



University of Nevada
Cooperative Extension



Nevada 4-H Horse Show Rule Book

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NEVADA STATE 4-H HORSE SHOW RULES

(Revised in 2009)

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NEVADA STATE 4-H HORSE SHOW RULES

SECTION 1 OVERVIEW AND BASIC GUIDELINES

INTRODUCTION:

These guidelines establish a set of uniform practices and procedures for conducting 4-H Horse Shows in Nevada. The use of the name and the emblem of 4-H is regulated by federal law. Only activities or programs under the supervision of the University of Nevada Cooperative Extension (UNCE) may use the name and emblem of 4-H. Therefore, any Nevada 4-H Horse Show must be approved by county, district, or state UNCE.

ELIGIBILITY:

If a youth is eligible to be in the Nevada 4-H Club Program, then he/she is eligible for enrollment in the Nevada 4-H Horse Project. This eligibility remains in effect as long as he/she complies with guidelines of the program.

As long as the club member is properly enrolled in the Nevada 4-H Club Program and in the Nevada 4-H Horse Project, he/she is afforded all offerings on a fair and equal basis (if he/she complies with guidelines of the program).

PURPOSE:

To offer youth the opportunity to demonstrate skills and knowledge acquired in horse care, horse training, as well as the many aspects and avenues of horsemanship. It also offers a learning experience or experiences and a personal development opportunity or opportunities for participating 4-H Club Members.

HORSE PROJECT GOALS:

- Develop an appreciation of horses and horse riding.
- Learn good and proper horsemanship skills and abilities.
- Increase knowledge of horse safety and horse management.
- Develop and promote a greater or enhanced love of animals.
- Realize the self-satisfaction and dignity of work.
- Practice healthful living and constructive use of leisure time.
- Development and enhancement of sportsmanship skills.
- Develop personal initiative, self-reliance, and leadership skills.
- To make new friends and learn the ability to cooperate with others.
- Develop and cultivate citizenship responsibilities.
- Strengthen personal goals and standards.

* As a member, are you experiencing and growing in these goals?

* As a leader, is your group working toward and achieving these goals?

ELIGIBILITY FOR STATE 4-H HORSE SHOW:

4-H Club Member

- To participate in Nevada State 4-H Horse Show, members must be between the ages of 9-19 as of January 1 of the current year.
- All Nevada 4-H Members must successfully pass Level 1 (horse safety) of the Nevada 4-H Horse Levels Program in order to compete (ground or mounted events) at the State 4-H Horse Show. Successfully passing means a designated 4-H Leader and/or 4-H/UNCE Personnel have signed a statement/form indicating successful completion.
- All Nevada 4-H Members enrolled in the Horse Program who receive a blue award at a qualifying show (if the county desires to host a qualifying show, otherwise there is not a qualifying requirement) are eligible to compete in the State 4-H Horse Show.

Horse

- Any horse, registered with a breed association or not registered, is eligible as long as the horse is a 4-H Project Horse and this horse is not a danger to itself, any other horse, 4-H Club Member, or any other person.
- A 4-H Club Member may have and/or exhibit more than one horse. However, the same guidelines (safety to itself, other horses, or exhibitors) apply to all horses being exhibited.

EDUCATIONAL OPPORTUNITIES:

Each year, several educational horse clinics and workshops for club members, parents, and leaders are conducted throughout Nevada. It is recommended for the club member to contact his/her local 4-H Club Leader and County 4-H/Extension office to obtain details pertaining to his/her respective local/county educational opportunities.

4-H Club Members are encouraged to attend to Club Activities and any other activity that will help them grow and develop with their horse project. Additionally, if desired, members are encouraged to seek individual instruction.

HORSE PROJECT SHOW CLASSES:

There are many classes that may be offered at various horse shows/horse events. The classes listed within this publication provide many opportunities for club members to demonstrate the skills and abilities he/she has learned. Other classes may also offer the opportunity for club members to demonstrate these same skills.

As a result, and in an effort to establish and maintain continuity throughout the State 4-H Program, only the classes listed in this publication will be used at the state level. However, local or county shows may offer classes not listed in this publication, as long as those classes utilize the same skill set on the part of the 4-H Club Members.

Safety must be of utmost priority, so only classes that utilize the same skill sets required by the classes listed in this publication are permitted.

BASIS/DEFINITION OF CLASSES:

The various classes listed within this publication are based upon the type of riding attire (such as English or Western) and skills needed in that respective. They are also defined by the age and ability of the horse and/or rider. The specifics of each class should be read carefully so that confusion can be avoided.

AGE REQUIREMENTS/DIVISIONS OF CLASSES:

Like most 4-H Activities, the State Horse Show utilizes three age categories (junior, intermediate, and senior) for the exhibitors.

Junior	9 and 10 years of age on January 1 st of current 4-H Club Year, which is typically the same as January 1 st of the year of the show since the show occurs after January 1 st .
Intermediate	11 through 13 years of age on January 1 st of current 4-H Club Year, which is typically the same as January 1 st of the year of the show since the show occurs after January 1 st .
Senior	14 through 19 years of age on January 1 st of current 4-H Club Year, which is typically the same as January 1 st of the year of the show since the show occurs after January 1 st .

Counties, at their respective discretion, may permit exhibitors to enter classes one age level higher than actual age. However, the exhibitor must remain in this age category for all classes entered. Furthermore, whatever age category the exhibitor qualifies in at the County Level is the age category the exhibitor must participate in at the State Level.

QUALIFYING SCORES:

If a county conducts and/or participates in a qualifying show, then a 4-H member needs a qualifying score to attend state competition. At this time a blue award is considered as a qualifying score. The class rules are considered minimum requirements for qualification, which means Counties or Areas may have additional requirements (but these additional requirements cannot be in conflict with state requirements). For example: unsaddling, dismounting, skills/test for demonstrating three-gait riding competency, etc.

If a qualifying show is not conducted and/or participated in by the 4-H Club Member's respective County 4-H Program or 4-H/UNCE Area, then the 4-H Club Member has no qualifying requirement.

AWARDS/AWARD SYSTEM:

The Danish System of judging will be used for 4-H Show Horses. The Danish System of placing is a rating of blue, red or white awards received by the contestant. With this method, all contestants/individuals are judged in comparison with a set standard as opposed to comparison with other participants in the class. The standard for each class is established by the characteristics, movements, and expectations of the "ideal judging criteria" for that respective or given class.

The following awards may be presented:

White Ribbon	A below-average performance includes items such as breaking of a pattern, refusals, wrong leads, etc as defined by that respective class. Illegal tack or equipment may (and can) also result in a white ribbon placing.
Red Ribbon	An average or typical performance of abilities and skills defined by that respective class.
Blue Ribbon	An above-average performance of abilities and skills defined by that respective class.
Grand/Reserve Champion Rosettes	A superior level of performance of abilities and skills defined by that respective class. The Grand Champion and Reserve Champion are selected from recipients of Blue Ribbons.

Scoring (determination of ribbon/rosette) is the responsibility of the Show Judge, but he/she will be requested and expected to explain his/her placings. This is important for youth educational purposes as well as youth growth and development. At the conclusion of Horse Show (not during the show, breaks, lunch time, etc), parents and/or exhibitors may ask the Judge for individual assessment and guidance.

SECTION 2

NEVADA STATE 4-H HORSE COMMITTEE

BACKGROUND:

The Nevada State 4-H Horse Show (also referred to as “State Show” or “Show” in this publication) is conducted under the auspices of the University of Nevada Cooperative Extension (UNCE). Rules for the Nevada State 4-H Horse Show are adopted after consideration of recommendations and reviews by the Nevada State 4-H Horse Committee (which is an appointed committee) and by UNCE 4-H Staff. The Nevada State 4-H Horse Show Rules (also referred as “Show Rules” or “Rules” in this publication) which are discussed and detailed throughout this document shall also serve as the guide for all County/Area 4-H/UNCE Qualifying Shows (if a qualifying show is conducted and/or participated in). Remember, as stated earlier in this publication, qualifying shows are not required by the state. As a result, a qualifying show is only conducted and/or participated in if deemed necessary or needed by County or Area 4-H/UNCE Staff.

RESPONSIBILITIES:

The Nevada State 4-H Horse Committee (also referred to as “Horse Committee” or “Committee” in this publication) is responsible for review, consideration, acceptance, interpretation, and enforcement of the rules, regulations, and guidelines stated in this publication. The Horse Committee will meet to consider changes to this publication. These meetings will take at least every other year. The Committee makes recommendations concerning the inclusion or rejection of rules, regulations, and guidelines to the Nevada State 4-H Program and UNCE. The final decision rests with the Nevada State 4-H Program and UNCE.

COMMITTEE COMPOSITION:

The Nevada State 4-H Horse Committee is an appointed/volunteer group of individuals dedicated to the positive development of youth through involvement with a fair and equitable program designed around and implemented with horses as the teaching tool.

The Nevada State 4-H Horse Committee is composed of:

- One member from the State 4-H Office (serves as chair)
- The UNCE State Horse Specialist
- A 4-H Staff Member from each of the three UNCE Areas
- A 4-H Leader/4-H Club Member from each of the three UNCE Areas

Only these members have voting rights and privileges.

SHOW RULES:

The rules, regulations, and guidelines stated within this publication shall be the reference for utilization, interpretation, adherence, and enforcement for all County/Area/State 4-H/UNCE Horse Shows. If additional details, understanding, or clarification of rules, regulations, or guidelines are needed; they will be garnered from or deferred to the US Equestrian Federation Rule Book, AQHA Official Handbook of Rules & Regulations, National Reined Cow Horse Association Official Handbook, National Reining Horse Association Handbook, and National High School Rodeo Association (NHSRA) Rule Book. The US Equestrian Federation Rule Book will also be used as a guide for any regulation not specifically stated in this publication or for clarification of rules and regulations in this publication.

