horse refuses three times, the exhibitor will be asked to exit the ring and will be scratched from the event.

## 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.

- Ponies (Over 38 inches to 56 inches at the withers)
- Miniature horses (38 inches and under at the last mane hair)
- Ponies 38 inches and under may not be ridden or compete in riding classes; they are allowed only in showmanship and driving classes.

## 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. Numbers worn on the back require hair to be pulled up. Numbers may also be fastened to 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

- 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.
- Dark blue western style denim jeans and belt.
- 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. Hats are not required in speed and draft classes. In all other classes, a hat or helmet is mandatory. Competitors who enter the ring without the required hat or helmet will be disqualified.
- Western boots – Western style lace-up boots are acceptable. Riding tennis shoes are not allowed.
- 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

- Riders must wear boots, breeches, coat, and hunt cap or ASTM/SEI approved headgear.
- Coats should be any tweed or melton (conservative wash jackets in season) acceptable for hunting.
- High English boots or jodhpurs and jodhpur or paddock boots.
- Long- or short-sleeve shirts with ties or chokers are preferred. Choker pins are acceptable.
- 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.

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

## Youth in Action Attire

Participants must wear a plain white long-sleeve Western shirt/attire or English style attire for all Youth in Action events. 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. No aerosol cans are to be used in the DEX.

## 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  $\frac{3}{8}$  to  $\frac{3}{4}$  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 ( $\frac{3}{8}$  to  $\frac{3}{4}$  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  $\frac{5}{16}$  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  $\frac{1}{2}$  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)

<b>Ribbon</b>	<b>Designation</b>
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 are found in Appendix B.

For each class for the State 4-H Horse Show: Beginners have one pattern listed in Appendix B that will be used at the show. Juniors have one pattern listed in Appendix B that will be used at the show. Two patterns are provided for seniors; one of which will be used at the show.

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

## **Scoresheets**

Scoresheets for all classes can be found on <https://extension.sdstate.edu/state-horse-show-judging-and-hippology>.

## **English and Western Showmanship Description**

Showmanship is judged on how effectively 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 conformation of the horse is not judged. Video resource: [youtube.com/watch?v=1F0jE6Be0NQ](https://www.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 pages 9-10 for appropriate 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 may be held in either a figure-8 or a loop.

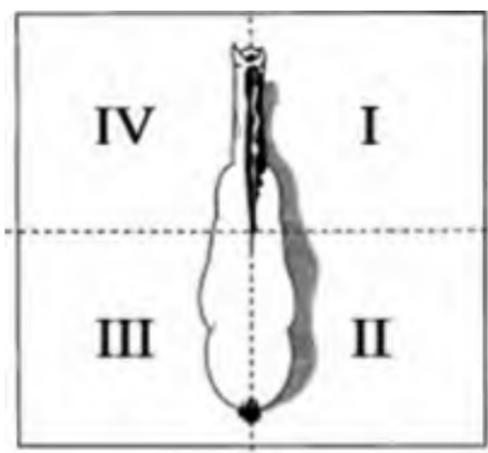
### English

- Refer to pages 9-10 for appropriate 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

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 ¼ 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. Draft horses may compete in riding classes, draft driving classes, and draft showmanship classes.

### **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 pages 9-10 for exhibitor attire. For Draft classes hats are not required.

- 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.
- Bells on Draft Horses are prohibited.

## **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**

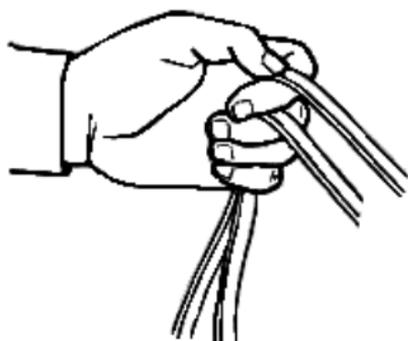
In all South Dakota 4-H Horse Shows, classes will begin with individual pattern work. Additional rail work or pattern is at the judge's discretion. If rail work is called for, it should include a flat-footed, four-beat walk, two-beat jog, and a three-beat lope displaying the correct lead. Contestants 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(s) found in Appendix B.

### **Tack and Attire**

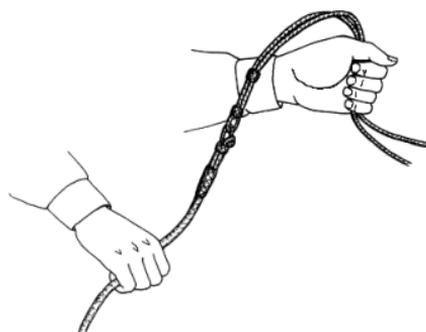
- Refer to Tack and Attire on pages 9-10.
- Saddles - Must be sized to the rider and of western type.
- Prohibited Tack: mechanical hackamore, draw reins, tie-downs, martingale, cavesson noseband, protective boots or leg wraps, or roping reins.

### **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 an index finger permitted between the reins.
- 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.
- Reins may enter the hand under the little finger, up across the palm and out over the index finger or thumb.
- 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

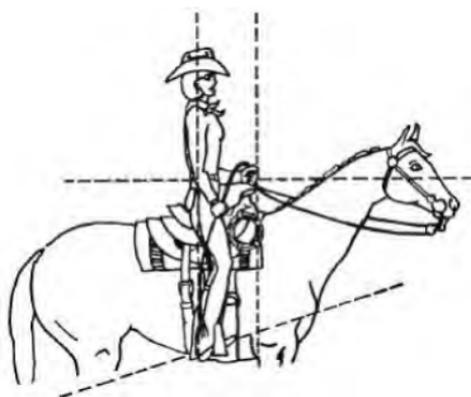


Proper

## 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. 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:

- Walk, trot, and lope both directions
- Extended trot and extended lope at least one direction
- Stop and back from any gait
- Side pass
- Turns on the hindquarters of up to 2.5 turns
- Turns on the forehand of up to 180 degrees
- Change of lead (simple or flying)
- 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 9-10.
- 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. 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

- Walk – The walk should be straight, square, flat-footed, relaxed with the horse moving out freely and looking ahead.
- 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.
- 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.

- Lope – This gait should be a three-beat gait that is cadenced, straight, and steady and is comfortable to ride over long distances.
- 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.
- 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.
- Stop (from both lope and trot) – the horse should be in the correct stopping position, both hocks engaged and stopping on the hindquarters.
- Reverse and turns – A horse should turn briskly and flat with front feet close to the ground and holding an inside rear pivot foot.
- Turn on the forehand – Hind end should move around with minimal movement of the front feet
- 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 brokenness. Each horse is judged on style, ability, ease, and degree of difficulty as 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 9-10.
- 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

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

- 1/2 Poor
- 1 Very Poor
- 1 1/2 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 1/4 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 1/8 to 1/4 of a turn.
- Missing center
- Failure to remain a minimum of twenty (20) feet from fence.

Half (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 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, including three mandatory and three others from an approved list or at the request of the judge. Mandatory obstacles include gate, riding over at least 4 logs/poles, and a backing obstacle. Other common obstacles include bridge, side pass, mailbox, carry an object, rain slicker on/off, and serpentine around cones. Each mandatory obstacle (except gate) must be cleared within 30 seconds of entering the obstacle or the contestant will 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.

When setting a pattern, minimum recommended distances for gaits include at least 30' for a jog and at least 50' for a lope, so the judge can evaluate the gaits.

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 9-10.
- Prohibited: Mechanical hackamore, draw reins, tie-downs, martingale, cavesson noseband, protective boots or wraps and roping reins.

## Scoring

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)

- Use of more than one finger between reins
- 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.
- Illegal use of romal
- Performing the obstacles incorrectly or other than in specified order
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeatedly touching the horse on the neck to lower the head
- Fall to the ground by horse or rider
- Failure to enter, exit or work obstacle from correct side or direction
- Failure to work an obstacle in any manner other than how it's described by the course
- Riding outside designated boundary marker of the arena or course area
- Third refusal
- Failure to demonstrate correct lead or gait, if designated
- Failure to follow the correct line of travel within or between obstacles
- Faults that occur on the line of travel between obstacles, which will not be cause for disqualification, but will be faulted according to severity:
  - head carried too low (tip of ear below the withers consistently)
  - over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

One-half (1/2) point

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

One (1) point

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

Three (3) points

- Break of gait at walk or jog for more than 2 strides
- Out of lead or break of gait at lope (except when correcting an incorrect lead)
- Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot

- Missing or evading a pole that is a part of a series of an obstacle with one foot

Five (5) points

- Dropping slicker or object required to be carried on course
- First or second cumulative refusal, balk, or attempting to evade an obstacle by shying or backing more than 2 strides away
- Second refusal
- Letting go of gate or dropping rope gate
- Use of either hand to instill fear or praise
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot
- Blatant disobedience (kicking out, bucking, rearing, striking)
- Holding saddle with either hand
- Missing or evading a pole that is a part of a series of an obstacle with more than one foot

Suggested ribbons

- 80+ Purple
- 70-79 Blue
- 60-69 Red
- <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. Horse leg boots 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:

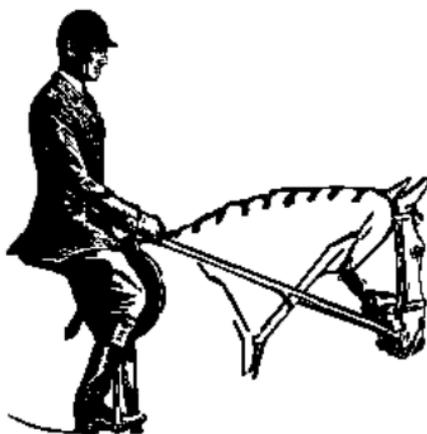
All horses are to enter the ring at a walk, whether they enter as individuals or as a class. At all South Dakota 4-H Horse Shows, all classes will begin with individual pattern work. Additional rail work or additional pattern work is at the judge's discretion. All age division exhibitors will be limited 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 26 or Appendix A. For attire please refer to pages 9-10.
- 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

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

Suggested ribbons

- 80+ Purple
- 70-79 Blue
- 60-69 Red
- <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.

Each exhibitor is permitted to one practice run through the course on their horse. If the horse refuses three times, the exhibitor will be asked to exit the ring and will be scratched from the event.

**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 26 or Appendix A. For attire, please refer to pages 9-10.
- Optional Equipment - Protective boots or leg wraps.
- **Helmets** (ASTM/SEI approved headgear) are REQUIRED attire for Hunter Equitation over Fences class and practice runs.

### 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

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

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

#### **Credit**

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

#### **Faults of rider**

- Loses upper body position over or between fences
- Getting ahead or behind the jump
- Incorrect stirrup positioning
- Hands not moving with the motion of the horse
- Reins not adjusted correctly
- Dropping a rein
- Rider's legs swinging with the horse
- Legs out of the proper position
- Heels up
- Hands held too straight or too flat
- Eyes down
- Wrong diagonals
- Inconsistent pace throughout the course
- Adding or excluding strides
- Excessive controlling of the horse through the course
- Poor maneuvering through the course
- Trot on course where it is not called for
- Wrong lead or counter-cantering
- Refusal
- Knockdown
- Blatant disobedience
- Unnecessary circling

#### **Elimination (will receive a white ribbon)**

- Third cumulative refusal (this is for the entire course, not each jump - i.e. three refusals at one jump will result in elimination)
- Jumping an obstacle before it is reset
- Off course
- 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, Distances and Equipment

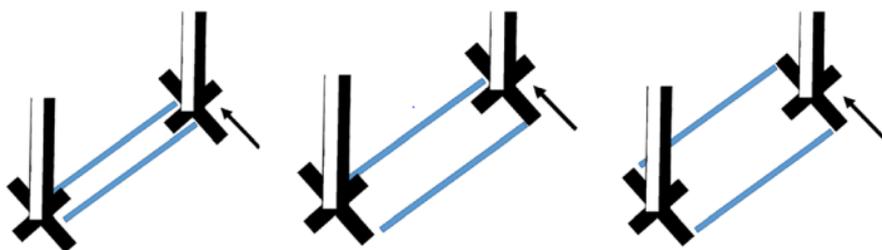
**Distances:** Jumps should be a minimum of 48 feet apart, but all intervals must be in multiples of 12 feet (e.g. 48 feet and 60 feet apart from the point of landing to the point of take-off in the next jump). The distance from take-off or landing from the jump is usually equal to or up to 1 ½ times 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.

**Standards and Poles:** Standards should be a uniform pair with cups or fittings to support the rails. Either single or winged standards may be used. Wood poles 3 to 4 inches in diameter, usually octagonal or round, and 10-12 feet in length should be used. Shorter rails (10' or less) make the fence narrow and increase the degree of difficulty of the jump; therefore it is not recommended to use 8' landscape timbers for the entire course. PVC poles should not be used as a jumping element or groundline. PVC is very light, making it easy to roll out of the cup, and it will splinter easily if stepped on or broken in some fashion, thus causing a safety hazard for both the horse and rider.

**Ground Poles:** Use of ground poles or ground lines is strongly encouraged. Ground poles 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.

**All components:** All poles and standards should be heavy enough not to be dislodged by a slight touch to cause a tripping hazard, nor so heavy as to not fall when struck.

**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 and 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 pages 9-10.

### **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. Bells are prohibited.

### **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 ( $\frac{1}{2}$ ) 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. Bells are prohibited.