RULE CHANGES:

The receipt of recommendations for rule changes, the deletion of rules, and/or the addition of rules are part of the duties of the Horse Committee. Any and all individuals are invited to submit recommendations. The recommendations must be in writing and must be received before a meeting of the Horse Committee. Meetings of the Horse Committee are announced to each County 4-H/UNCE Office and are also posted on the Nevada 4-H Website (<http://www.unce.unr.edu/4-H>).

The written request for a rule change, rule deletion, and/or rule addition can be submitted to the County or State 4-H/UNCE Office. A form for this purpose is included on the next page of this document. Please use this form when submitting a request.



RULE SUGGESTION FORM

This form should be used for making a request to the State 4-H Horse Committee/State 4-H Horse Program for a rule change, rule deletion, and/or rule addition.

Name of person making request _____

Address of person making request _____

County of person making request _____

Home phone number of person making request _____

Cell phone number of person making request _____

Email address of person making request _____

Please indicate the Page, Rule, Section, etc (of this publication) which your suggestion refers to. If the Rule/Regulation does not already exist, leave blank. _____

Please state, verbatim, how your requested rule (new or revised) would/should read (i.e. "All exhibitors must eat vanilla ice cream before entering the Show Ring.") and state where it should be placed in the next edition of this publication (Section, Class, Paragraph, etc).

Please provide possible consequences (positive and negative), if this request is supported and incorporated into the next edition of this publication _____

SECTION 3

ENTRY/SHOW PROCEDURES & EQUIPMENT/TACK

SHOW ENTRY:

Entry costs, fees, dates, forms, etc. may vary from year to year. Therefore, specific information cannot be detailed in this publication. However, it is known that the entry information and forms will be available from each County 4-H/UNCE Office or from the Nevada 4-H Website. It is also known that entry fees will be assessed for each class and that classes requiring cattle will have a higher entry fee.

The entrant must have passed the safety part (Level 1) of the Nevada Horse Levels Program. The entrant can only enter classes that he/she qualified in (if a qualifying event was conducted).

All entries are accepted with the understanding that each exhibitor shall be and is solely responsible for any loss, injury or damage done to or occasioned by him/her, or arising from any animal or article exhibited by him/her while at or in route (to or from) the State Show. In case of accident or injury of any nature to the exhibitor or any loss or damage that may occur to their property or horse: exhibitors, parents and spectators agree to hold blameless the University and Community College System of Nevada Board of Regents; University of Nevada, Reno; University of Nevada Cooperative Extension; Cooperative Extension Personnel; State of Nevada; 4-H Leaders; and other persons involved in the Nevada State 4-H Horse Show.

HORSE POSSESSION, OWNERSHIP, & ENTRY:

Horses used in the Nevada State 4-H Horse Show must have been carried as 4-H Project by June 1 of the year of the Show. Furthermore, the horse used at the State Show must be the same horse used for the corresponding County/Area Qualifying Event (if a qualifying event was held).

If County rules allow family ownership/co-ownership of a horse, each eligible 4-H Member may show the horse at the Nevada State 4-H Horse Show; but only one member may compete on the horse in any one class. Show Management will make reasonable effort to avoid conflicts in classes, but classes will not be held or re-scheduled to allow rider changes. The sharing members must accept the risk of conflicts occurring. In this case, entry fees are not refundable.

A member can substitute a horse due to death, sickness or injury of the project horse if written approval of Cooperative Extension Personnel is obtained before the Qualifying Show. *Any substitution between Qualifying and State Shows must be approved by the 4-H Leader, Cooperative Extension Personnel and Show Management. A veterinary certificate will be required for all substitutions.* Members may show more than one horse in the same section where there are appropriate classes and the member has more than one horse carried during the current 4-H year (ie; two heights of fence jumps). However, a member may enter each class only once.

The only class in which stallions can be entered and exhibited is Class Number 1, which is the Weanling Class.

HORSE HEALTH:

Horses may be of any age or breeding. However, it must be serviceably sound, in good condition, and gentle enough to be easily and safely handled. The feet should be properly trimmed and sound.

It is the responsibility of the exhibitor to know, understand, and comply with all current requirements for brand inspection, health, and transportation for horses. As a result, it is recommended for exhibitors to contact the Nevada Department of Agriculture, US Department of Agriculture, animal health/transportation regulatory agencies, etc. to learn what is currently being required. It is also recommended for the exhibitor to make contact at least thirty days (30 days) prior to the show (county, area, state, or any other show the exhibitor plans on participating in).

Show Management reserves the right to contact a veterinarian (at the exhibitor's expense) to conduct a health assessment on animals showing evidence of communicable disease or other health issues. Under the direction and advice of the veterinarian, Show Management may ban an animal from participation in the Nevada State 4-H Horse Show.

A veterinarian and farrier will be on call and readily available for the State Show.

SAFETY POLICIES:

In accordance with safe horsemanship practices the rules listed on the following page shall apply. Any violation of these rules is grounds for disqualification from the show.

1. Inhumane treatment of any animal will not be tolerated.
2. Dogs are not allowed on the show grounds.
3. Banding rider's feet into stirrups is prohibited.
4. Riding double is not allowed.
5. There will be no running of horses except in Warm-Up Arena and Show Arena. No running is allowed in the barn area, parking lot, or to and from the barn and Warm-Up or Show Arenas.
6. There will be no riding without a properly fitted and appropriately sized saddle and bridle. Rider will maintain contact with reins and have feet in the stirrups at all times while mounted.
7. All clothing, equipment, tack, etc. must be approved as acceptable and safe for horses and/or horse riding and acknowledged as acceptable for use at the Nevada State 4-H Horse Show. For example: (1) the types of bits (see the bit and tack section for more details) that are permitted and acceptable; (2) clothing, such as boots (see the dress/clothing section for more details); and (3) helmets (see the following section for details).
8. Adults are not allowed to ride any exhibitors' project horses during any time of the competition. The only exception is during the Working Cow Horse classes. Adults may serve as herd holders and turn back using horses entered in the show. However, horses entered in Reined Cow Horse classes may not be used.
9. Courtesy, sportsmanship, and good horsemanship skills should be demonstrated at all times by exhibitors and spectators.

SAFETY HELMET POLICY:

University of Nevada Cooperative Extension (UNCE) requires all participants (mounted or unmounted) in any 4-H Horse Activity (sponsored by 4-H or organized by 4-H) to wear a properly fitted ASTM-SEI rated helmet with harness that is properly secured (snapped, buckled, etc) while riding or handling horses. This rule is for the protection of the exhibitor/rider and a necessary risk management tool for maintaining a safe environment in all aspects of club meetings, activities, and contests. The safety of participants and volunteers is a top priority of UNCE.

EXHIBITOR DRESS/CLOTHING:

Western and English Attire, as described below and on the following page, will be worn in the appropriate classes.

The following requirements apply: White and long-sleeved shirts or blouses, neat and clean trousers (when pants have belt loops, a belt will be required), a green tie, and riding boots must be worn in all classes.

Heeled boots are required anytime a club member is mounted on a horse. This helps prevent an exhibitor's foot from sliding through a stirrup and getting caught. All boots must have a minimum of a 6-inch top and 3/4-inch heel to be legal footwear. Lace up Western Boots may be worn. Many manufactures state on the boot box this boot "is approved for riding" or this boot "is not approved for riding". Only boots approved for riding are acceptable for use at the Nevada State 4-H Horse Show (heeled or any type of tennis shoe, sometimes also called a sneaker or gym shoe, are not acceptable for use).

Gloves are optional.

Chaps are prohibited.

Show jackets are prohibited.

In cases of inclement weather and at the discretion of Show Management, exhibitors may wear coats.

Spurs are optional in riding classes but are prohibited in halter and showmanship. Spurs worn with English Attire must be unroweled; roweled or unroweled spurs are permitted with Western Attire.

TACK:

Competitors must be penalized for incomplete appointments, but will not necessarily be disqualified. A Judge does not have the authority to add or to remove equipment, but can discount the placing of the exhibitor.

Entries in Western Classes shall be shown with a Western Stock Saddle, but silver equipment will not count over good working and functional equipment. Tapedaros are prohibited.

There shall be no discrimination against any standard Western bit. A standard Western bit is defined as having a shank with maximum length overall of 8 1/2". The mouthpiece will consist of a metal bar 5/16" to 3/4" in diameter as measured one inch in from the shank. The bars may be inlaid but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar) such as extensions, prongs or rivets designed to intimidate the horse. Rollers attached to the center of the bit are acceptable and may extend below the bar. Jointed mouthpieces are acceptable and may consist of two or three pieces and may have one or two joints. A three-piece mouthpiece may include a connecting ring of 1 1/4" or less in diameter or a connecting flat bar 3/8" to 3/4" (measured top to bottom with maximum length of 2"), which lies flat in the mouth or a roller or port as described herein. The port must be no higher than 3 1/2" maximum with roller(s) and covers acceptable. Jointed mouthpieces, half-breeds, and spade bits are standard.

Rigid donut mouthpieces, flat polo mouthpieces, and slip or gag bits are prohibited. The illustration below is not a true gag bit (gag bits do not have shanks and have rope headstall which connects directly with the reins through the bit). This illustration is a Wonder Bit with semi gag action. It is permissible for speed events, but is not legal for show or performance events such as Western Pleasure, Trail, etc.



Roping bits with both reins connected to a single ring at center of cross bar shall not be used. Split or romal reins must be attached to each shank. Only one hand should be used on reins (two hands will be considered a fault) and hands must not be changed except in gymkhana classes. When ends of split reins fall on the side of the reining hand, one finger between reins is permitted.

When using a romal, the hand is to be around reins; *no fingers are permitted between the reins*. The end of the romal is to be carried in the free hand with a 16 inch space between the reining hand and the free hand holding the romal. It shall not be used forward of the cinch or to signal or cue the horse in any way.

Snaffle bits are permitted on horses five years of age and under that have never been shown in any Western event in a bridle (with the exception of gymkhana events). Roping reins are prohibited. A standard snaffle bit is defined as a center jointed, single, rounded, unwrapped smooth mouthpiece from 5/16 of an inch to 3/4 of an inch in diameter metal as measured from the ring to 1 inch in from the ring with a gradual decrease to the center of the snaffle. The rings may be from 2 inches to 4 inches in outside diameter of the loose type, egg butt, dee, or center mounted without cheeks. If a curb strap is used it must be attached below the reins. Rider must use both hands on the reins. Both hands must be visible to the Judge.