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	<ul style="list-style-type: none"> <li>Grooming (5 points)</li> <li>Condition of the animal (5 points)</li> <li>Fit of harness (5 points)</li> <li>Equipment condition/cleanliness (5 points)</li> </ul>
70 points	Control of the Animal	<ul style="list-style-type: none"> <li>Walk (20 points)</li> <li>Trot (20 points)</li> <li>Reverse Direction (10 points)</li> <li>Backing (10 points)</li> <li>In the lineup (10 points)</li> </ul>
10 points	Driver	<ul style="list-style-type: none"> <li>Appearance (5 points)</li> <li>Attitude (5 points)</li> </ul>

### 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. No bells are permitted in this class.

### 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	<ul style="list-style-type: none"> <li>• Grooming (5 points)</li> <li>• Condition of the animal (5 points)</li> <li>• Fit of harness (5 points)</li> <li>• Equipment condition/cleanliness (5 points)</li> </ul>
70 points	Control of the Animal	<ul style="list-style-type: none"> <li>• Walk (20 points)</li> <li>• Trot (20 points)</li> <li>• Reverse Direction (10 points)</li> <li>• Backing (10 points)</li> <li>• In the lineup (10 points)</li> </ul>
10 points	Driver	<ul style="list-style-type: none"> <li>• Appearance (5 points)</li> <li>• Attitude (5 points)</li> </ul>

## 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

#### 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 9-10.
- 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 9-10.
- 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 9-10.
- 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 31 feet apart.
- 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**

Participants must wear a long-sleeve Western shirt/attire or English style attire for all Youth in Action events. 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. Classes that must be entered as a team include: Quiz Bowl and Team demonstration/illustrated talks.

## **National Contest Eligibility**

Contestants must have passed their 14th birthday and cannot have reached their 19th birthday by January 1st of the current year.

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 2026 South Dakota State 4-H Horse Show will compete at the 2027 Western Horse Classic held in Denver, Colorado in January 2027.

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, with the exception of quiz bowl, 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 is 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/Co-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 is 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/Co-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.
- National 4-H Team Demonstration/Illustrated Talk Contest – Top Senior team of individuals receiving a purple in team demonstration/talk at the State 4-H Horse Show will be eligible to represent South Dakota at the Western 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.

- There will not be teams at the State level.

### **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 or tables where all contestants will respond to the requirements of the station. Stations may include props or pictures from popular press sources. Content within the stations will be taken from the approved sources listed below. Stations may include, but are 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.
  - Nutrition and health
  - Anatomy, which may include external skeleton and/or internal organ
  - Genetics
  - Reproduction

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**

Ties within any phase are to be broken using the overall score first and then the same sequence as below. If further tie-breaking is needed, the scores at each station, in order may be used.

1. Examination score
2. Station score
3. Judging scores

### **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* – J. Warran Evans, et al. 3rd edition. Waveland Press, Inc., 4180 IL Route 83, Suite 101, Long Grove, IL 60004. 847-634-0081

- *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
- *HIH Horse Industry Handbooks and updates* - American Youth Horse Council; 1 Gainer Rd, McDonald, NM 88262 Email: [info@ayhc.com](mailto: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](mailto:info@ayhc.com) Phone: 817.320.2005 Web: <http://www.ayhc.com/shop>
- *AQHA AQHA Rulebook: 2025 73rd edition* – <http://aqha.com/handbook> - Only show rules will be used (SHW300-SHW712)
- *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 be pre-registered.
- There will not be teams at the State Contest.

### 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. There will not be teams at the State Contest.

Beginners will answer one set of questions and have a 25 point parts identification. Juniors will have one questions class and give one set of oral reasons. Two separate classes must be used for reasons and questions. Seniors will 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. The number of classes will be determined by show personnel.

### 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 Junior or Senior 4-H member. Reminder: Only Senior contestants will be eligible for National Competition.
- Contestants that have participated in the National (Western Roundup) Quiz Bowl contest are not eligible to compete in the South Dakota State 4-H Quiz Bowl Contest.
- A team 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 4-H Office's approval but must meet the minimum number requirements.
- Individuals that will be on a must be registered by July 1, 11:59 p.m. in FairEntry. Teams must be identified by 5:00 p.m. July 2 by sending an email to the State 4-H Office at [sdsu.4h@sdstate.edu](mailto:sdsu.4h@sdstate.edu). **There will be no late entries accepted for quiz bowl teams.**
- 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.
- 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](http://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, presentations may be video recorded with the individual's permission.

### **Judge's Suggested Scoring System**

See scoresheets at <https://extension.sdstate.edu/state-horse-show-judging-and-hippology>

### **Horse Presentation 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.

- Presentations should be for minimum time limit Beginners 3 minutes, Juniors 5 minutes and Seniors 9 minutes. Maximum 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 presentation when registering for State Horse Show on FairEntry.
- For educational purposes, presentations may be video recorded with the individual's permission.
- Once an individual has started the presentation (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

# **APPENDIX**

## **A**

### **Bits, Curb Chains and Straps**

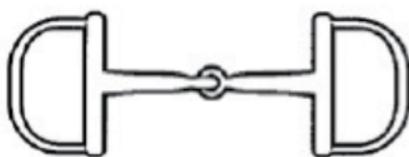
## Examples of Legal Bits



✓ Double twisted wire – legal in English classes only.



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



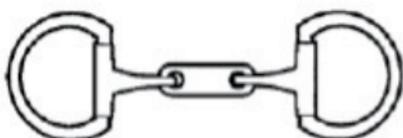
✓ Legal D-ring snaffle



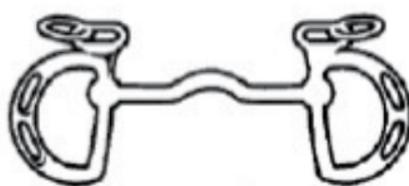
✓ Legal O-ring snaffle



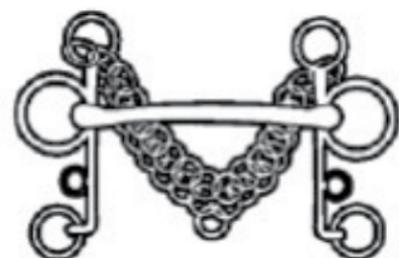
✓ Slow twist – legal in English classes only.



✓ Legal snaffle – flat piece must meet standards.



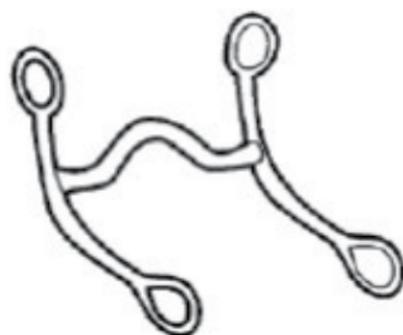
✓ Legal kimberwic – (English bits).



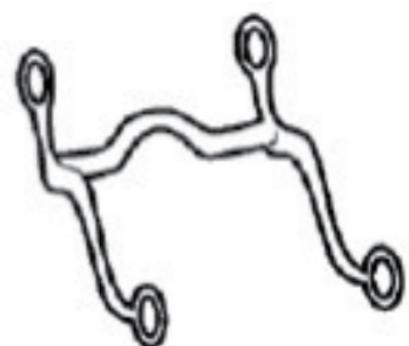
✓ Legal kimberwic – (English bits).



✓ 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 curb with broken mouthpiece.

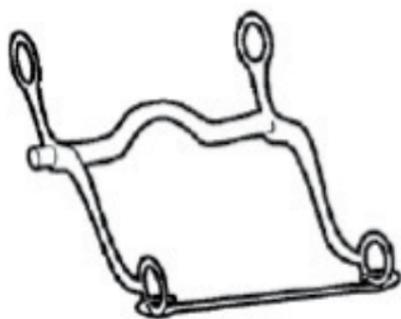


✓ Legal hackamores for speed events (and roping) only. any wire or chain must be flat and leather or latex covered.

## Examples of Illegal Bits



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



✗ Illegal curbs - shanks 9 inches long.



✗ Illegal donut bit.



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

## 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



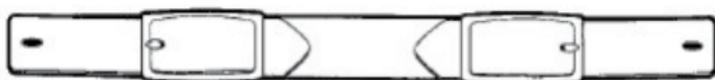
- ✓ Double welded chain – over ½-inch wide



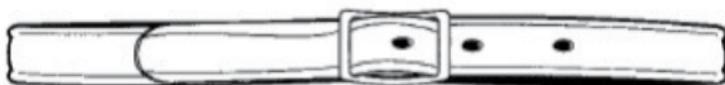
- ✓ Very wide, flattened chain links – Hunt and Polo



- ✓ 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



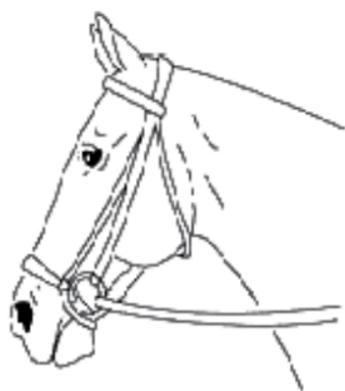
## Legal English Nosebands

- ✓ Cavesson noseband

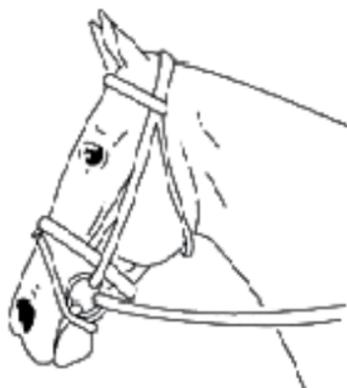


## Illegal English Nosebands

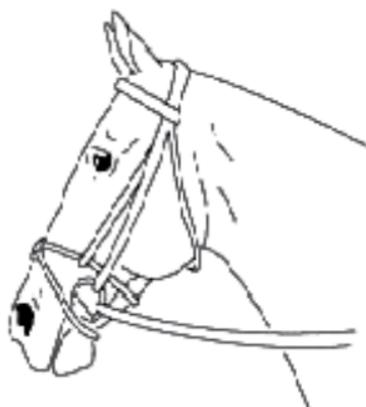
- ✗ Dropped noseband



- ✗ Flashed noseband



- ✗ Mexican (crossed figure-8) noseband

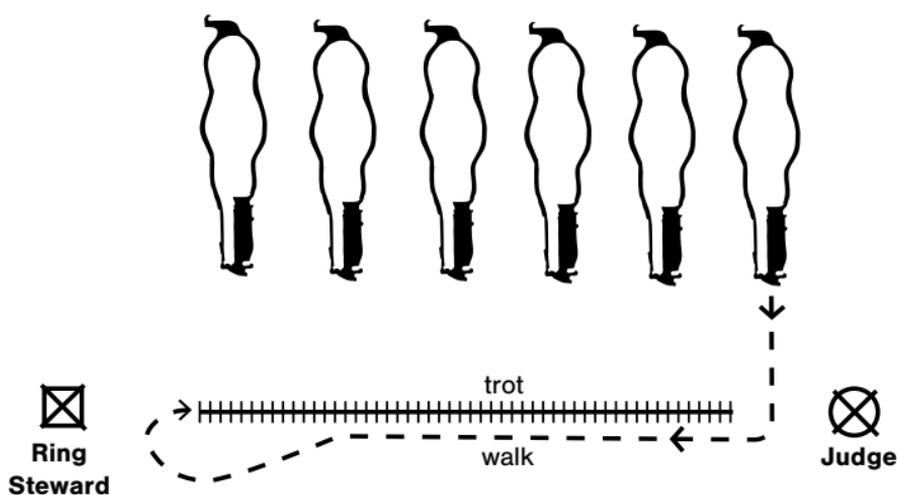


# **APPENDIX**

## **B**

### **Patterns**

## Beginner/Junior Draft Horse Showmanship Pattern



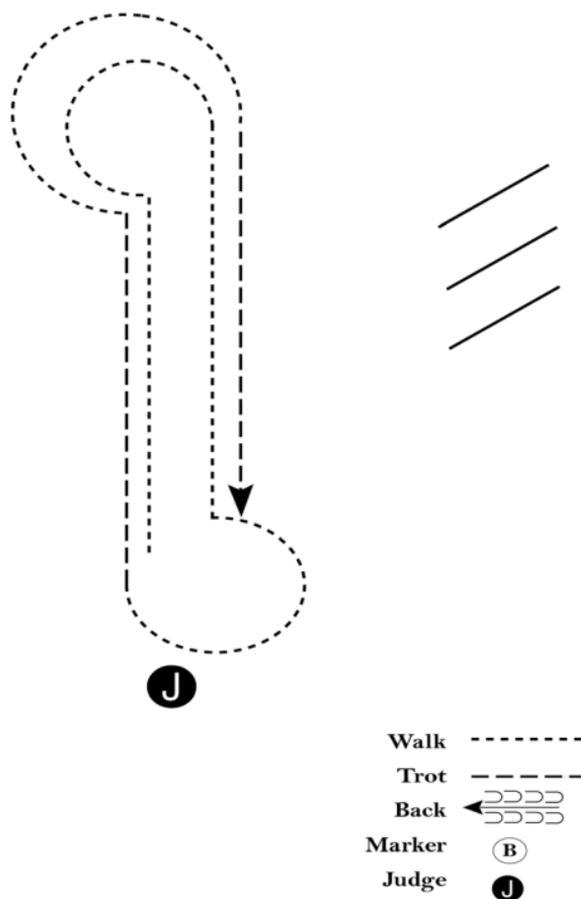
Horses will enter the ring at the trot and line up side-by-side at the direction of the ring steward.