Hackamores (no mechanical hackamores) are permitted on horses five years of age and under that have never been shown in any Western event in a bridle (with the exception of gymkhana events). A hackamore is rounded in shape and constructed of braided rawhide or leather and must have a flexible nonmetallic core attached to a suitable headstall with a maximum diameter of 3/4 of an inch at the cheek. Attached reins may be of hair, rope, or leather. No other material of any kind is to be used in conjunction with a bosal, i.e., steel, metal, or chains (with the exception of smooth plastic electrical tape, which is acceptable). Rider must use both hands on the reins. Both hands must be visible to the Judge.

Horses shall not be shown with artificial appliances that would tend to alter their performance. Curb chains and leather chin straps may be used but must be flat and at least 1/2 of an inch in width and lie flat against the jaws of the horse. No wire, rawhide, metal or other substance can be used in conjunction with or as part of the leather chin strap, or curb chains. Rounded, rolled, braided or rawhide curb straps are prohibited. A light lip strap is permissible. Mechanical hackamores, cavesson type nosebands, tie-downs, and martingales are prohibited (with the exception of gymkhana events).

The next page contains a chart of various legal and illegal bits. Please review and studying this so an error does not occur that could seriously jeopardize participation and/or placing at the Nevada State 4-H Horse Show. However, it must be noted....

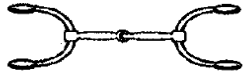
**THE BITS SHOWN
ARE ONLY EXAMPLES**

**MANY OTHER BITS EXIST
SO BE SURE TO UNDERSTAND THE WRITTEN DESCRIPTIONS**

**IF YOU HAVE QUESTIONS ABOUT A BIT
IF YOU ARE IN DOUBT ABOUT A BIT**

CONTACT YOUR 4-H HORSE LEADER

Examples of Various Bits (Legal and Illegal Bits)



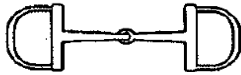
1. Gag snaffle – permissible in speed events only. Must meet mouthpiece standards.



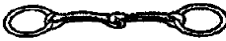
2. Double twisted wire – legal in English classes only.



3. Single twisted wire – legal in English classes only – must meet mouthpiece standards.



4. Legal D-ring snaffle.



5. Legal O-ring snaffle.



6. Slow twist – legal in English classes only.



7. Legal snaffle – flat piece must meet standards.



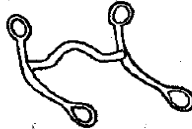
8. Pelham with mullen mouth – legal English bit.



9. Legal kimberwick – (English bits).



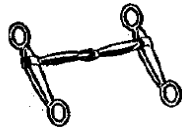
10. Legal curb with mullen mouth (shanks 8 1/2" or less).



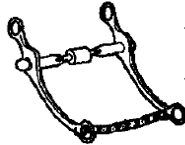
11. Legal curb with low port and 8 1/2" shanks.



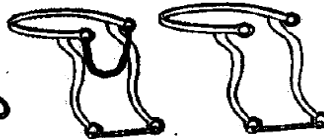
12. Legal curb.



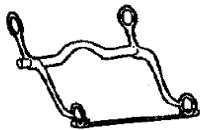
13. Legal curb with broken mouthpiece.



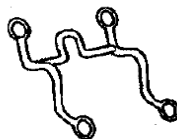
14. Legal curb with roller and 8 1/2" shanks.



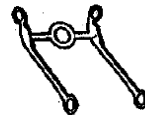
15. Legal hackmores for speed events (and roping) only. Any wire or chain must be flat and leather or latex covered.



16. Illegal curbs – shanks 9" long.



17. Illegal curb – port higher than 3."



18. Illegal donut bit.

Shown below are four types of curb straps which are acceptable for use in 4-H Shows. There are other styles which are also acceptable. Curb chains and leather chin straps may be used but must be flat and at least 1/2 of an inch in width and lie flat against the jaws of the horse. No wire, rawhide, metal, or other substance can be used in conjunction with or as part of the leather chin strap or curb chain. Rounded, rolled, braided, or rawhide curb straps are also prohibited. If you are not certain of a particular strap or chain, do not use it (at least until you have had it checked by an official).

Acceptable Curb Chains/Straps



Legal-Flat Leather-over 1/2" wide



Legal-Flat Nylon-over 1/2" wide



Legal-Double Link Flat Chain-over 1/2" wide Nylon end straps.



Legal-Double Link Flat Chain-over 1/2" wide Leather end straps

Shown are four types which are *not* acceptable because they do not lay flat. This occurs due to construction and because of twists in the chain.

Unacceptable Curb Chains/Straps



Not Legal-Braided Leather (Rawhide)-
Too Narrow and too Rough



Not Legal-Round Braided Leather-
Wide enough, but too Rough and not Flat



Not Legal-Round Leather-Too Narrow all
across, not Flat



Not Legal-Round Leather-Too Narrow at
chtn, not Flat

Breast collars are allowed, as long as it is properly and correctly utilized and secured.

Bandages or leg wraps of any type are prohibited.

Protective boots are permitted in only the Reining Cow Horse Classes, Roping Classes, Western Reining Classes, and Speed Events.

Banding rider's feet into stirrups is prohibited.

Buck rolls and plain covered stirrups are permitted.

Spurs are optional in riding class, but are not to be used forward of the cinch.

Prohibited in all Western Performance Classes are the following: Running/Standing martingales, draw reins, mechanical hackamores, gag bits and other mechanical altered bits, tapederos, hobbles, lariats, or other equipment attached to the saddle.

Crops, bats, or small whips are *not* allowed.

SHOW RING EQUIPMENT:

The use of upright poles for backing demonstrations or horsemanship classes shall be permitted.

Drums/Barrels – Fifty gallon drums/barrels made of either metal or plastic (plastic is preferred) shall be used for the Clover-Leaf Barrel Racing Classes. There must be no open ends on the drums/barrels.

Poles – Six foot PVC Poles (with molded rubber bases) shall be used for the Pole Bending Classes.

Gates - Gates used in Trail Classes may be either free-swinging or push-in only and have fence panels at both ends. Gates are to be four feet or longer and 54 inches high. The latch should be a slide bar 48 inches or more from the ground. The gate and fence should be paneled so a horse cannot get a leg through and shall be anchored securely and safely.

Jumps - See English Section for description.

SHOW AND SHOWING ETIQUETTE:

Classes may be split and/or combined and/or cancelled at the discretion of show management. If classes are combined, they must be judged separately. Cancellation is justified by low entry numbers and/or the labor, financial/material expenses, and so on as required to safely offer the class or classes for a limited number of participants.

Every effort will be made to publish a Show Program listing names, numbers, events, etc.

Only Judges, Ring Stewards, Show Manager, or other authorized personnel will be allowed in the *Show Arena* or *Designated Paddock Area*. Contestants or parents violating this rule will subject the exhibitor to disqualification.

Conduct by Exhibitors, Parents or Others - The following statement applying to conduct will also be announced before the beginning of the State Show: "Show Management will make all possible effort to secure the best available Judges. Decisions of the Judges are final. Any interference with the Judges, Exhibitors, Officials, or discourtesy/display of poor sportsmanship toward them will be cause for disqualification of participant. Exhibitors will follow the directions of the Judge(s) at all times and upon request will answer questions asked by the Judge(s) or demonstrate skills and abilities as requested by the Judge.

No smoking is allowed in the Paddock Area or in the Show Arena.

The exhibitor will not be allowed assistance for the horse or himself/herself to enter the Show Arena.

Unmanageable horses will be disqualified and removed from the ring or paddock area by the order of the Judge, Ring Steward, Paddock Judge, or Show Management.

An exhibitor will be given two (2) minutes from last class call to report to a class. It is up to the exhibitor to find out when and where his/her class is to be held. If after two minutes the exhibitor has not entered the arena, he/she will be disqualified from that class and not allowed to compete in the class. Tack changes should be prearranged, because this is not considered a valid reason for being late to participate in a class.

JUDGES AND JUDGING PROCEDURES:

Qualified Judges - The Nevada State 4-H Horse Show will use Judges who have knowledge of horses and horsemanship as well as an understanding of working with and teaching youth. Judges at County shows will not be eligible to Judge the State Show in the same 4-H year. Show Judges have the discretion to modify patterns as deemed necessary to facilitate the competition.

Briefing of Judges - A letter will be sent to the Judges with a copy of the Nevada State 4-H Horse Show Rules so they can become acquainted with them and how they differ from other horse association rules. This letter will be sent to the Judges at the time they accept the responsibility of serving as a Judge for the Nevada State 4-H Horse Show.

Paddock Judge/Official and Area - A paddock area must be designated for inspection of exhibitors by the Paddock Judge(s) or Ring Steward(s). The Paddock Official may be any qualified person(s) designated by Show Management. They will check clothing, tack, grooming, feet, and other items against rule standards. Exhibitors not meeting dress, horse, or equipment requirements will be disqualified. As a result, the Show Judge is released from this responsibility. Only exhibitors, their horses, and Show Officials will be allowed in the Designated Paddock/Show Area (which will be clearly marked).

COMPLAINTS/GRIEVANCES:

Only contestants (and their parent/guardian in contestant's name and on behalf of the contestant) will be allowed to file a grievance. There is a \$50.00 (cash only) charge for filing the grievance. All grievances must be made in writing (see form on the next page of this publication) and must be submitted with \$50.00 (cash only) to Show Management.

Only grievances received in writing and with \$50.00 (cash only) by Show Management will be enacted upon. Show Management will forward the grievance to members of the Grievance Committee. The grievance must be submitted no later than thirty minutes (30 minutes) after the incident occurred. Furthermore, no grievance will be acceptance after thirty minutes (30 minutes) of completion of the State Show.

The function of the Grievance Committee is to ensure the Nevada 4-H Horse Show is conducted according to the Rules & Regulations as set forth within this publication, which has the title of *Nevada 4-H Horse Show Rule Book*. The decisions of the Grievance Committee shall not supersede, replace, substitute, etc. the class placings by the judge(s); change the definition, meaning, or intent of a rule, regulation, or guideline; or set forth a new rule, regulation, or guideline. The decisions of the Grievance Committee shall simply and solely be based upon fair and equitable application of the rules, regulations, and guidelines stated in this publication.

The decision of the Grievance Committee is final. If the grievance is upheld, the \$50.00 fee will be returned. If the grievance is not upheld, the \$50.00 fee will not be returned.

The Grievance Committee shall be composed of:

- Member of the Nevada State 4-H Staff
- Manager of the Nevada State 4-H Horse Show
- A representative from each 4-H/UNCE Area



GRIEVANCE FORM

This form (and \$50.00) should be used for filing a grievance to the Show Management.

Name of person filing grievance _____

Address of person filing grievance _____

County of person filing grievance _____

Home phone of person filing grievance _____

Cell phone of person filing grievance _____

Email address of person filing grievance _____

Please provide details of grievance (ie; Page aa, Rule zz of this publication is the basis for this grievance, or something similar) _____

Please provide reason for filing grievance (ie; the above stated rule was not followed because or the above stated guideline was misinterpreted or something similar). _____

Please provide your solution for resolving this possible error, misunderstanding, or whatever; and how your solution does not supersede, replace, substitute, etc. the class placings by the judge(s); change the definition, meaning, or intent of a rule, regulation, or guideline; or set forth a new rule, regulation, or guideline. _____

SECTION 4 HALTER & SHOWMANSHIP

BASICS AND OVERVIEW:

HORSE CARE: Feet should be trimmed, skin free from disease, grooming proper and neat. Unmanageable horses will be disqualified and removed from the ring.

STALLIONS: No stallions allowed except weanlings which are shown in Class Number 1.

TACK: Horses are to be shown in hand without bats, whips, etc. The halter or bridle may consist of cheek pieces, brow band, throat latch, and noseband. Leather, rope, or other approved material is allowed. A leather, rope, or strap lead shank from 6 to 8 feet long must be attached. A short chain and snap is permissible on the lead. Chains on the lead may not be used over the nose and may not be attached so as to pass through the horse's mouth. Silver mounted halters are permitted. The use of a light snaffle bit in halter and showmanship classes shall be allowed if it is acceptable equipment for the breed or type of horse shown. All equipment should be in clean and serviceable condition; silver not to count.

DRESS: Either English or Western 4-H Attire may be worn. However, a mixture of English and Western attire may not be worn. For details, please see Section 3 (Exhibitor Dress/Clothing).

HELMETS: Safety Helmets are required. See Section 3 (Safety Helmet Policy).

HALTER CLASSES:

Class No. 1 - Weanling Class, Foals born on or after January 1st of the current year.

Class No. 2 - Yearlings, Geldings and fillies born during the calendar year preceding that in which the State Show is held.

Class No. 3 - Two-Year Olds, Geldings and fillies born two calendar years previous to the one in which State Show is held.

Horses entered in halter classes, must have placed in the Blue Ribbon Group at the County/Area Qualifying Show (if a Qualifying Show was conducted).

In all halter classes, the basis for judging will be conformation, condition, manners, and action.

Halter Classes are shown by the age and sex of the

horse. Any age 4-H Club Member (junior, intermediate, or senior) can exhibit a "Declared 4-H Project Horse" that meets the above described age criterion in halter classes.

SHOWMANSHIP CLASSES:

Class No. 4 - Senior Showmanship

Class No. 5 - Intermediate Showmanship

Class No. 6 - Junior Showmanship

The showing procedure will be designated and explained by the Judge prior to the class. Please check Section 1 (Age Requirements/Divisions of Classes) for specifics concerning age and check Section 3 (Exhibitor Dress/Clothing). Specifics and details of Exhibitor Dress and acceptable/appropriate tack can also be located and reviewed at the beginning of this section (Section 4, Basics and Overview) and in Section 3 (Tack).

JUDGING CRITERIA:

In Showmanship classes, the exhibitor is judged on his/her ability to present and show a horse in the ring to its greatest advantage in such a manner as to overcome any conformation faults. Judging is based on:

- 50% - Showmanship skills (presentation of horse)
- 40% - Condition, grooming, and fitting of the horse
- 10% - Appearance and grooming of exhibitor.

SHOWMANSHIP GUIDELINES:

1. The handler should stand to the horse's left and move off on a loose shank if possible; leading from the left side. The horse should move out briskly and in a straight line. When moving away from the Judge, the horse should be kept in line with the Judge so the horse's movement can be observed. The horse should be brought to a complete stop at either end of the line before turning. The horse should be turned to the right, away from the handler, at the end of the line.
2. When the Judge is observing other horses, the horse should stand reasonably well-posed. The handler should appear alert and showmanlike until the entire class has been placed and the Judge has submitted his/her card.
3. The handler should be natural and avoid over-showing, undue fussing and maneuvering and respond promptly to requests from the Judge or other officials. Courtesy and good sportsmanship should prevail at all times.

4. *To be penalized:* Incorrect or dirty attire; poorly groomed and trimmed horses; incorrect or dirty equipment (ie, keepers out, twisted cheek pieces, etc.); overuse of shanks; coaching from outside ring; interfering with other exhibitors; exaggerated, stiff or rigid position; not following instructions; off pattern.

JUDGING PROCEDURES

1. Entries should enter the show ring at the gait requested and lead in the direction indicated by the ringmaster until asked to line up the horse for inspection. A distance of at least ten feet (about two horse lengths) should be maintained between entries, both in circling the ring and in the line-up.

2. The horse must stand squarely with weight distributed on all four feet, hooves pointed straight ahead and with the front legs perpendicular to the ground. The horse's feet may be moved by pulling/pushing on the lead shank as necessary. To be penalized: Using a foot or hand to move the horse's feet.

3. The handler should be positioned in front of the horse in such a way as to be able to see the animal and present a full view of the horse to the Judge, being careful to stay out of the Judge's way. The handler should observe both the horse and the Judge at all times and not be distracted by persons or objects outside the ring.

4. The lead shank should be held in the right hand about 12 to 24 inches from the halter or bit. The other end should be neatly held in the left hand.

5. The handler's body should be well-balanced so as to permit free movement and proper presentation of the horse. Fluidity of motion and a flexible position to work the horse are essential.

6. When the Judge is down the line or is looking at another entry, the handler should stand at the horse's head on the opposite side of the Judge as much as possible. Instructions should be followed promptly and sharply. It is permitted to adjust or mildly correct the horse.

At the discretion of Show Management and/or Judge, patterns/guidelines may be modified as long as all mandatory elements are included.

QUARTER SYSTEM OF POSITIONING FOR SHOWMANSHIP CLASSES:

The Quarter System for Showmanship Classes is recommended. An easy way to learn the Quarter System of exhibiting a horse for a Showmanship Class is remember three basic items.

1. Imaginary lines divide a horse into four quarters or sections with each area being labeled A, B, C, and D (see figures 1- 6).
2. When a Judge is at the front of a horse (Areas A or B), an exhibitor should be on the opposite side of his/her horse as the judge.
3. When a judge is at the rear of a horse (Areas C or D), an exhibitor should be on the same side of his/her horse as the judge.

Figure 1 (below) illustrates that when a judge is at the front half of a horse (Areas A or B), an exhibitor should be on the opposite side of his/her horse as the judge.

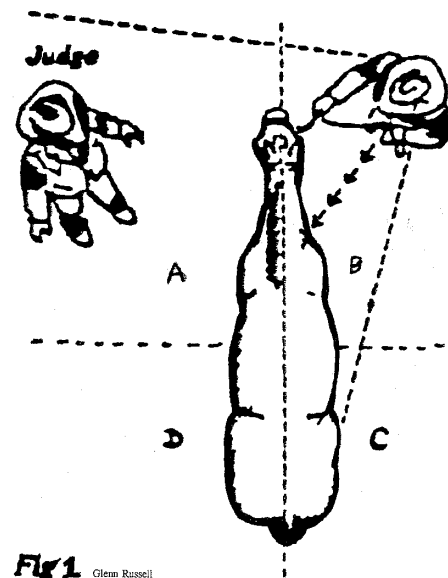


Figure 2 (below) illustrates that when a judge crosses an imaginary line across the back of a horse and is positioned at the rear of the horse, the exhibitor should move to the same side of the horse as the judge.

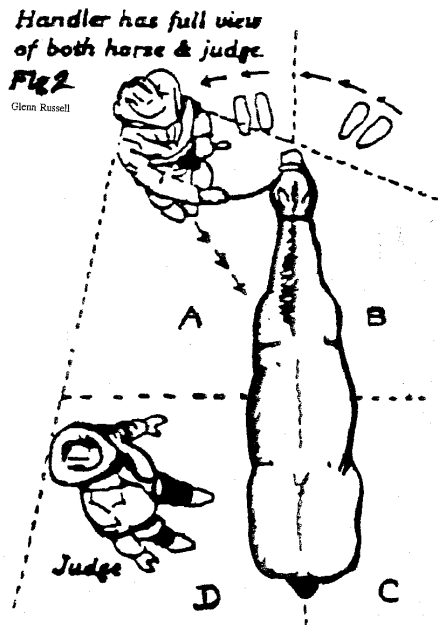


Figure 4 (below) illustrates that as the judge crosses the imaginary line directly behind the horse and moves into Area C, the exhibitor should move to the same side of the horse as the judge.