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

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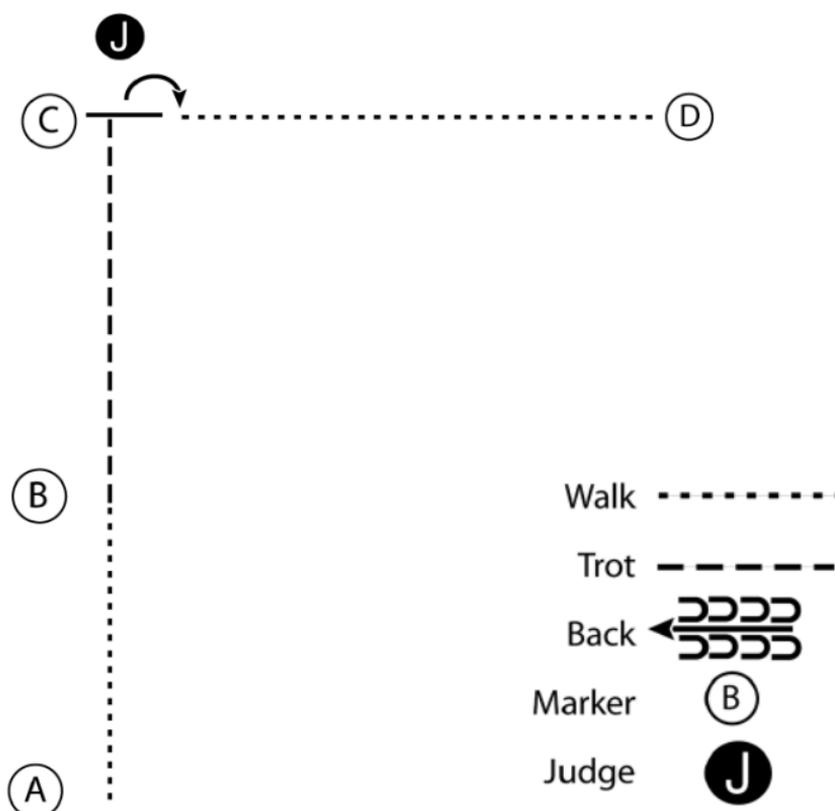


1. From Judge, walk straight away. Walk a “golf club” loop and continue walking towards Judge.
2. Make a “golf club” loop at a walk. When lined up with Judge, trot in a straight line away from Judge.
3. Walk a “golf club” loop and trot the remainder of the way back to the Judge. Set up for inspection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

## Beginner Western/English Showmanship Pattern

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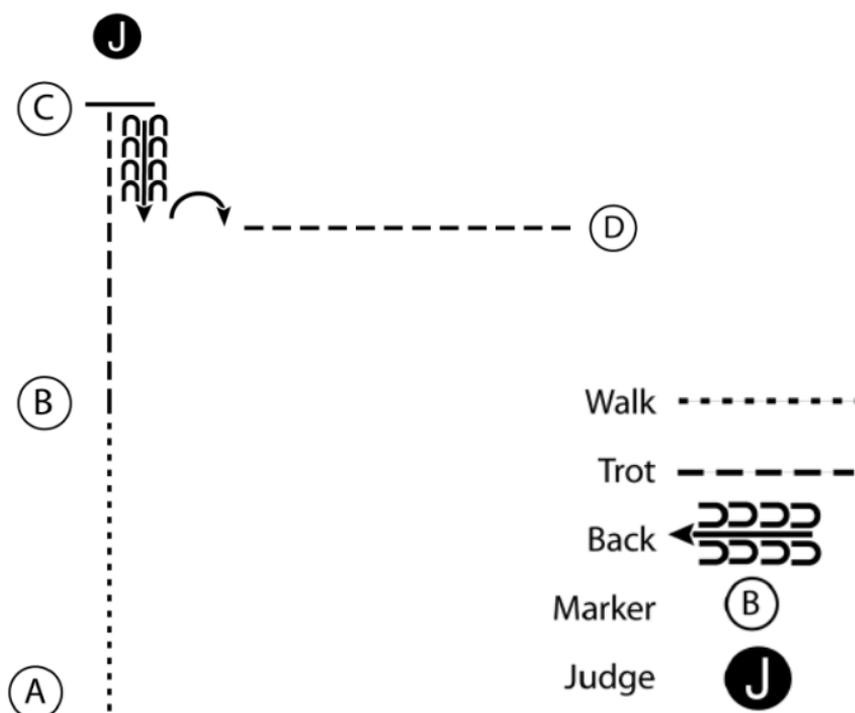


1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk to D.

## Junior Western/English Showmanship Pattern

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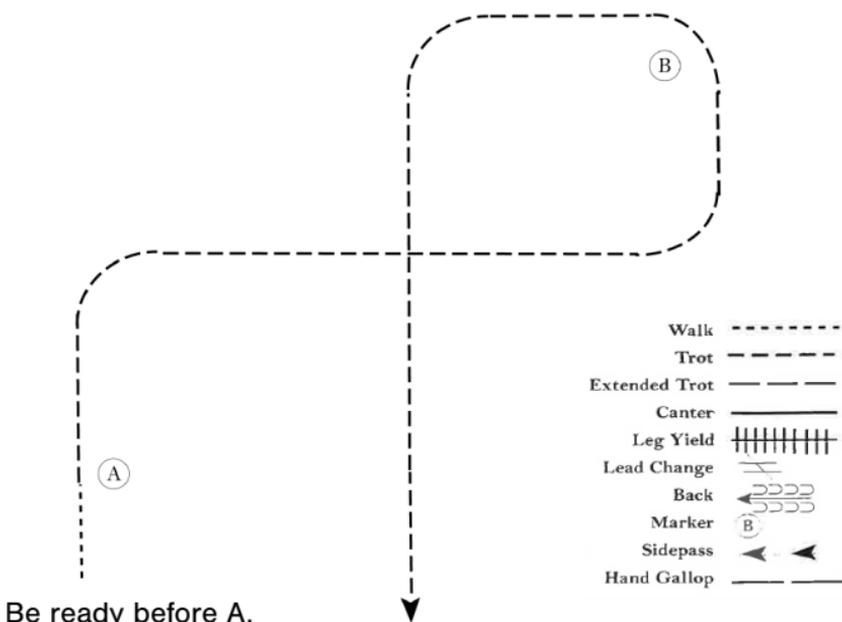
1. Walk to A to B.
2. Trot from B to C.
3. Stop at C and set up for inspection.
4. When dismissed back four steps.
5. Perform a 90 degree turn and trot to D.



## Beginner Hunt Seat Equitation Pattern

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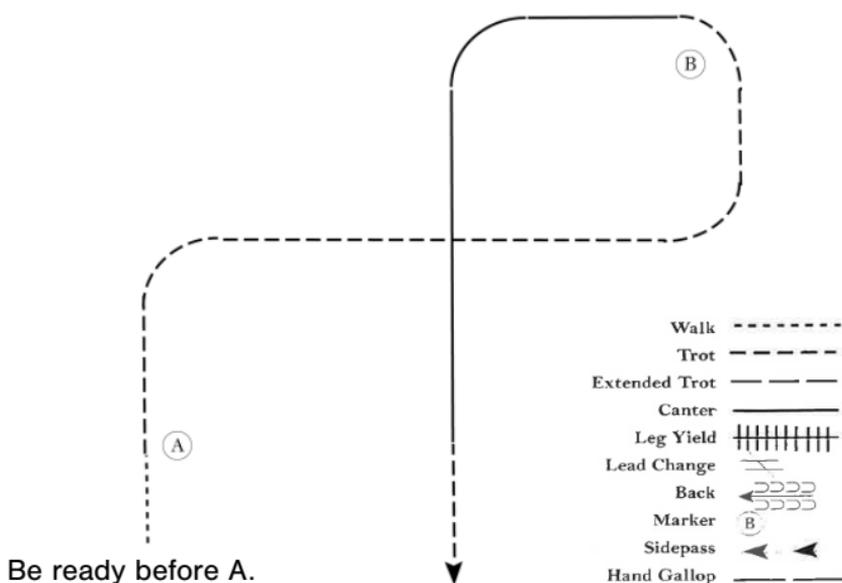
1. Walk to A.
2. Posting trot on the left diagonal to center of pattern.
3. Change diagonals at center. Posting trot on the right diagonal to and around B and to center of pattern.
4. At center of pattern, sitting trot until even with A.
5. Pattern is over after trotting 3 strides past A.

Follow the instructions of your ring steward.

## Junior Hunt Seat Equitation Pattern

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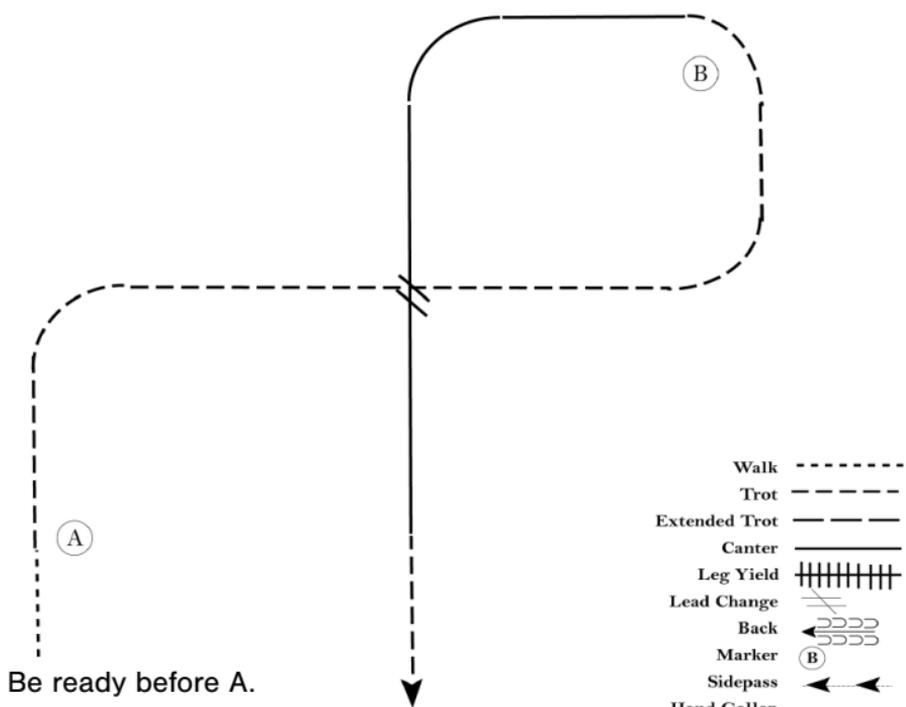
1. Walk to A.
2. Posting trot on the left diagonal to center of pattern.
3. Change diagonals at center. Trot on the right diagonal to B.
4. Canter on the left lead through center of pattern until even with A.
5. Sitting trot when even with A. Pattern is over after trotting 3 strides past A.

Follow the instructions of your ring steward.

## Senior Hunt Seat Equitation Pattern (Opt. 1)

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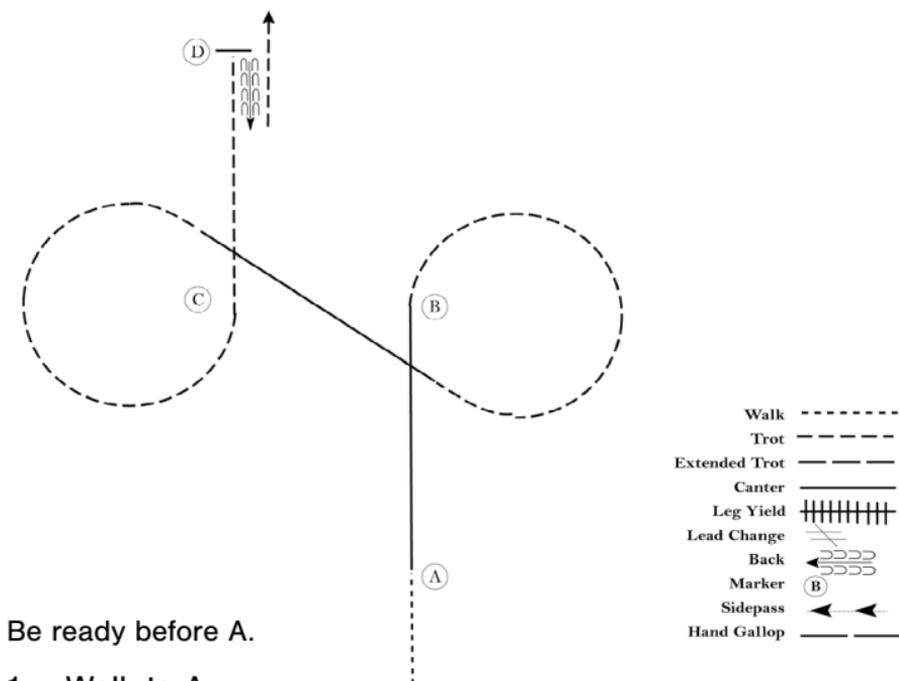
1. Walk to A.
2. Posting trot on the left diagonal to center of pattern.
3. Change diagonals at center. Posting trot on the right diagonal to B.
4. Canter on the left lead to center of pattern.
5. Change leads at center. Canter on right lead until even with A.
6. Sitting trot when even with A. Pattern is over after trotting 3 strides past A.

Follow the instructions of your ring steward.

## Senior Hunt Seat Equitation Pattern (Opt. 2)

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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 a 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.