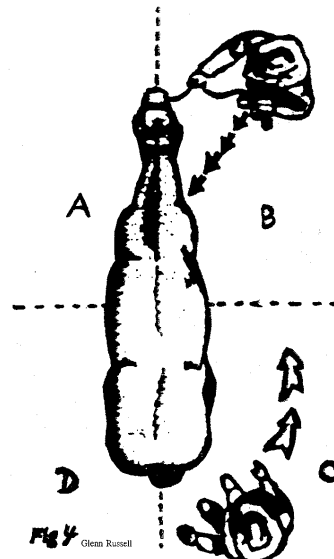


Figure 3 (below) illustrates that an exhibitor does not switch sides while the judge is continuing to view the horse from the rear.

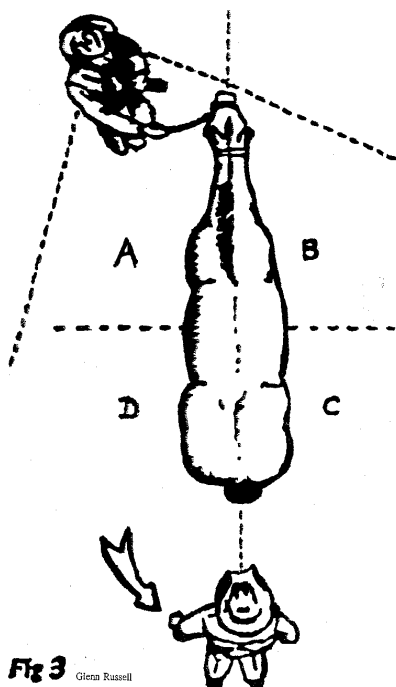


Figure 5 (below) illustrates that an exhibitor remains on the same side of the horse as the judge, until the judge crosses the imaginary line across the back of the horse from Area C into Area B.

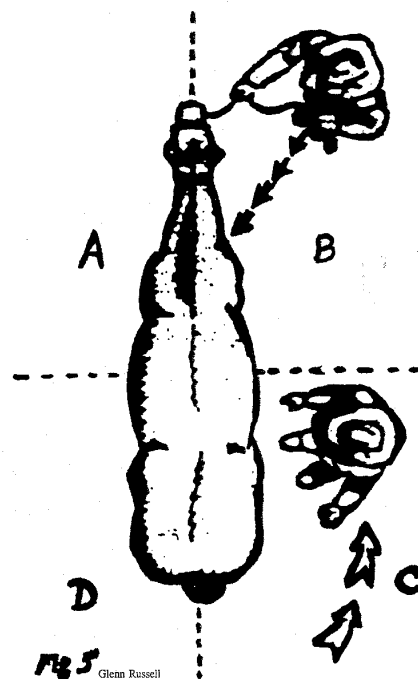
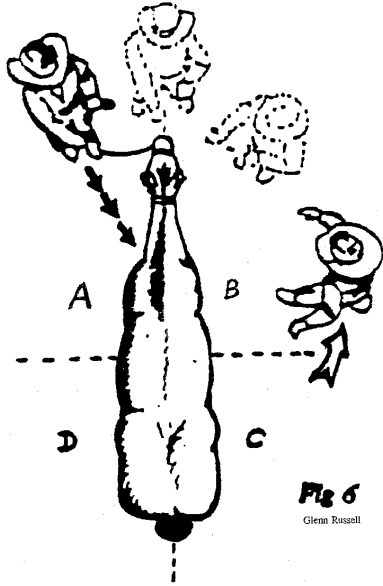


Figure 6 (below) illustrates that as the judge crosses an imaginary line dividing Area C and Area D, which means the judge is moving from the back half of the horse to the front half, the exhibitor should move to opposite side of his/her horse to avoid obstructing the judge's view of the horse.

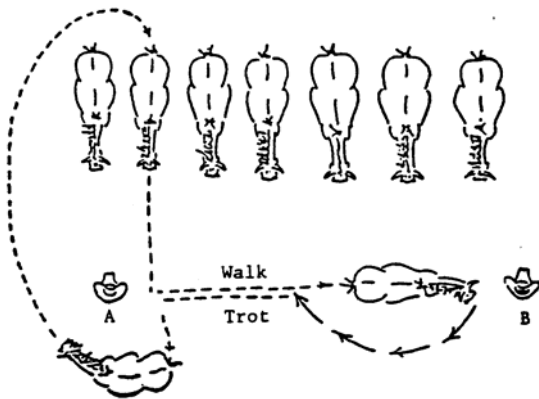


2. Walk horse in a brisk, alert manner straight toward person "B" at other end.
3. Stop a horse length away from person "B". If this is the Judge, he/she will inspect horse here, so set up squarely.
4. On signal, pivot horse to the right, moving forequarters around to the opposite direction. Pause briefly and then trot out.
5. Trot straight back to the starting point, at person "A".
6. If the Judge is here, he/she may want to have you stop and set up the horse for inspection. If not, continue around person "A" and return to original place in line.
7. Return around end of line, coming into place from behind.

NOTE: For Method No.1, it is often necessary to make shallow left-hand turns, as has been illustrated. However, the guiding rule is to apply good sense, practice safety and use courtesy in all movements around persons and other horses. The pattern above is often altered by the end at which the Judge stands, but the same principles apply. Be prepared to follow instructions.

THREE SUGGESTED/POSSIBLE METHODS OF SHOWING HORSES IN SHOWMANSHIP CLASSES

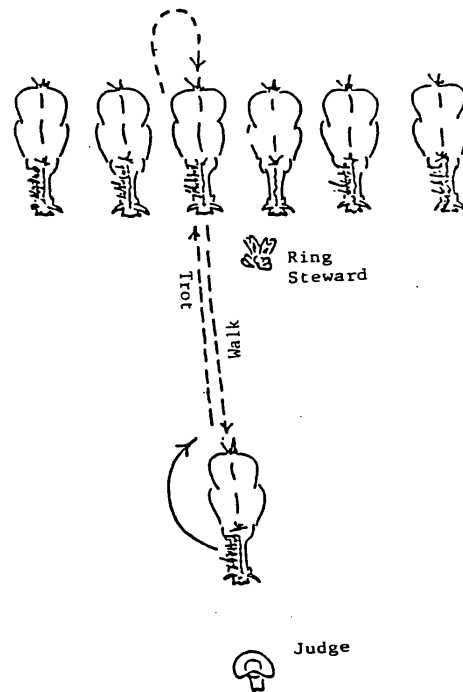
Showmanship Method No. 1



Method No. 1 - Explanation of Diagram

1. Walk horse to the line between Judge and ring steward. Stop one horse length away from person "A". Hesitate briefly, and then walk toward other end.

Showmanship Method No. 2



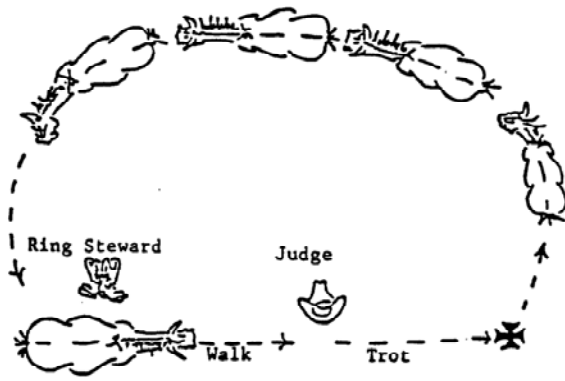
SECTION 5 WESTERN CLASSES

Method No. 2 - Explanation of Diagram:

For this method, the horses remain in line facing the Judge. The Judge works the horse directly from the lineup.

1. Upon ring steward's signal, walk horse toward the Judge.
2. Stop a horse length away from Judge. Set up horse for inspection.
3. On signal, pivot horse to the right and face the Ring Steward.
4. Pause briefly, and then trot horse toward place in line.
5. Stop, walk through space, turn to right, and return to original place in line. Apply safety in this movement.

Showmanship Method No. 3



Method No. 3 - Explanation of Diagram:

1. Class lines up head to tail toward side of arena.
2. On signal, lead horse to place designated by the Ring Steward.
3. On signal, walk horse toward the Judge.
4. On passing the Judge, trot horse straight to a designated place.
5. Return to the end of the line

BASICS AND OVERVIEW:

GENERAL

1. The following Western Rules apply to all Western Classes, unless additional information is given for a specific class. The following rules will be referred to under the classes as *Basic Rules-Western Classes*.
2. A member is allowed to enter only one class in each event unless he/she has qualified in another class with another horse as well.
3. Any rider not having his/her horse under sufficient control will be disqualified and removed from the ring or paddock area by the order of the Judge, Ring Steward, Paddock Official/Judge, or Show Management.
4. Nevada will defer to the *US Equestrian Federation Rule Book* for any rule not stated or any rule clarification in this section of the Nevada State 4-H Horse Show Rules.

FALLING (Rider/Horse)

Fall of horse and/or rider while being shown in reining tests or while working cattle shall not eliminate the competitor, but may be penalized at Judge's discretion. The penalty for a fall in other classes is elimination.

DRESS

Western Dress: for details and specific requirements, please see Section 3 (Exhibitor Dress/Clothing).

HELMETS:

Safety Helmets are required. See Section 3 (Safety Helmet Policy).

WESTERN PLEASURE:

- Class No. 7 – Senior Western Pleasure; Bridle**
- Class No. 8 – Int Western Pleasure; Bridle**
- Class No. 9 – Junior Western Pleasure; Bridle**
- Class No. 10 – Senior Western Pleasure; Snaffle Bit or Hackamore**
- Class No. 11 – Intermediate Western Pleasure; Snaffle Bit or Hackamore**
- Class No. 12 – Junior Western Pleasure; Snaffle Bit or Hackamore**

WORKING

In all classes in this section, horses are to be shown at a flat footed four-beat walk; free moving easy riding two-beat jog and three-beat lope both ways of the ring on a reasonably loose rein without undue restraint. Extended gaits may be called for by the Judge. Entries shall be penalized for being on the wrong lead. Special emphasis shall be placed on the walk. Horses may be asked to back at Judge's discretion. All horses chosen for a workout must be worked both ways of the ring at any gait requested by the Judge.

CLASS SPECIFICATIONS

1. Horses five years old and under may be show in a hackamore (no mechanical hackamores) or ring snaffle and must be ridden with two hands.
2. All classes are to be shown at a walk, jog-trot, and lope both ways of the ring on a reasonably loose rein without undue restraint.
3. Judging is based on performance and ability to comply with the Judges' directions.

WESTERN SEAT EQUITATION:

- Class No. 13 – Senior Western Seat Equitation; Bridle**
- Class No. 14 – Intermediate Western Seat Eq; Bridle**
- Class No. 15 – Junior Western Seat Equitation; Bridle**
- Class No. 16 – Senior Western Seat Equitation; Snaffle Bit or Hackamore**
- Class No. 17 – Intermediate Western Seat Eq; Snaffle Bit or Hackamore**
- Class No. 19 – Junior Western Seat Equitation; Snaffle Bit or Hackamore**

WORKING

Western Seat Equitation is intended to be a rail class.

Riders enter the ring at a walk or jog and judged at a flat-footed four-beat walk, two-beat jog and a three-beat lope both ways of the ring. The order to reverse may be executed by turning toward or away from the rail. All competitors are required to back in a straight line during the line up in all classes.

In the event of a tie, the Judge may ask for additional riding skills.

CLASS SPECIFICATIONS

The class is judged on the rider's seat and hands, and on the performance obtained from the horse.

WESTERN HORSEMANSHIP:

- Class No. 19 – Senior Western Horsemanship; Bridle, *From All Tests, 1-11***
- Class No. 20 – Intermediate West Horsemanship; Bridle, *Only From Tests 1-5***
- Class No. 21 – Junior Western Horsemanship; Bridle, *Only From Tests 1-5***
- Class No. 22 – Senior Western Horsemanship; Snaffle Bit or Hackamore, *From All Tests, 1-11***
- Class No. 23 – Intermediate West Horsemanship; Snaffle Bit or Hackamore, *Only From Tests 1-5***
- Class No. 24 – Junior Western Horsemanship; Snaffle Bit or Hackamore, *Only From Tests 1-5***

WORKING

The horsemanship class is offered to determine the riding ability of the participant. All participants are required to perform a pattern composed of tests as listed on the following page. Instructions must be publicly announced. Patterns must be posted at least one hour prior to the class. Two hands on the reins shall be required when the horse is in a hackamore or snaffle bit.

CLASS SPECIFICATIONS

1. Position. Riders will be judged on seat, hands, performance of horse, appointments of horse and rider and suitability of horse to rider. Results as shown by the performance of the horse are NOT to be considered more important than the method used in obtaining them.
2. Emphasis shall be placed on horse and rider working together. Execution and correct form of both horse and rider, while maintaining a pleasurable ride, are the main criteria for this class.
3. Rider must perform a pattern which will be posted by the Show Management at least one hour prior to the class. Tests designated as appropriate for that class may be used in the pattern. See the Test List on the next page.

4. Failure to complete the pattern will not result in disqualification but will be scored accordingly. Rail work is optional at the discretion of the Judge. Backing must be included in either the pattern or the lineup.

TESTS FROM WHICH JUDGE MAY CHOOSE:

Senior Contestants can be asked to demonstrate any of the eleven (Items 1-11) riding skills listed below. Intermediate Contestants and Junior Contestants will be asked to demonstrate the first five (Items 1-5) riding skills listed below.

1. Back.
2. Individual performance on the rail.
3. Figure Eight at the jog.
4. Lope and Stop.
5. Figure eight at lope on correct lead, demonstrating simple change of lead (this is a change whereby the horse is brought back into walk or jog and restarted into a lope on the opposite lead). One figure eight demonstrates two changes of lead and is completed by closing up the last circle and stopping in the center of the eight.
6. Figure eight at lope on correct lead, demonstrating flying change of lead.
7. Change leads down center of ring, demonstrating simple change of lead.
8. Ride serpentine course, demonstrating flying change of lead at each change of direction.
9. Execute 360 degree turns (spins).
10. Demonstrate sliding stop.
11. Roll backs

WESTERN RIDING:

- Class No. 25 – Senior Western Riding; Bridle**
- Class No. 26 – Intermediate West Riding; Bridle**
- Class No. 27 – Junior Western Riding; Bridle**
- Class No. 28 – Senior Western Riding; Snaffle Bit or Hackamore**
- Class No. 29 – Intermediate West Riding; Snaffle Bit or Hackamore**
- Class No. 30 – Junior Western Riding; Snaffle Bit or Hackamore**

WORKING

This contest is neither a stunt nor a race, but it should be performed with reasonable speed. It is a competition in the performance and characteristics of a good, sensible, well-mannered, free and easy moving horse.

Horses will be judged on riding qualities of gaits, flying changes of lead, response to rider, manners and disposition.

Two hands must be used when in the snaffle bit or hackamore.

CLASS SPECIFICATIONS

Credit

Credit shall be given for, and emphasis placed on, smoothness with even cadence of gaits and the horse's ability to change leads precisely and easily rear and front at the center point between markers. The horse should have a relaxed head carriage showing response to the rider's hands, with a moderate flexion at the poll. Horses may be ridden with light contact or on a reasonably loose rein. The horse should cross the log at both the jog-trot and lope without breaking gait or radically changing stride.

Scoring

1. There are nine maneuvers, and they are as listed below:
 1. Gate
 2. Walk/transition to jog/log
 3. Jog/transition to lope
 4. Line (side) lead changes (plus/minus 1 point per change)
 5. First two crossing lead changes (plus/minus 1 point per change)
 6. Log (lope)
 7. Second two crossing lead changes (plus/minus 1 point per change)
 8. Lope/stop/back, minimum of 10 feet
 9. Overall pattern accuracy and smoothness (plus/minus 1 point per change)

2. Each maneuver will receive a score from the Judge.

3. Scoring will be on a basis of 0 to 100, with 70 denoting an average performance

4. Points will be added or subtracted from the 9 (8 if gate is not used) maneuvers as follows:

excellent	+1
good	+½
average	0
poor	-½
very poor	-1

PATTERNS

At the discretion of Show Management and/or the Judge, patterns may be modified as long as all of the mandatory pattern elements are included.

WESTERN RIDING PATTERNS:

1. Gate - Optional. The horse is to approach at a walk and put the rider in a position to open, pass through and close without dismounting. If a gate is not used, the horse shall walk to the first marker and make the transition to the jog-trot at marker.
2. The eight small circles represent markers (barrels, cones, kegs or standards recommended). These should be separated by a uniform measured distance of not less than thirty (30) and no more than fifty (50) feet on the side with five markers (see diagram). The Judge is responsible for correctness of the pattern.
3. The rectangle represents an obstacle (one small log recommended), minimum eight feet in length.
4. The long and sometimes twisting line indicates the direction of travel and gaits at which the horse is to move. The dotted line (...) indicates the walk, the dash line (---) jog-trot, and the solid line (—) lope.
5. The exhibitor will negotiate horse through the gate and proceed on course as indicated by the pattern. Any horse not following the exact pattern will be disqualified. The Judge may require an exhibitor to repeat or reverse any part of the routine.
6. Off Pattern: A horse that goes off pattern is disqualified. Off pattern is any of the following: an incomplete pattern, incorrect order of maneuver, knocking over markers, passing wrong side of marker or missing the log.

Faults: The following characteristics are considered faults and should be judged accordingly:

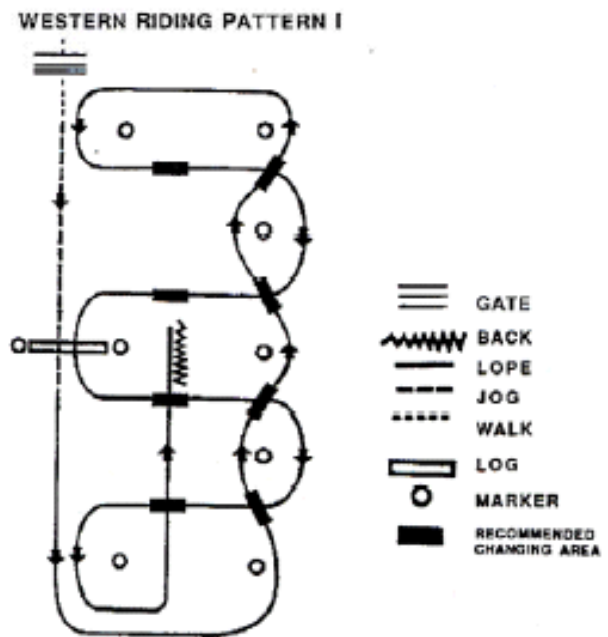
1. Opening mouth excessively or raising of the head on maneuvers.
2. Anticipating signals or early lead changes.
3. Stumbling.
4. Any unnecessary aid given by the rider, such as: unnecessary talking, petting, spurring or jerking of the reins.
5. Failure to start the lope within 20 feet of the log after crossing it at the jog.