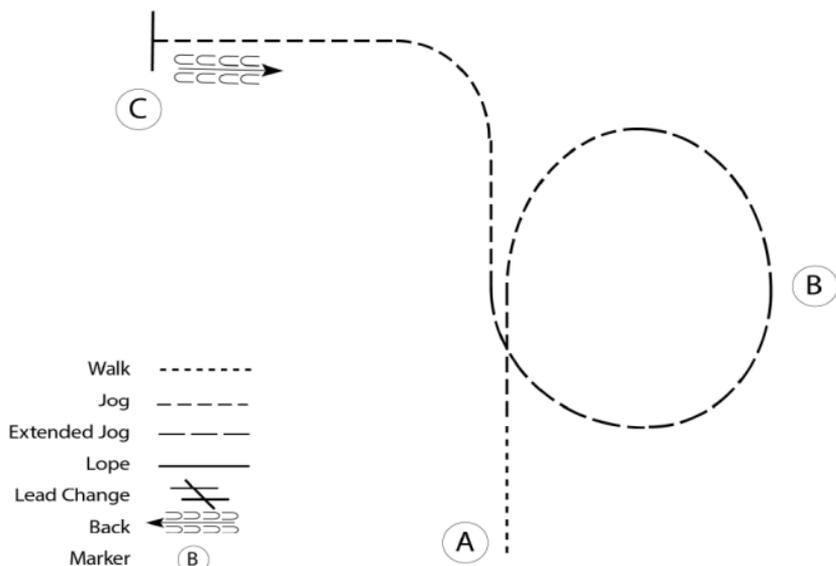
Exit at a sitting trot.

Follow the instructions of your ring steward.

## Beginner Western Horsemanship Pattern

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Be ready at A. Not being ready at A is considered LATE.

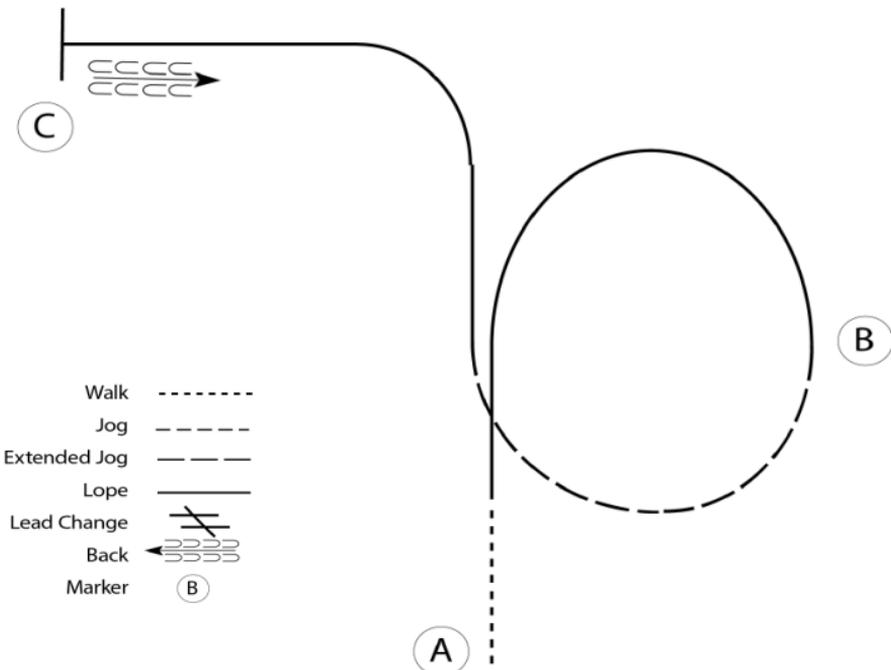
1. Walk FORWARD approximately 2 horse lengths from A.
2. Jog until even with B.
3. Continue to jog a 1/4 circle.
4. Extended jog 3/4 circle to close the circle.
5. Jog in an arc to C.
6. Stop and Back approximately 5 steps.

Pattern is complete.

## Junior Western Horsemanship Pattern

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Be ready at A. Not being ready at A is considered LATE.

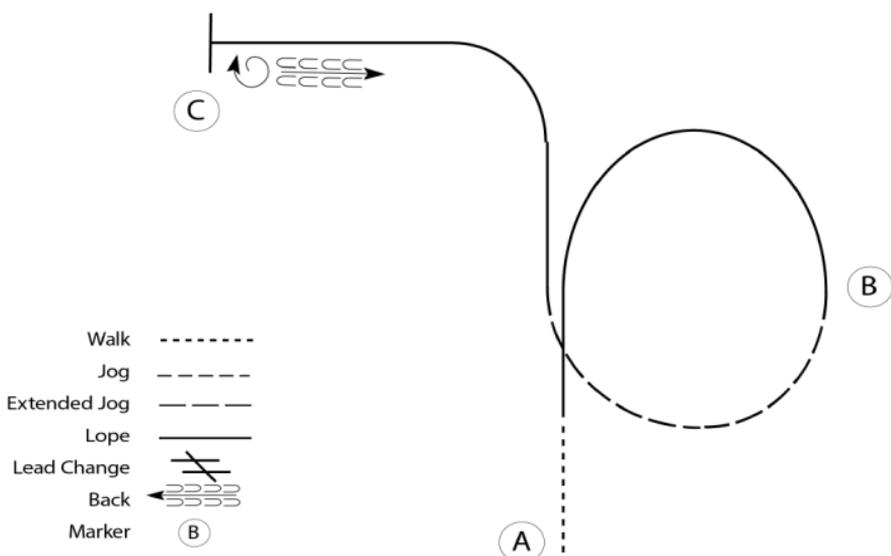
1. Walk FORWARD approximately 2 horse lengths from A.
2. Lope right lead until even with B.
3. Continue the lope in a half circle until even with B.
4. Extended jog to close the circle.
5. Left lead lope in an arc to C.
6. Stop and Back approximately 5 steps.

Pattern is complete.

## Senior Western Horsemanship Pattern (Opt. 1)

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Be ready at A. Not being ready at A is considered LATE.

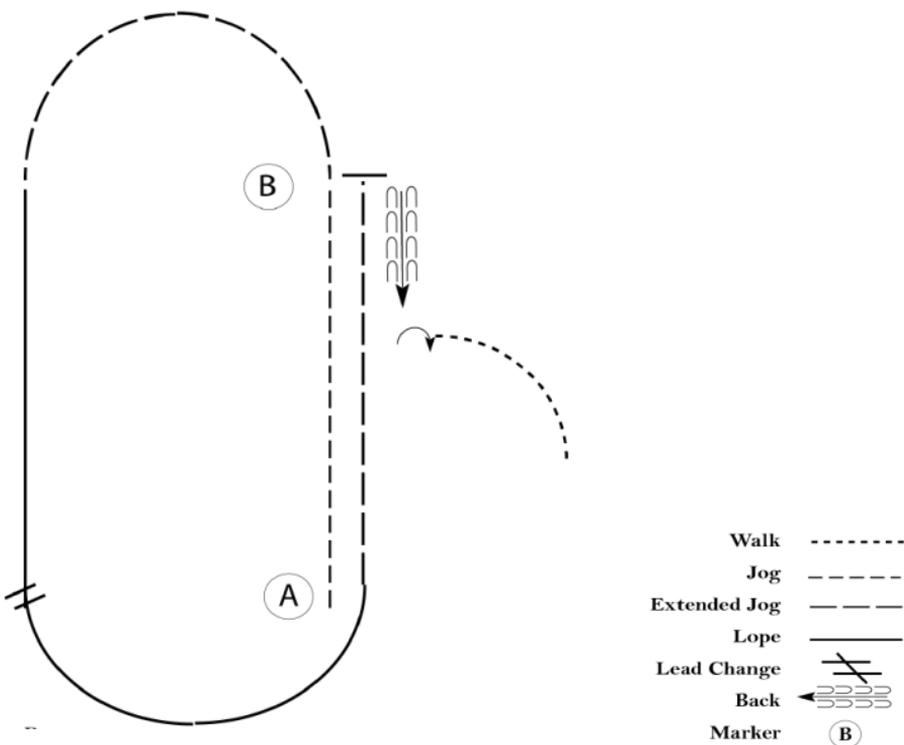
1. Walk FORWARD approximately 2 horse lengths from A.
2. Lope right lead until even with B.
3. Continue the lope in a half circle until even with B.
4. Extended jog to close the circle.
5. Left lead lope in an arc to C.
6. Stop and perform a 360 degree turn right.
7. Back approximately 5 steps.

Pattern is complete.

## Senior Western Horsemanship Pattern (Opt. 2)

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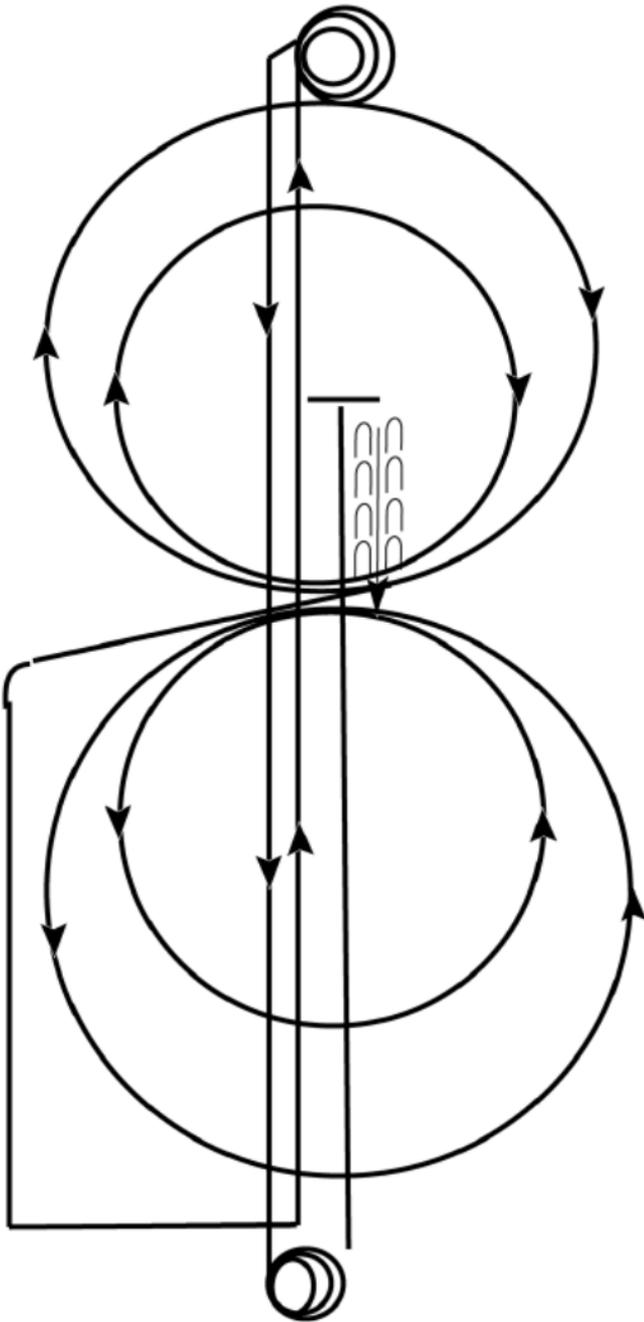
Be ready at A.

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.

# Junior Reining Pattern

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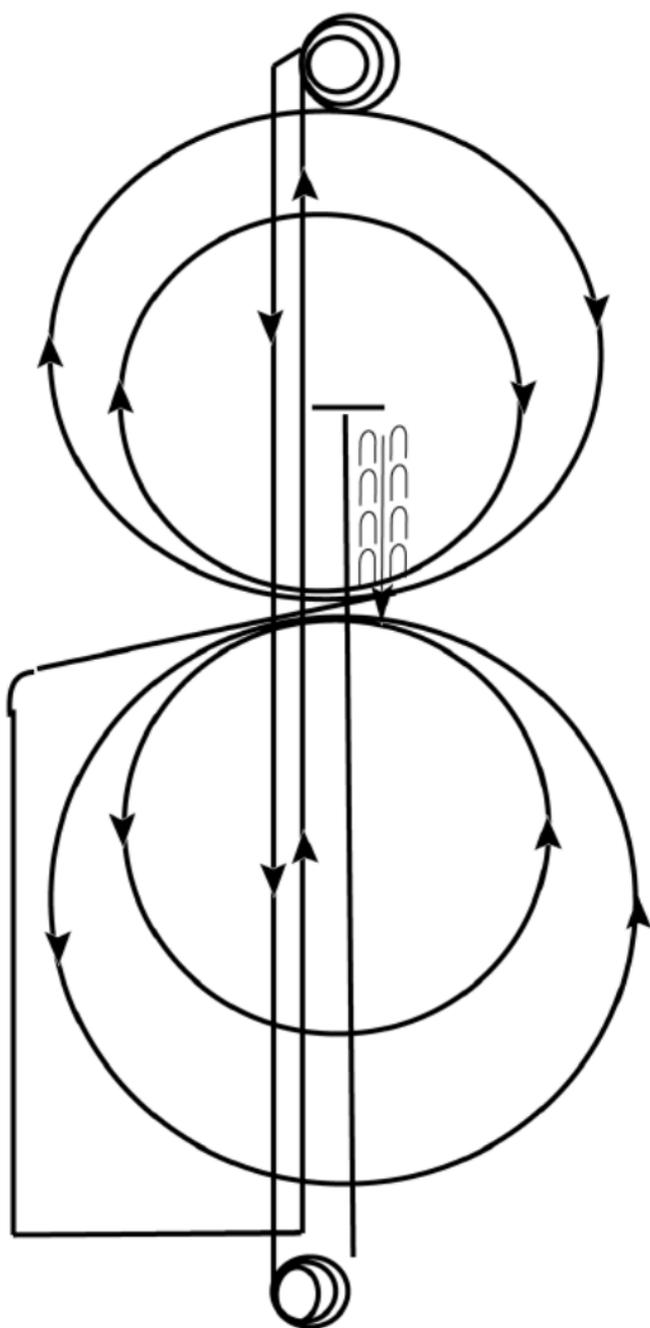


1. Start at end of arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete 1/4 turn to the left.
5. Complete two circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one large and fast and the second small and slow. Change leads at the center of the arena.
7. Continue around the end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete 3 1/2 spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete 3 1/2 spins to the left.
11. Hesitate to complete pattern.