Penalties: They should be evaluated accordingly:

1. Releasing gate due to horse's disobedience, knocking over gate, unable to complete gate - 5 points
2. Use of free hand to instill fear in horse - 3 to 5 points
3. Breaking gait at lope, including simple lead change - 3 points
4. Failure to change leads - 3 points
5. Additional lead changes anywhere on course - 3 points

6. Failure to take prescribed gait where pattern designates - 2 points
7. Breaking gait at walk or trot - 1 point
8. Hitting log - 1 point
9. Failure to change lead behind: 1) From ½ stride up to the cone - ½ point; 2) to next change - 1 point
10. Ticking (light touch) log - ½ point

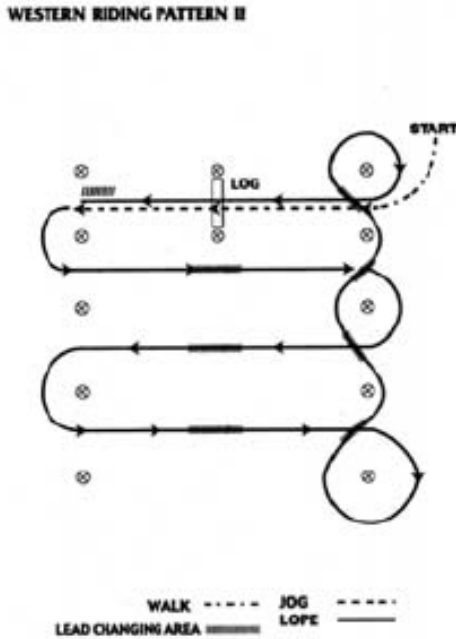
Western Riding Figure 1



Ride Pattern as Follows:

1. Walk, transition to jog, jog over log
2. Transition to left lead and lope around the end of the pattern
3. First line change
4. Second line change
5. Third line change
6. Circle and first crossing change
7. Second crossing change
8. Third crossing change
9. Fourth crossing change and circle end cone
10. Lope, stop, and back

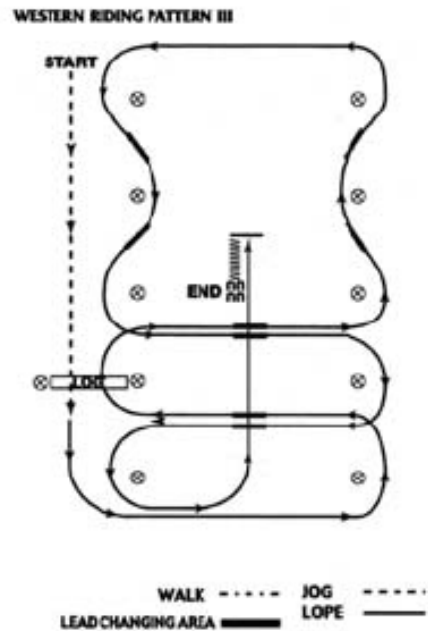
Western Riding Figure 2



Ride Pattern as Follows:

1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle and first line change
7. Second line change
8. Third line change
9. Fourth line change and circle
10. Lope log
11. Lope, stop, and back

Western Riding Figure 3

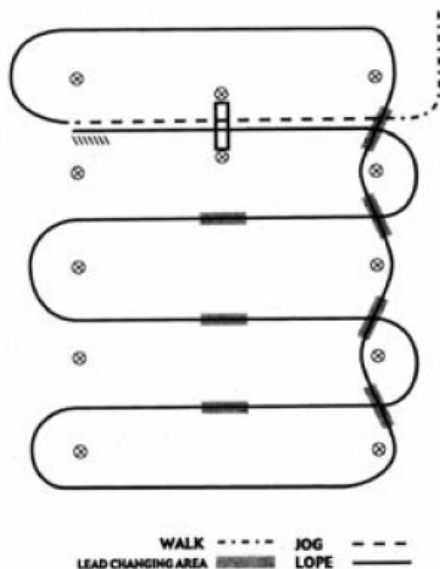


Ride Pattern as Follows:

1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop, and back

Western Riding Figure 4

WESTERN RIDING PATTERN IV



Ride Pattern as Follows:

1. Walk, transition to jog, jog over log
2. Transition to right lead lope
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop and back

WESTERN REINING:

- Class No. 31 – Senior Western Reining; Bridle**
Class No. 32 – Intermediate West Reining; Bridle
Class No. 33 – Junior Western Reining; Bridle
Class No. 34 – Senior Western Reining; Snaffle Bit or Hackamore
Class No. 35 – Intermediate Western Reining; Snaffle Bit or Hackamore
Class No. 36 – Junior Western Reining; Snaffle Bit or Hackamore

Nevada will defer to the *National Reining Horse Association Handbook* as a guideline for any rule not stated or rule clarification for this class of the Nevada State 4-H Horse Show Rule.

WORKING

To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and should be dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. After deducting all faults (set here within) against execution of the pattern and the horse's overall performance; credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers; while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch to an audience.

SCORING

Scoring will be based on the *National Reining Horse Association Scorecard for Western Reining*. Anything on the scorecard will take precedence over what is written below for scoring.

1. The scoring will be on a basis of 0-Infinity, with 70 denoting an average performance.
2. The following will result in "no score":
 - willful abuse of animal in show arena
 - use of illegal equipment; including wire on bits, bosals, or curb chains
 - use of illegal bits, bosals, or curb chains
 - use of tack collars, tie downs, or nose band
 - use of electric shocker, whips, or bats
 - use of any attachment which alters the movement of or circulation to the tail
 - failure to provide horse and equipment to the appropriate Judge for inspection
 - disrespect or misconduct by the exhibitor
 - infraction of any state or federal law which exists pertaining to the exhibition, care, and custody of horses

3. A rider may untangle excess rein, where excess rein may prevent the rider from continuing the pattern, where said excess can be straightened without affecting the performance of the horse and at an appropriate time in the pattern. When using a romal, no finger between the reins is allowed. The free hand may be used to hold the romal, provided it is held at least 16 inches from the reining hand and in a relaxed position. Use of free hand while holding the romal, to alter the tension or length of the reins from the bridle to the reining hand, is considered to be use of two hands, and a score of zero (0) will be applied, with the exception of any place a horse is allowed to be completely stopped during a pattern.
4. The following will result in a score of 0:
 - use of more than index or first finger between reins
 - use of two hands or changing hands (with exception of snaffle bit or hackamore)
 - use of romal; other than as outlined in #3
 - failure to complete pattern as written
 - performing the maneuvers other than in specific order
 - the inclusion of maneuvers that are not specified
 - equipment failure that delays completion of pattern
 - balking or refusal of command where pattern is delayed
 - running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
 - jogging in excess of one-half circle or one-half the length of the arena while starting a circle, circling or exiting a rollback
 - over spins of more than ¼ turn
- fall to the ground of horse or rider
- the inclusion of maneuvers that are not specified; including, but not limited to:
 - backing more than two strides
 - a turn of more than 90 degrees where not specified

PLEASE NOTE:

A "no score" is not eligible to place while score of zero (0) is eligible to place.

5. The following will result in a reduction of five (5) points:
 - spurring in front of cinch
 - use of free hand to instill fear or praise
 - holding saddle with free hand
 - blatant disobedience, this includes kicking, biting, bucking, and rearing
6. The following will result in a two (2) point penalty:
 - break of gait
 - freezing up in spins or rollbacks
 - on walk-in patterns, failure to stop or walk before executing a canter departure
 - on run-in patterns, failure to be in a canter prior to reaching the first marker
7. Deduct one-half (½) point for starting circle at a jog or exiting rollbacks at a jog up to 2 strides. Jogging beyond 2 strides (but less than ½ circle) or ½ the length of the arena, deduct two (2) points.

8. Starting or performing circles or eights out of lead will be judged as follows:

Each time a horse is out of lead, a Judge is required to penalize by one (1) point. The penalty for being out of lead is accumulative, and the Judge will add one (1) penalty point for each one-quarter ($\frac{1}{4}$) of the circumference of a circle or any part thereof a horse is out of lead. A Judge is required to penalize a horse one-half ($\frac{1}{2}$) of a point for a delayed change of lead by one stride.

9. Deduct one-half ($\frac{1}{2}$) point for over or under spinning up to one-eighth ($\frac{1}{8}$) of a turn; deduct one (1) point for over or under spinning up to one-quarter ($\frac{1}{4}$) turn.
10. Deduct two (2) points for failure to go beyond markers.
11. There will be a one-half ($\frac{1}{2}$) point penalty for failure to remain a minimum of 20 feet from wall or fence when approaching a stop and/or rollback.
12. Where a change of lead is specified immediately prior to a run to the end of the arena, failure to change lead will be penalized as follows: failure to change leads by one (1) stride, one-half ($\frac{1}{2}$) point penalty. If the lead is not changed prior to the next maneuver, a two (2) point penalty. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized one (1) point, failure to correct a lead prior to the center point of the arena will be a two (2) point penalty.
13. Judges may not confer as to any penalty of maneuver score prior to submitting a score.
14. All riders must be prepared to drop the bridle immediately after the performance. The bridle may be checked by the designated Judge in the arena or in a close proximity to the arena.

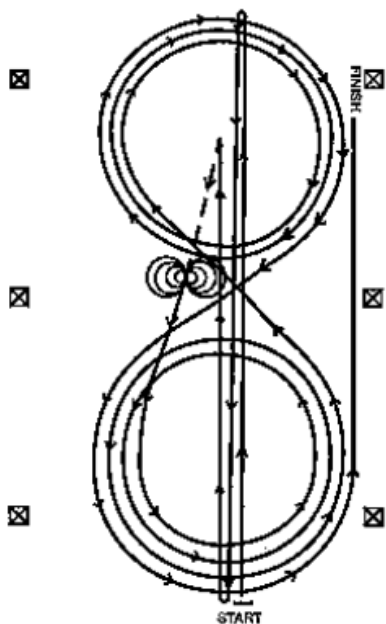
15. The Judge is permitted the option of awarding a re-ride to any contestant who, in the Judge's opinion, is unable to complete a pattern for reasons out of the rider's control. In the instance where a re-ride is warranted in the Judge's opinion, the Judge should advise Show Management of such as soon as is possible.
16. The decision/decisions of the Judge or Judges are final and are not subject to appeal.

PATTERNS

1. The following patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.
2. Each pattern is drawn so the bottom of the page represents the end of the arena entered by the contestant and must be run as such.
3. In the event of an arena having only one gate and the gate is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on.
4. Markers will be placed on the wall or fence of the arena as follows:
 - a. at the center of the arena and at least fifty (50) feet from each end wall.
5. Where and when designated in the pattern for stops to be beyond a marker, the horse should begin its stop after it passes the specified marker.
6. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

At the discretion of Show Management and/or the Judge, patterns may be modified as long as all of the mandatory pattern elements are included.