## Senior Reining Pattern (Opt. 1)

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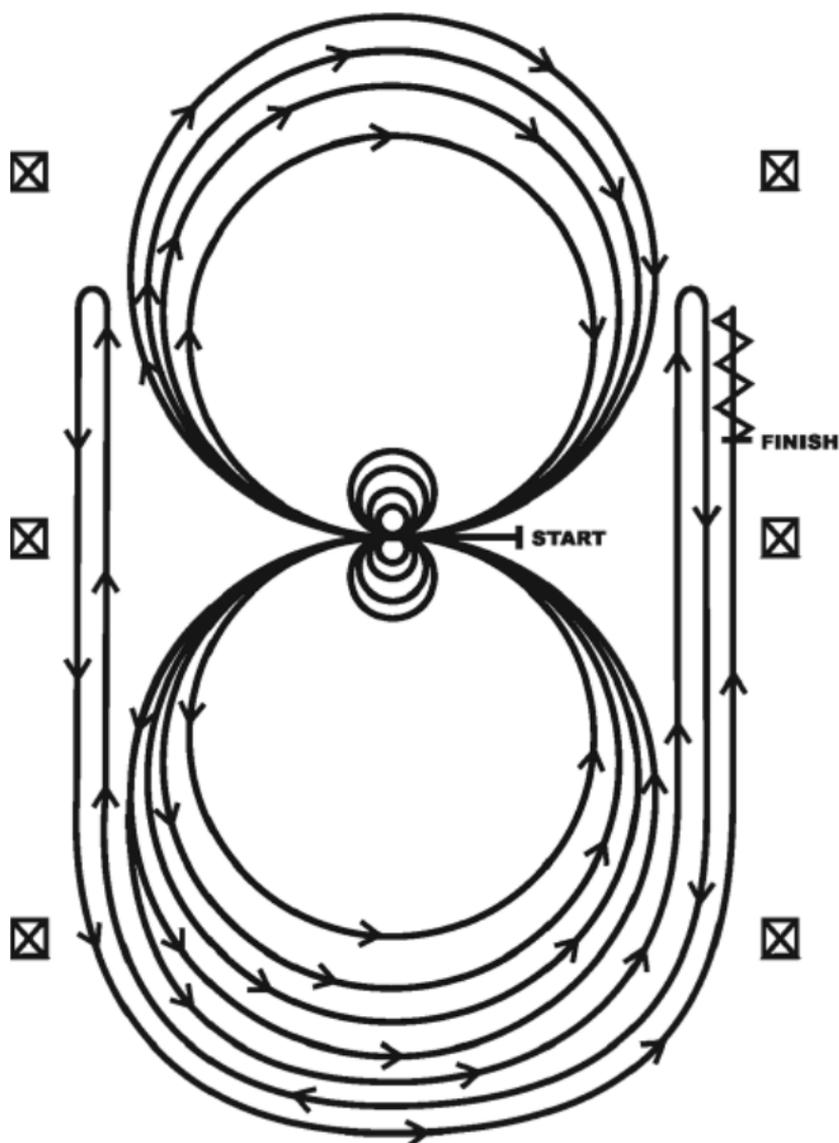


1. Start at end of arena.
2. Run past the center market and stop.
3. Back up at least 10 feet.
4. Complete 1/4 turn to the left.
5. Complete two circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one large and fast and the second small and slow. Change leads at the center of the arena.
7. Continue around the end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete 3 1/2 spins to the right.
9. Run down center of arena past end market and come to a square sliding stop.
10. Complete 3 1/2 spins to the left.
11. Hesitate to complete pattern.

## Senior Reining Pattern (Opt. 2)

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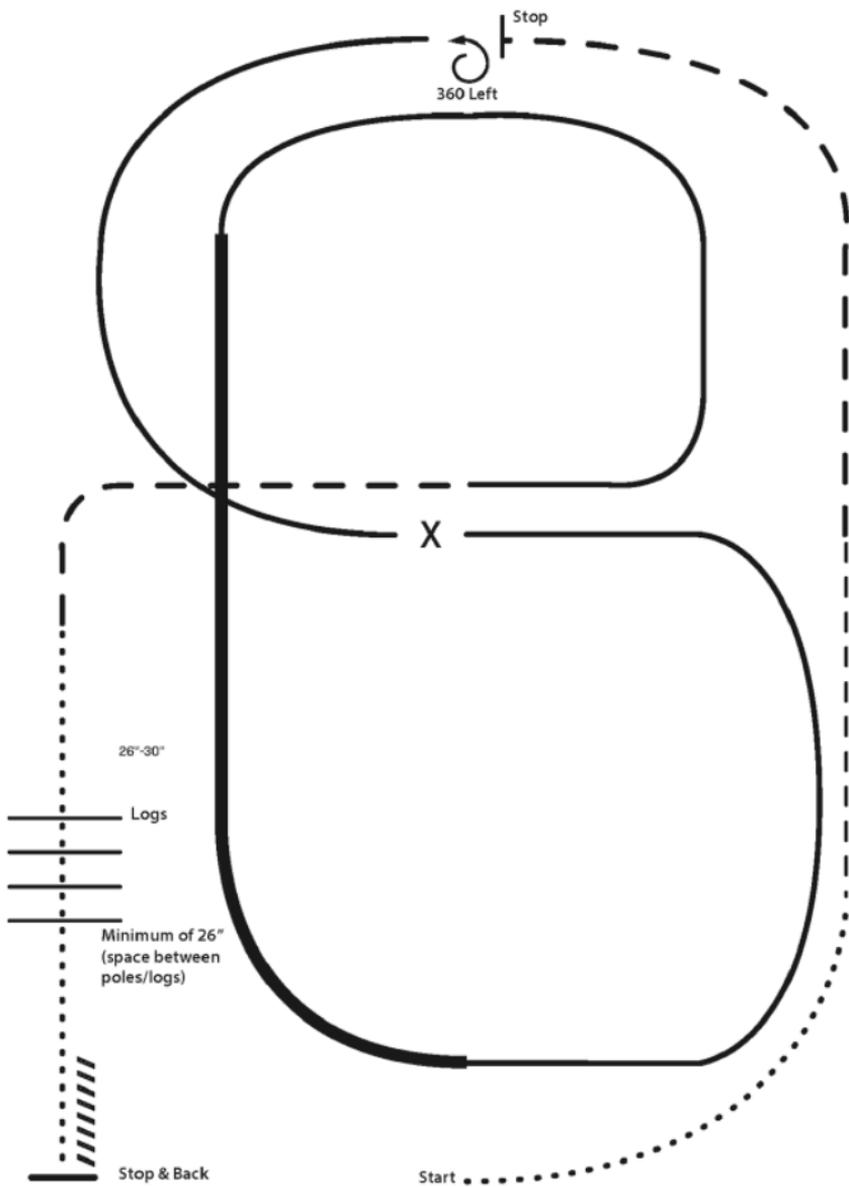
Horses may walk or jog to the center of arena. Horses must walk to stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the patterns.

# Junior Ranch Riding Pattern

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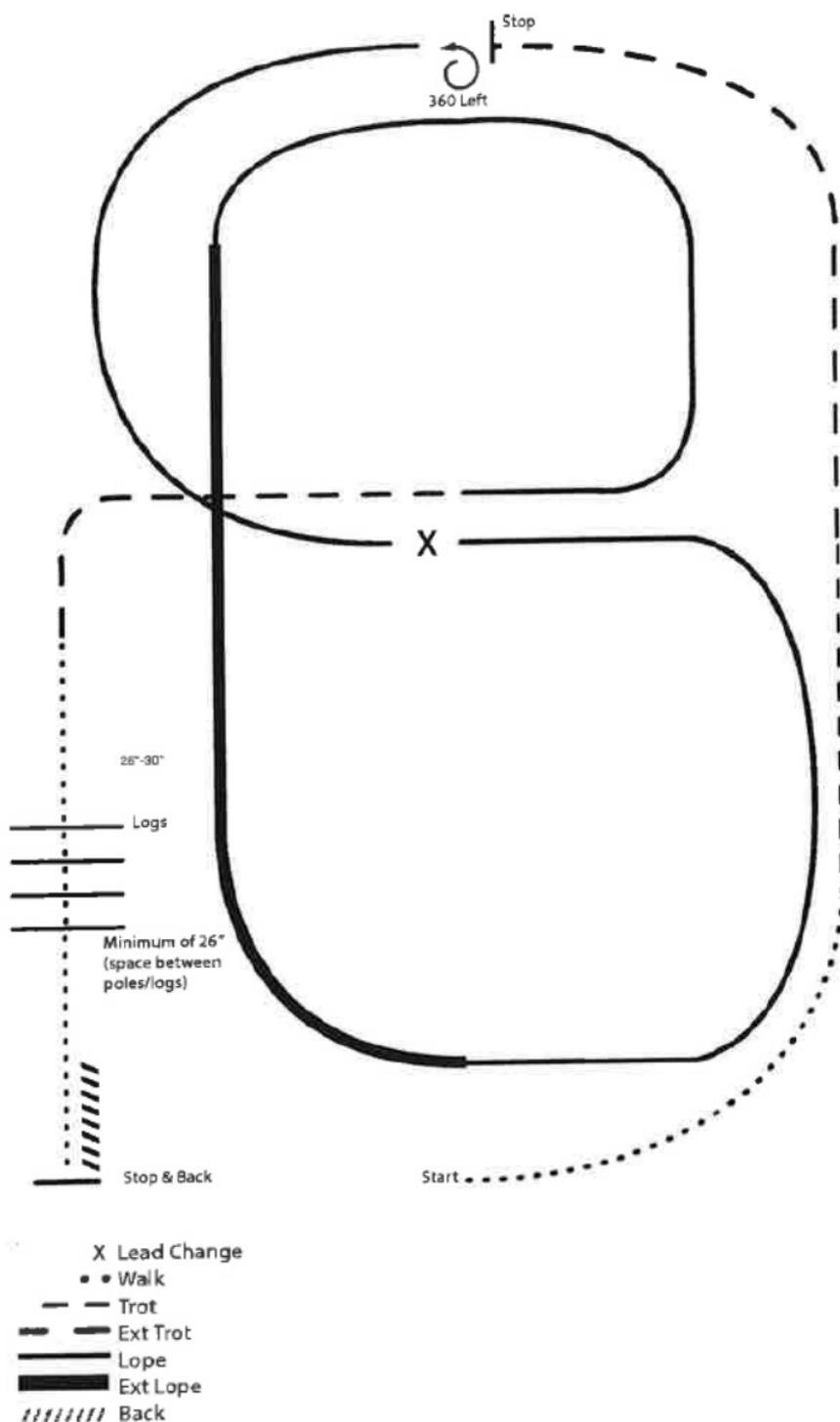
- X Lead Change
- • Walk
- - Trot
- - Ext Trot
- Lope
- Ext Lope
- //// Back

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 a 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 (Opt. 1)

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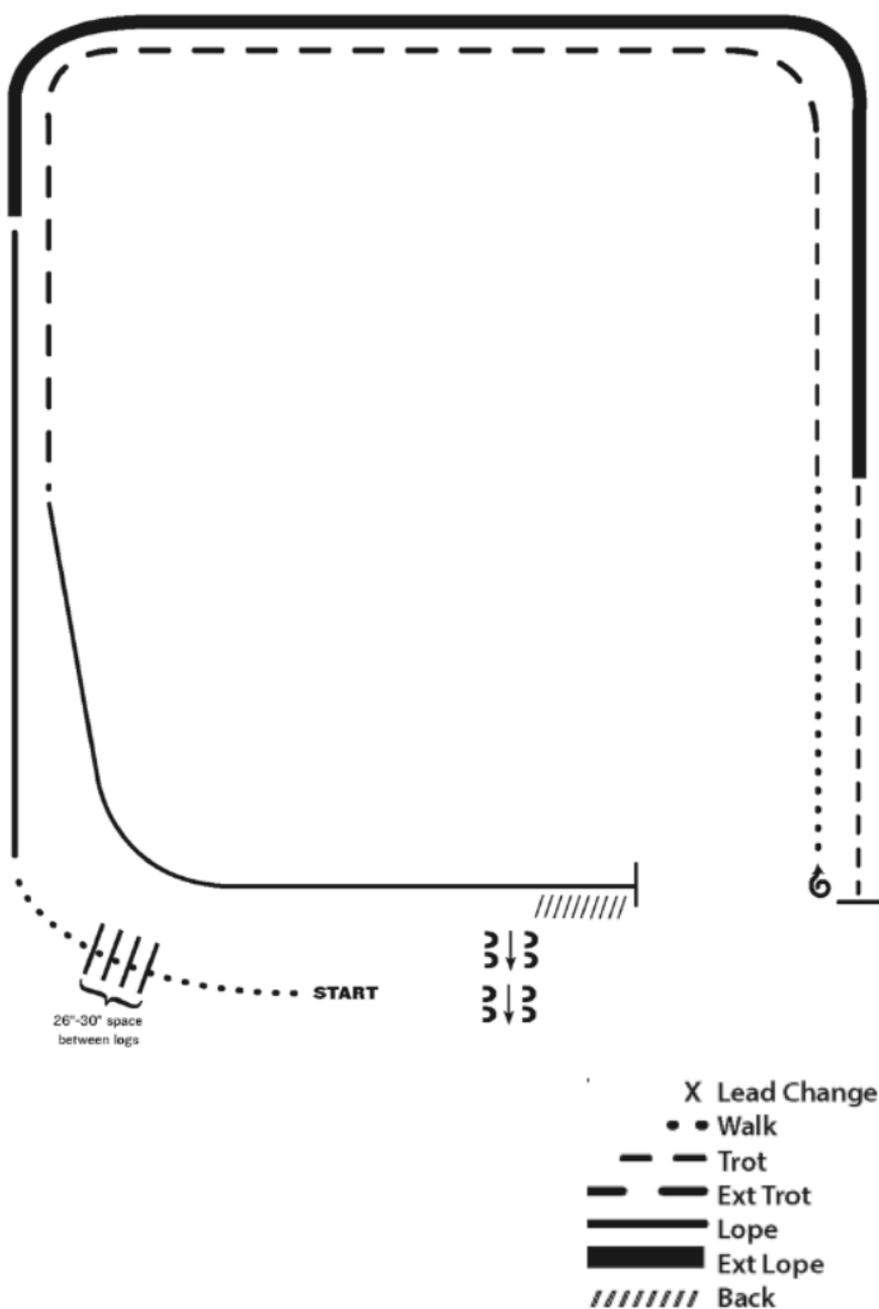


1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top 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 (Opt. 2)

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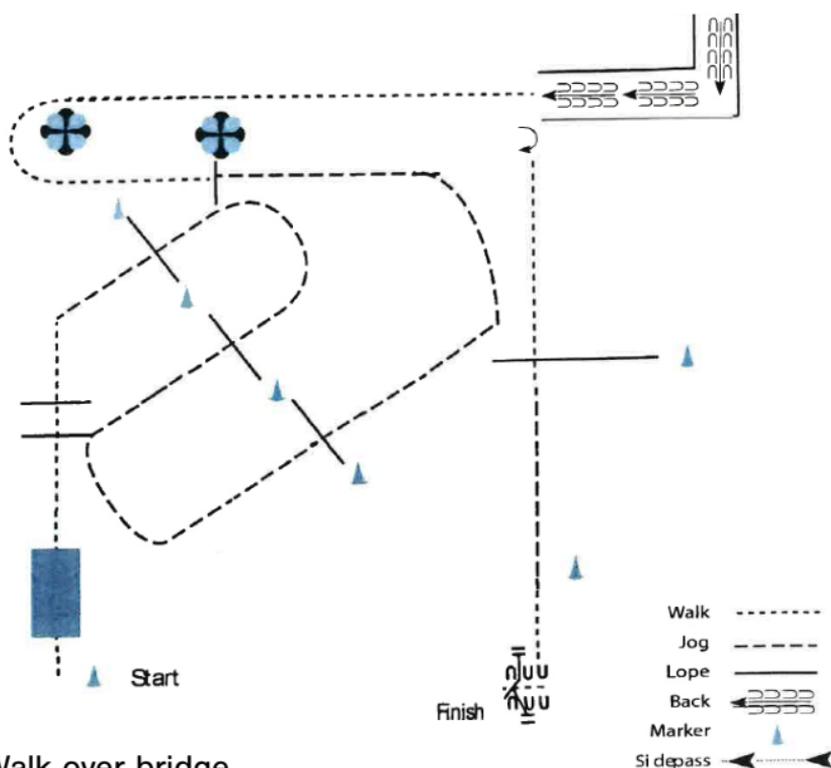


1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

## Beginner Trail Pattern

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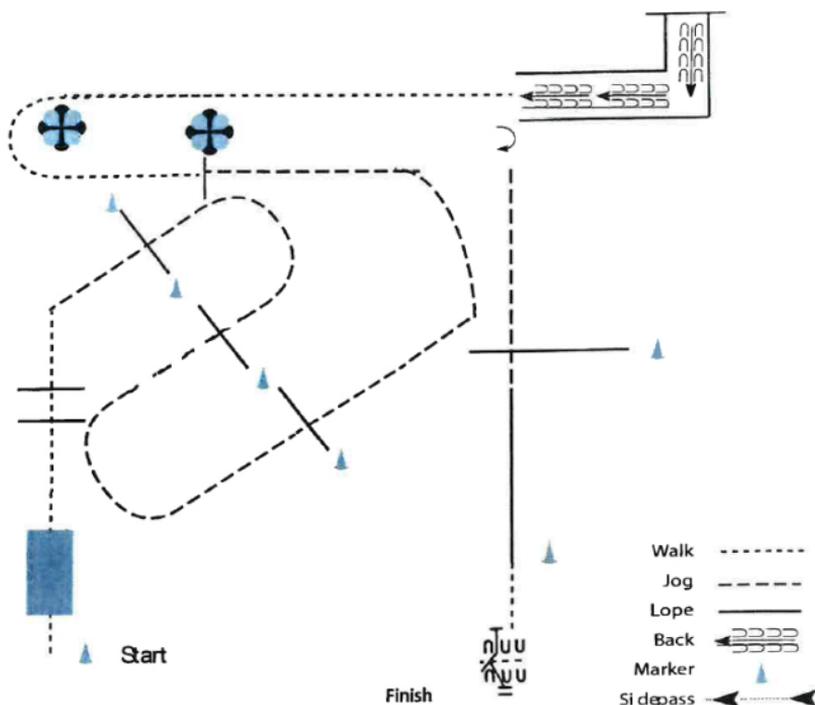


1. Walk over bridge.
2. Walk over two poles.
3. Jog the serpentine as shown.
4. Jog to the first barrel. Stop, pick up bucket, walk around second barrel and replace bucket on first barrel.
5. Walk to and through L, then back the L.
6. Turn 90 degrees right and walk over pole.
7. Jog to the cone.
8. Walk through gate.

## Junior Trail Pattern

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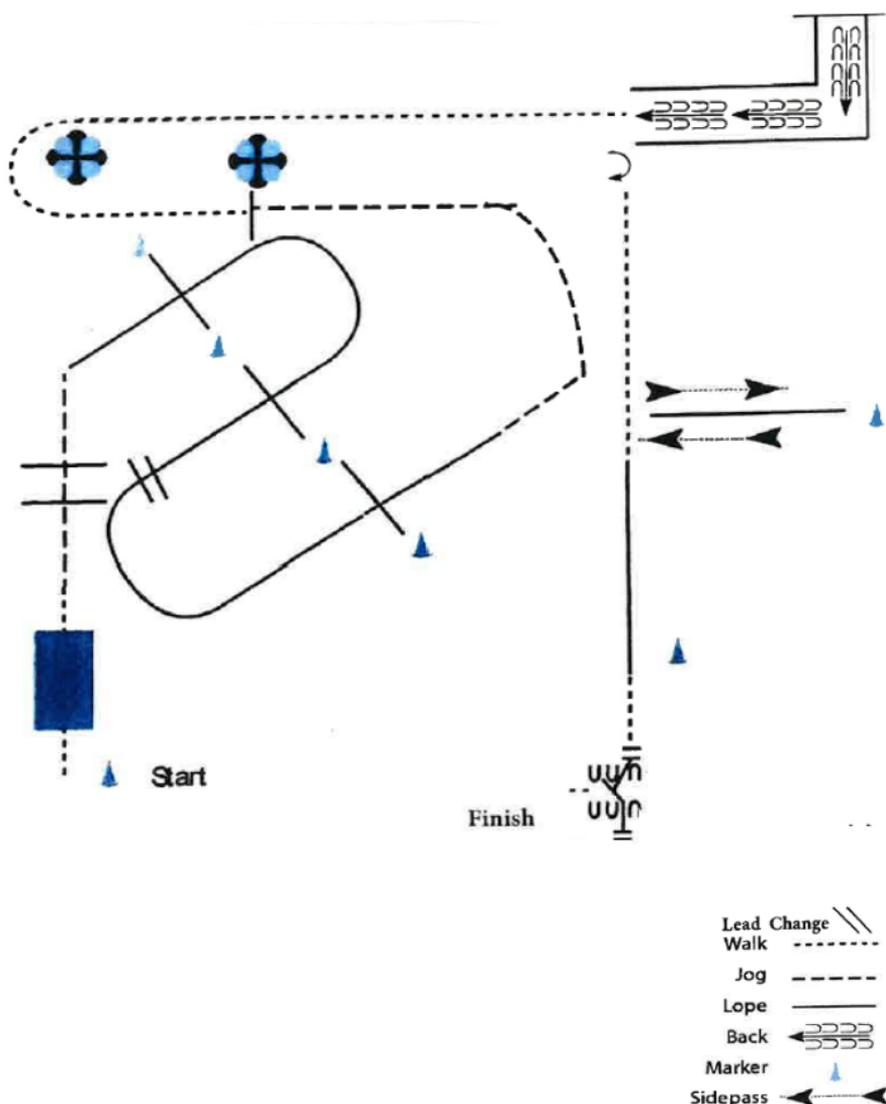


1. Walk over bridge.
2. Walk over two poles.
3. Jog the serpentine as shown.
4. Jog to the first barrel. Stop, pick up bucket, walk around second barrel and replace bucket on first barrel.
5. Walk to and through L, then back the L.
6. Turn 90 degrees right and jog over pole.
7. Lope on the right lead to the cone.
8. Walk to gate and work gate with right hand push.

# Senior Trail Pattern

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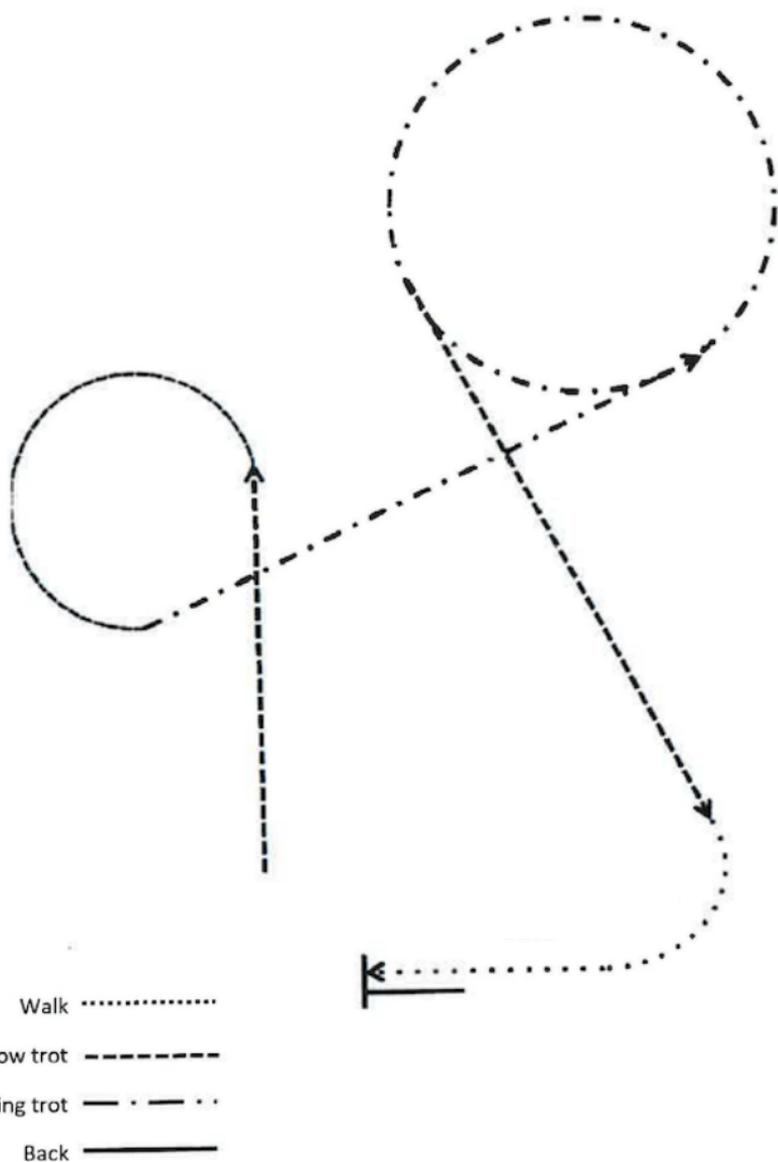


1. Walk over bridge.
2. Jog over two poles.
3. Lope the serpentine starting on the right lead and changing leads (simple or flying) where indicated.
4. Jog to the first barrel. Stop, pick up bucket, walk around second barrel and replace bucket on first barrel.
5. Walk to and through L, then back the L.
6. Turn 90 degrees right and walk to sidepass. Side pass left, then right until the log is cleared.
7. Lope on the right lead to the cone.
8. Walk to gate and work gate with right hand push.

# Driving Reinsmanship

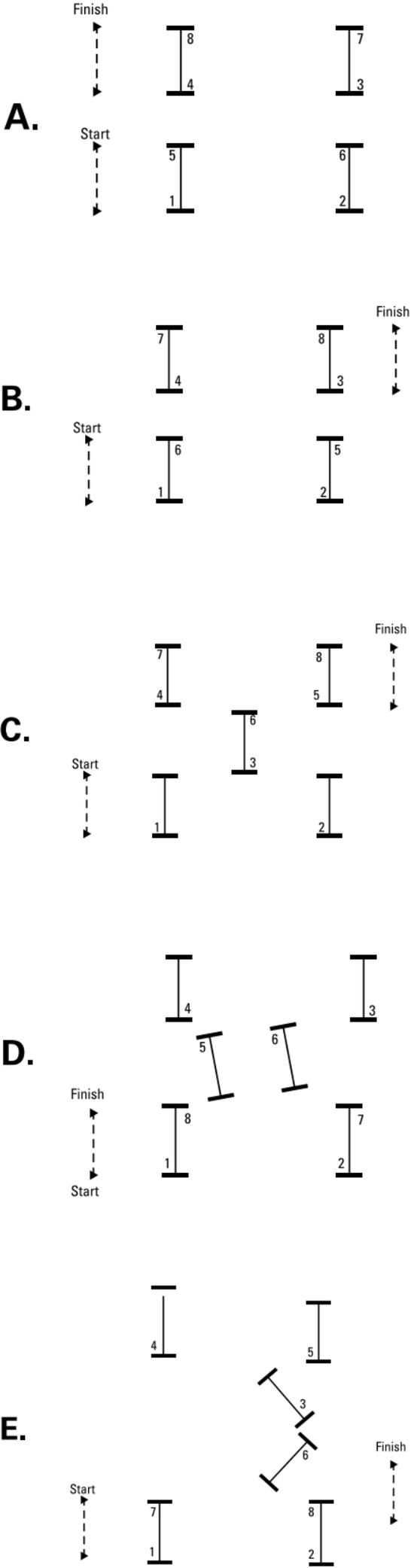
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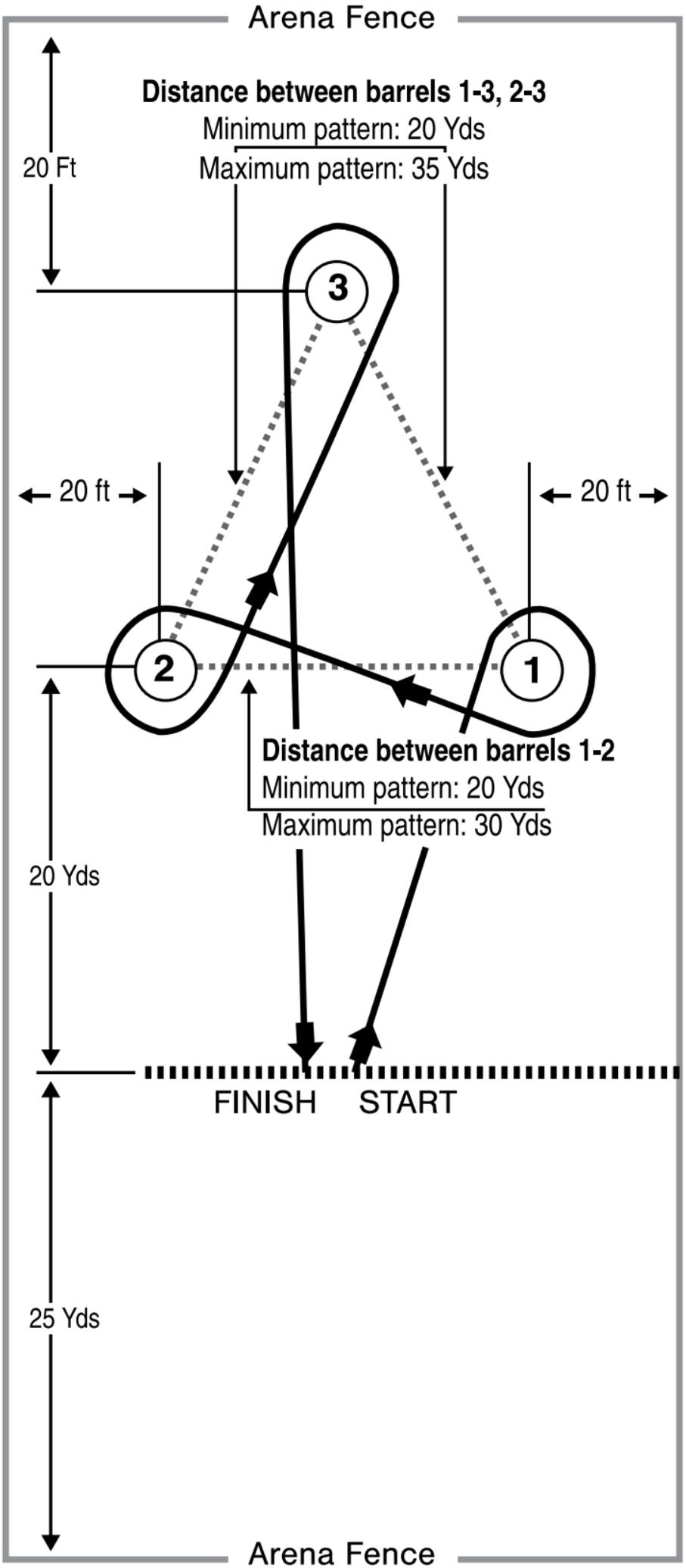


1. Slow trot, then perform a small circle to left.
2. Develop a working trot, then perform a medium circle to left.
3. Collect to slow trot.
4. Break to walk, walk a corner to right.
5. Halt and back.

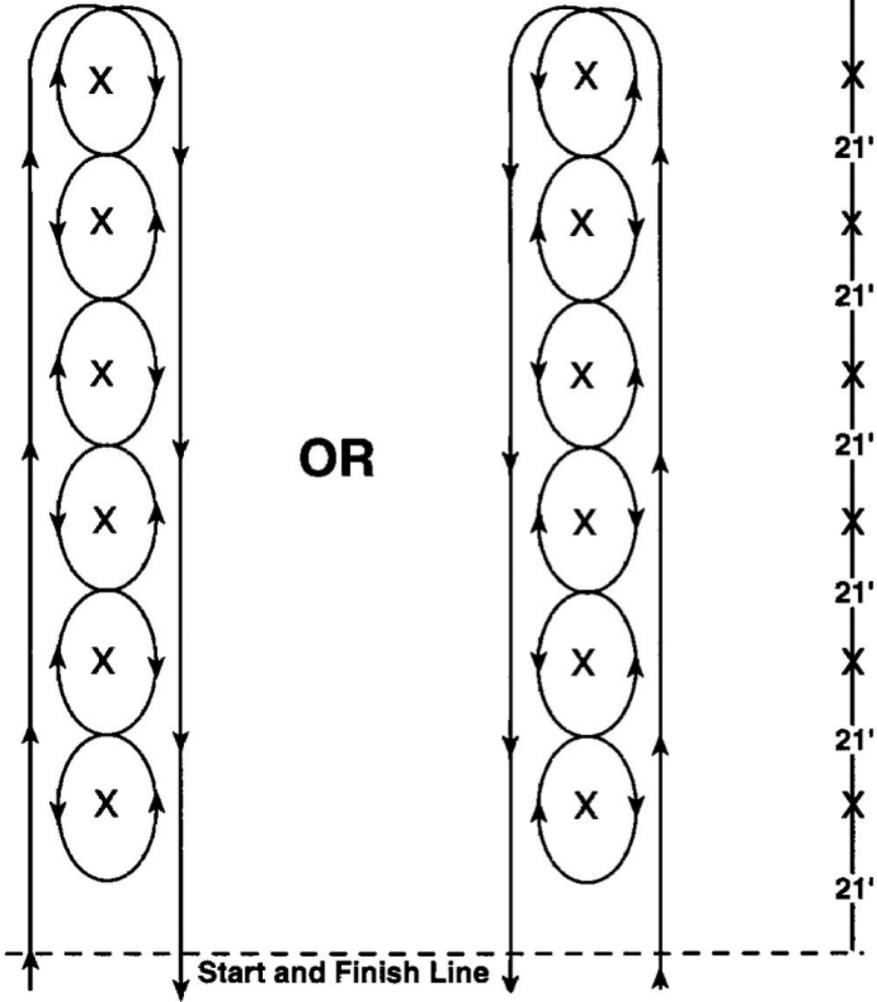
# Examples of Hunter over Fences Courses



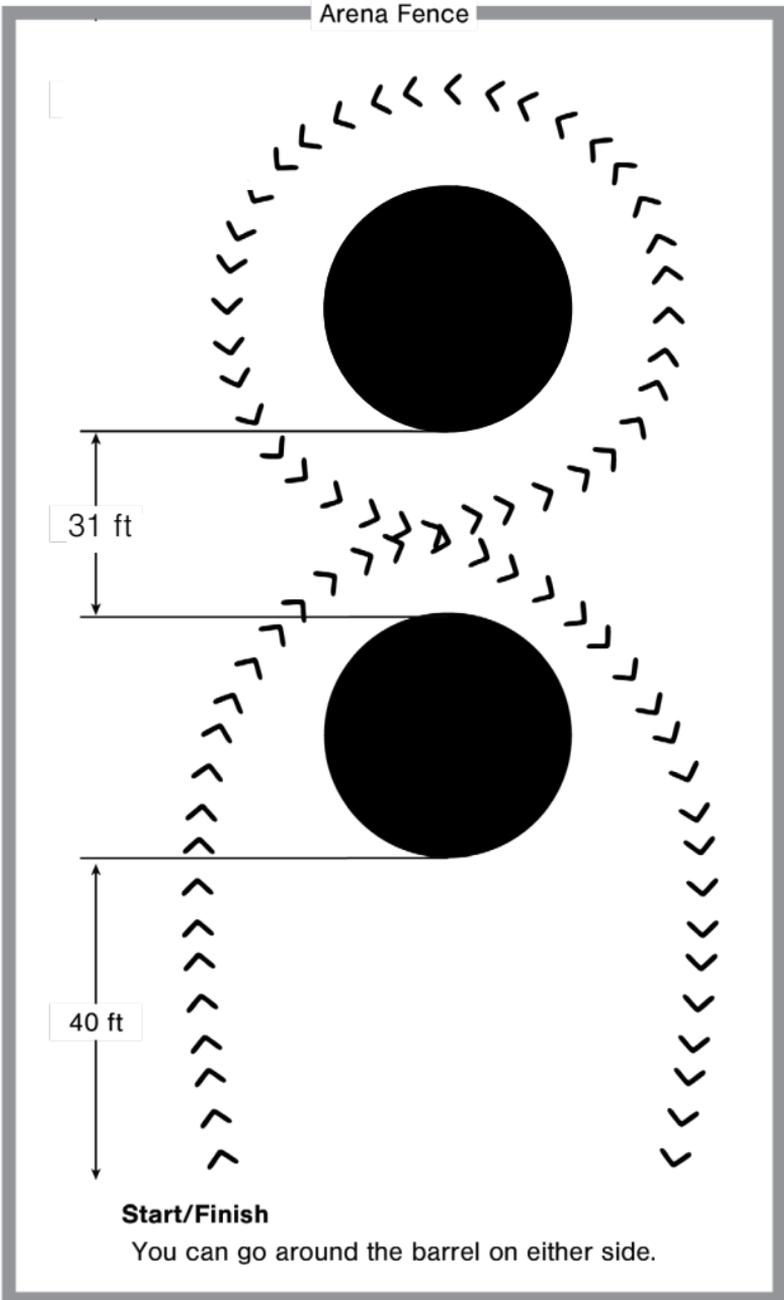
# Barrel Racing Course



# Pole Bending



# Open End Figure 8



# APPENDIX

## C

Judging Contest  
Reasons Scoring

## How to Judge Reasons

### Reasons Scoresheet

Grade	Score	Description
A	50-45	Approached in a confident manner and stood at an appropriate distance. No notes, excellent terms, very descriptive and comparative, very organized and grammatically correct. Accurate and well presented with confidence and fluidity. Used excellent transition terms from sentence to sentence and going from pair to pair. Pleasing to watch and listen to (facial expression, tone of voice and inflection of voice). They have great eye contact and little to no bobbles throughout set. Dressed professionally. <b>(3-4 Reasons, 1-2 Grants, 1 Fault/Reason)</b>
B	44-40	Approached in a somewhat confident manner, may have stood too far or too close to you. No notes, but had good terms and was somewhat descriptive and comparative representation of the class. Had fair organization with some grammatical issues and was fair in accuracy of class presentation. Some confidence, but lacks rhythm and fluidity at times with a few bobbles. Lacked creativity with some transitional terms. Perhaps a little quiet or too loud with voice at times. Minor disturbances like fidgeting with hands, rocking back and forth, or some moving around. Weak eye contact, can tell individual is nervous at times. Dressed professionally. <b>(2-3 Reasons, 1 Grant)</b>
C	39-35	Approached nervously and appears shy. No notes, has proper terms, very brief, not very accurate/ may not be very descriptive or comparative between horses. Apprehensive in the appearance of their presentation, with several bobbles throughout their set, pausing to think often. Voice may be quiet (or too loud), lacking appearance of confidence. Weak or canned set (35). No character within their set of reasons. Lots of fidgeting. Individual seems very nervous. May lack professionalism with dress attire/hair. <b>(2-3 Reasons, No Grants)</b>

Grade	Score	Description
D	34-30	Approached very nervously and appears very timid. No notes, poor terminology and organization. Extremely brief with no detail or organization. Lacks any transitional terms. Can't remember their reasons set with several bobbles and long pauses between sentences. Extremely, fidgety, weak voice or facial expression and/or has weak eye contact. May ask to start over or say they cannot remember their set out loud. May lack professionalism with dress attire/hair. <b>(1-2 Reasons)</b>
E	30	Glances at notes 1-2 times-This would be 40+ set without notes.
F	25	Used notes more than 2 times but doesn't completely read notes.
G	20	Completely reads reasons or just states placing of class with no reasons and no notes
H	0	No attempt to give any type of reasons.

### Format of reason set:

1. Opening statement
2. Name of class and how student placed the class
3. First pair, why is first place over second place
  - a. Grant/fault for second place
4. Middle pair, why is second place over third place
  - a. Grant/fault for third place
5. Final pair, why is third place over fourth place
  - a. Grant for fourth place
6. Why does fourth place go bottom (criticism)

### How to judge reasons

Organization:

- Clear
- Logical
- Easy to follow
- Appropriate
- Introduction
- Appropriate amount of content in each pair
- Conclusion
- Smooth pair transitions
- Important points first
- Use of grants and/or faults

Content Relevancy:

- Pertinent
- Importance of specific points
- Concise
- Free from "canned" points

Content Accuracy:

- Truthful
- Complete content and grants
- Thorough
- Use of detail
- Specific points
- Appropriate faults

Terminology:

- Concise
- Clearly enunciated
- Appropriate
- Comparative in pairs
- Descriptive where appropriate (faults)
- Proper grammar
- Horseman like
- Variety
- Correctly pronounced
- Correct terms for discipline

Presentation:

- Body
  - Professional appearance
  - Eye contact
  - Good posture
  - Facial expression
  - Relaxed
  - No excessive motion or gestures
- Vocal
  - Volume
  - Emphatic
  - Proper inflection
  - Continuous and smooth appropriate rate
  - Appropriate pauses
  - Pronunciation
  - Confident, not arrogant
  - Pleasant
  - Conversational

*Used with permission from Josh Tjosaas*

# **APPENDIX**

## **D**

### **Protest and Grievance Information**

## **INTRODUCTION TO SOUTH DAKOTA 4-H YOUTH DEVELOPMENT PROGRAM PROTEST AND GRIEVANCE POLICIES**

When South Dakota 4-H members participate in events, those events have rules and protocols to ensure safety and integrity for all participants. In addition, South Dakota 4-H undergirds the overall youth development program with policies and procedures that ensure safety and integrity state-wide. Infrequently our 4-H members fail to abide by these frameworks and become subject to disciplinary action. Many members recognize their mistake and use the discipline as a teachable moment.

Sometimes the disciplined and/or affected 4-H members disagree with the disciplinary action/non-action. In such cases, the following policy provides youth members the opportunity to appeal the actions taken by event/local decision-making entities. It is important to note that some decisions cannot be appealed (e.g., judges' integrity and placing decisions, or legal issues that supersede 4-H and University policy). Further, only a disciplined or affected member may initiate the appeal process.

When appropriate, a pleasant conversation initiated by the aggrieved 4-H member to the local decision-making entity is recommended to discourage grievances being filed due to miscommunication or misunderstanding. We hope that our 4-H members will have a positive youth development experience. When challenging situations arise, we trust that all parties will behave with respect and integrity. The expedited and formal appeals processes aid that goal.

Thank you in advance for your positive involvement in South Dakota 4-H.

## **PRIOR TO JUDGING AND IN-SHOW JUDGING PROTEST AND GRIEVANCE POLICY SOUTH DAKOTA 4-H DURING THE SOUTH DAKOTA STATE FAIR**

The purpose of this procedure is to promote a prompt and fair process for resolving a prior to show and in-show applicable grievance. This policy is applicable to any protest or grievance related to the application of 4-H and State Fair rules, including by way of example but not exclusion, to State Fair rules and 4-H Code of Conduct violation allegations. This policy is not applicable to violations which fall outside the scope of 4-H policy. Further, this policy is not applicable to a challenge of judges' integrity, decisions, placements or other evaluations absent a rule violation.

The Prior to Judging and In-Show Judging Protest and Grievance Policy is designed to efficiently handle protests and grievances filed prior to and during judging of 4-H State Fair events. In the event of a grievance filing, 4-H events or activities related to the grievance may not be stopped or re-scheduled to accommodate the grievance process.

### **Definitions and General Provisions**

A. Grievance – is defined as an alleged misinterpretation, misapplication or violation of a specific term or provision of 4-H policies affecting the rights or privileges of an individual provided by law.

B. No offer of settlement of a grievance by either party shall be admissible as evidence in later grievance proceedings or elsewhere. No settlement of a grievance shall constitute a binding precedent in the settlement of similar grievances.

C. Failure to grieve to the next step within the specified time shall end the right to grieve. However, the parties to any grievance may, by mutual agreement, waive the time limits provided herein. Such extensions shall be in writing and approved by all parties with copies of the extension provided to all parties.

D. The Board of Regents and Board administration, South Dakota State University Administration, SDSU Extension Administration, State 4-H Youth Development Program Office, local decision makers, or employees shall not retaliate or effect reprisals against any individual for rightful processing or participation in a grievance.

### **Step One: Written Protest or Grievance to Committee Co-Chair(s)**

The individual(s) protesting or grieving a process or initial determination either prior to judging or in-show judging (while a show is taking place and entries are being judged) shall file a written statement of grievance or protest to the initial decision maker or the Committee Co-Chair(s). The statement must be filed no more than ten (10) minutes after the initial determination, action, or non-action.

The written statement shall contain the following information, at a minimum:

1. The date of the incident,
2. A complete statement of all relevant known facts,
3. List of names, addresses, and, if available, telephone numbers of people involved,
4. Any rules, regulations, policies and/or procedures allegedly violated or misapplied,
5. A proposed resolution, and
6. Name(s) and signature(s) of the individual(s) filing the protest or grievance.

The initial decision maker will allow the interested parties an opportunity to provide information (when needed), analyze the facts and provide a verbal and written response to the parties as soon as reasonably possible.

If the grievant fails to state a grievance as defined herein, in any filing under the procedure there will be no obligation to process the filing beyond providing notice to the grievant that they failed to meet the definition of a grievance and the filing will be dismissed.

If the aggrieved party is dissatisfied by the response, the individual can immediately following receipt to proceed to Step Two.

### **Step Two: Appeal to the State 4-H Program Director**

A grievant may immediately submit a protest or grievance of the Step One determination to the State 4-H Program Director. The grievance should include copies of the original grievance and decision maker's response.

The State 4-H Program Director will then issue a verbal and

written response as soon as reasonably possible.

The decision shall be provided to the aggrieved party and pertinent personnel.

If the aggrieved party is dissatisfied by the response, the individual can immediately following receipt to proceed to Step Two.

### **Step Three: Appeal to Appointed Grievance Committee**

An individual may grieve the Step Two decision to an Appointed Grievance Committee.

The grievance should include copies of the original grievance (generated in Step One), and the State 4-H Program Director's response (generated in Step Two).

The Appointed Grievance Committee shall consist of the following:

1. An Administrator from South Dakota State University or the College of Agriculture, Food and Environmental Sciences or Extension.
2. An Extension Specialist or Field Specialist, preferably, if possible, in the field of expertise of the exhibit being aggrieved.
3. A third member to be determined following grievant's filing of Step 3.
4. No member of the Appointed Grievance Committee shall have any conflict of interest with the grievant.

If a Committee Member has a conflict of interest, they shall recuse themselves from the process and replacement will be named.

The Appointed Grievance Committee shall render a decision as soon as reasonably possible. This decision shall include a statement of findings and conclusions supporting the decision and **will be considered the final step of this Prior to Judging and In-Show Judging Protest and Grievance Policy.**

This written response will be delivered as soon as reasonably possible.

A copy of the decision shall be provided to the grievant, pertinent personnel, State 4-H Program Director, and SDSU Extension Director.

**An aggrieved party may choose to file a formal grievance outside of the event, via the following South Dakota 4-H Youth Development Program Protest and Grievance and Policies.** The event will continue with or without the exhibit, during the pendency of any formal Protest and Grievance under those provisions.

## **SOUTH DAKOTA 4-H YOUTH DEVELOPMENT PROGRAM PROTEST AND GRIEVANCE POLICIES**

4-H is a result of the collaborative efforts of South Dakota State University, the nationwide Cooperative Extension network, United States Department of Agriculture, corporate and other sponsorships, and an extensive volunteer network to provide unparalleled non-credit research, knowledge and educational programs for youth.

The purpose of these procedures is to promote a prompt and a fair process for resolving an applicable grievance. 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 Fair protest and 4-H Code of Conduct violation allegations. **This policy is not applicable to challenge of judges' integrity, decisions, placements or other evaluations absent a rule violation.**

### **Definitions and General Provisions**

A. Grievance - Grievance is defined as an alleged misinterpretation, misapplication or violation of a specific term or provision of 4-H rules or policies affecting the rights or privileges of an individual provided by law.

B. No offer of settlement of a grievance by either party shall be admissible as evidence in later grievance proceedings or elsewhere. No settlement of a grievance shall constitute a binding precedent in the settlement of similar grievances.

C. Failure to grieve to the next step within the specified time shall end the right to grieve. However, the parties to any grievance may, by mutual agreement, waive the time limits provided herein. Such extensions shall be in writing and approved by all parties with copies of the extension provided to all parties.

D. The Board of Regents and Board administration, University administration, SDSU Extension Office, State 4-H Youth Development Program Office, local decision makers, or agents and employees shall not retaliate or effect reprisals against any individual for rightful processing or participating in a grievance.

### **Local Determinations:**

4-H personnel, State 4-H Office, current county committee and/or program leader or designees are responsible for initial rule interpretations and decisions. An individual should first notify the appropriate entity 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.

### **Step one - Written Protest or Grievance to Local Decision Maker:**

The individual(s) protesting or grieving a process or initial local determination shall file a formal written statement of grievance or protest to the initial local decision maker. The statement must be filed no more than fourteen (14) days after the initial local determination, action or non-action.

The written statement shall contain the following information, at a minimum:

1. The date of the incident,
2. A complete statement of all relevant known facts,
3. List of names, addresses, and, if available, telephone numbers of people who were involved,
4. Any rules, regulations, policies and/or procedures allegedly violated or misapplied,
5. A proposed resolution,
6. Name(s) and signature(s) of the individual(s) filing the protest or grievance.

The initial decision maker will allow the interested parties an opportunity to provide information, analyze the facts and provide a written response to the parties within seven (7) calendar days. If the parties fail to receive a response within that time limit from the initial decision maker, the parties have seven (7) calendar days to proceed to step two. If an individual is dissatisfied by the response, the individual has seven (7) calendar days following receipt to proceed to step two.

If the grievant fails to state a grievance as defined herein, in any filing under the procedure there will be no obligation to process the filing beyond providing notice to the grievant that they failed to meet the definition of a grievance and the filing will be dismissed.

### **Step two - Submission of Decision Rendered in Step One to SDSU Extension Office or State 4-H Youth Development Program Office:**

A grievant may submit a protest or grievance of the determination to the local SDSU Extension Office or State 4-H Youth Development Program Office as appropriate. The grievance should include copies of the original grievance and decision maker's response. The administrator will review facts from the interested parties through an appointed committee. The appointed grievance committee will be comprised of representatives from 4-H program areas similar to the situation involved with the grievance and will include volunteers and University staff. The committee will not include representation from the entity involved in Step 1 determination or anyone with a potential conflict of interest with the grievant. One of the following will serve as the non-voting chairperson of the committee: SDSU Extension 4-H Youth Development Program Director, SDSU Associate Dean and Director of Extension, or SDSU Dean of the College of Agriculture, Food and Natural Resources. The committee will issue a response within fourteen ( 14) calendar days following receipt of the grievance. If the individual fails to receive a response within that time limit, the individual has seven (7) calendar days to proceed to step two. If the grievant is dissatisfied with the response, the individual has seven (7) calendar days following receipt to proceed to step three.

### **Step three - Submission of Decision Rendered in Step Two to the President:**

An individual may grieve the decision arrived at in Step Two to the President of South Dakota State University. The grievance should include copies of the original grievance and the decision maker's response and the decision arrived at in Step Two. The President will investigate the matter either personally or through an appointed designee or committee. A written

decision, after review of the information from the interested parties, will be delivered within fourteen ( 14) calendar days of the date the grievance was received. A copy of the decision shall be provided to the grievant, initial decision maker, and the Board of Regent's Executive Director and shall include a statement of findings and conclusions supporting the decision. If the grievant fails to receive a response within that time limit, the grievant has seven (7) calendar days to proceed to step four. If the grievant is dissatisfied with the response rendered, the individual has seven (7) calendar days following receipt to proceed to step four.

**Step Four- Submission of the Decision Rendered in Step Three to the Board of Regents:**

The grievance will include copies of the original grievance and the responses received in Steps One, Two and Three. The Board's Executive Director may attempt to achieve an informal resolution of the grievance or determine the matter is not appropriate for hearing. If the Executive Director determines the matter is appropriate for hearing, the Executive Director may select a hearing examiner. The hearing examiner will hold investigative hearings with all parties involved in the grievance and prepare proposed findings of fact and conclusions of law for the Board's consideration. If required by law, this process will conform to the South Dakota Administrative Procedures Act with regard to Contested Cases, as applicable. The Board's decision should be issued to the grievant within fourteen (14) calendar days from the date the grievance is considered by the Board. If the individual is not satisfied with the decision and if the individual has a statutory right to judicial review then the individual may appeal in accordance with South Dakota Codified Law.