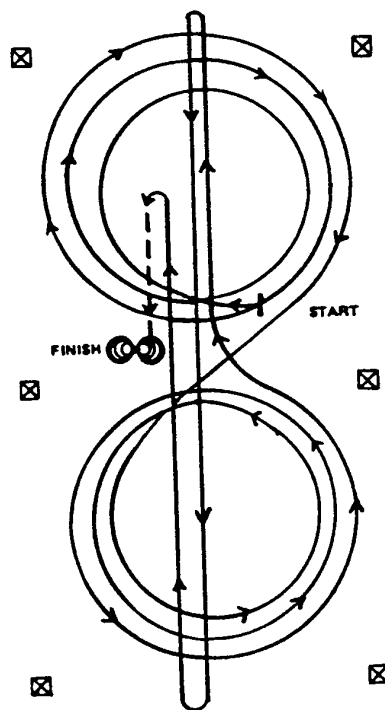
Western Reining Figure 1



Ride Figure/Pattern 1 as Follows:

1. Run at speed to the far end of the arena past the end marker and do a left rollback, no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback, no hesitation.
3. Run past the center marker and a sliding stop. Back up to center of the arena or at least 10 feet, hesitate.
4. Complete four spins to the right.
5. Complete 4 and ¼ spins to the left so the horse is facing left wall of fence, hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the side of the area past the center marker and do a sliding stop at least twenty (20) feet from wall or fence. Hesitate to demonstrate completion of patter. Rider must be prepared to drop bridle to the designated Judge or stewards as designated by the Judge.

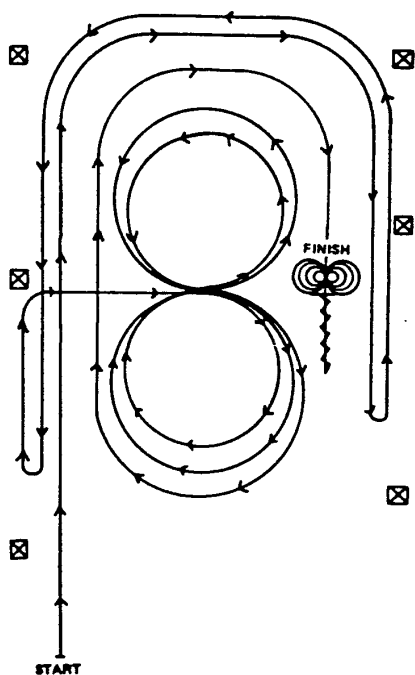
Western Reining Figure 2



Ride Figure/Pattern 2 as Follows:

1. Beginning at the center of the arena facing the left wall or fence.
2. Beginning on the right lead, complete three circles to the right: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
3. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
4. Run up the middle to the far end of the arena past the end marker and do a left rollback, no hesitation.
5. Run to the opposite end of the arena past the end marker and do a right rollback, no hesitation.
6. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten (10) feet. Hesitate.
7. Complete four spins to the right.
8. Complete four spins to the left. Hesitate to demonstrate completion of pattern. Rider must be prepared to drop bridle to the designated Judge or steward as designated by the Judge.

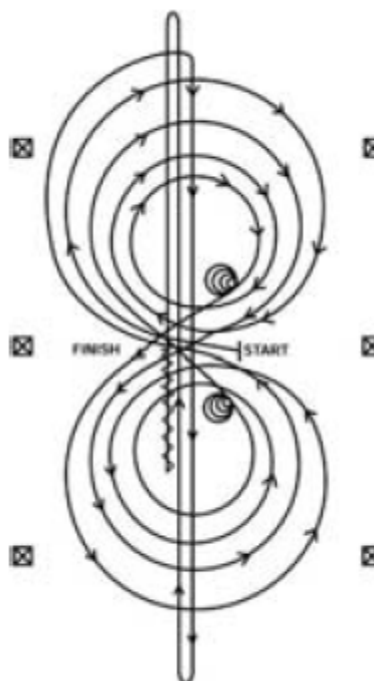
Western Reining Figure 3



Ride Figure/Pattern 3 as follows:

1. Beginning, and staying at least twenty (20) feet from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback, no hesitation.
2. Continue straight up the right side of the arena staying at least twenty (20) feet from the walls or fence, circle back around the top of arena, run straight down the left side of the arena past the center marker and do a right rollback, no hesitation.
3. Continue up the left side of arena to the center marker. At the center marker, the horse should be on the right lead. Go past the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up left side of the arena staying at least twenty (20) feet from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten (10) feet. Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of pattern. Rider must be prepared to drop bridle to the designated Judge or steward as designated by the Judge.

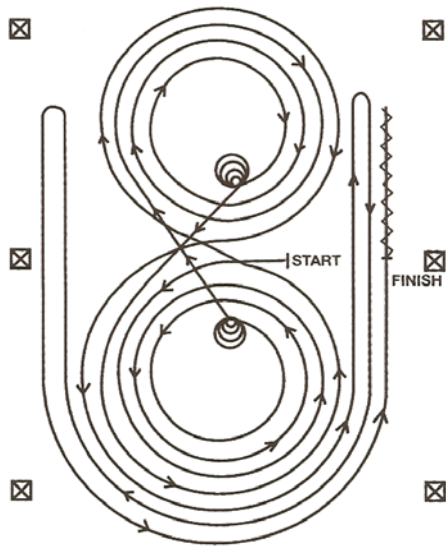
Western Reining Figure 4



Ride Figure/Pattern 4 as Follows:

1. Beginning at the center of the arena facing the left wall or fence.
2. Beginning on 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.
3. Complete four spins to the right. Hesitate
4. 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.
5. Complete 4 spins to the left. Hesitate.
6. Beginning on right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left and change leads at the center of the arena (figure 80).
7. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback, no hesitation.
8. Run up the middle to the opposite end of the arena past the end marker and do a left rollback, no hesitation.
9. Run past the center marker and a sliding stop. Back up to the center of the arena or at least ten (10) feet. Hesitate to demonstrate completion of pattern. Rider must be prepared to drop bridle to the designated Judge or steward as designated by the Judge.

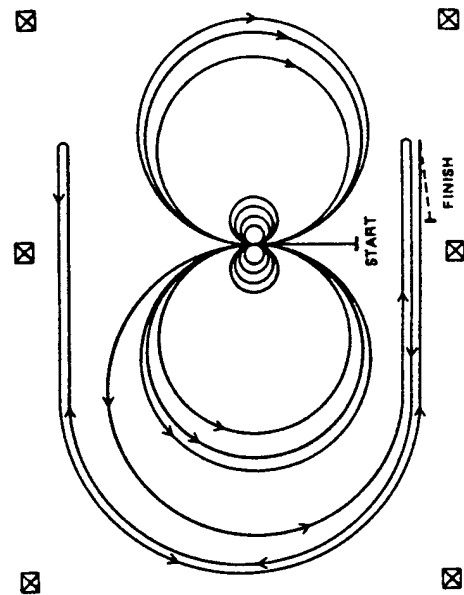
Western Reining Figure 5



Ride Pattern/Figure 5 as Follows:

1. Beginning at the center of arena facing the left wall of fence.
2. 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.
3. Complete four spins to the left, hesitate.
4. 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.
5. Complete four spins to the right, hesitate.
6. Beginning on 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 area (figure 8).
7. 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 (20) feet from the wall or fence, no hesitation.
8. 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 (20) feet from the wall of fence, no hesitation.
9. 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 (20) feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of pattern. Rider must be prepared to drop bridle to the designated Judge or steward as designated by the Judge.

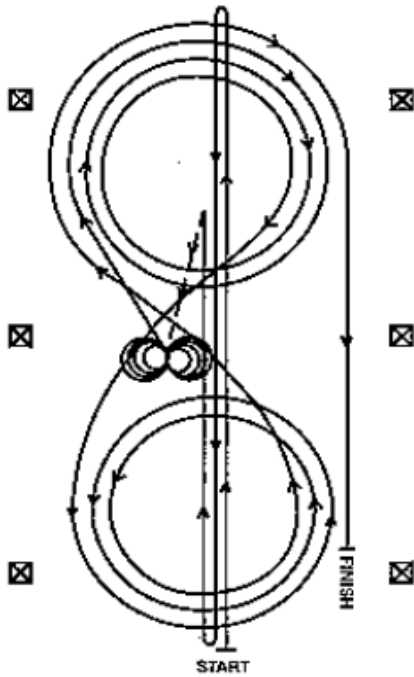
Western Reining Figure 6



Ride Figure/Pattern 6 as Follows:

1. Beginning at the center of the arena facing the left wall or fence.
2. Complete four spins to the right.
3. Complete four spins to the left. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
6. Begin a large fast 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 (20) feet from the wall or fence, no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena past center marker and do a left rollback at least twenty (20) feet 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 (20) feet from the wall or fence. Back up at least ten (10) feet. Hesitate to demonstrate completion of the pattern. Rider must be prepared to drop bridle to the designated Judge or steward as designated by the Judge.

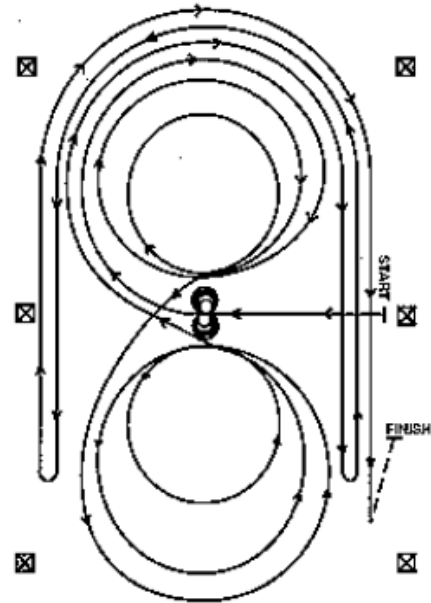
Western Reining Figure 7



Ride Pattern/Figure 7 as Follows:

1. Run at speed to the far end of the arena past the end marker and do a left rollback, no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback, no hesitation,
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten (10) feet. Hesitate
4. Complete four spins to the right
5. Complete 4 and ¼ spins to the left so the horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
7. Complete 3 circles to the left: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the area past the center marker and do a sliding stop at least twenty (20) feet from the wall or fence. Hesitate to demonstrate the completion of the pattern. Rider must be prepared to drop bridle to the designated Judge or steward as designated by the Judge.

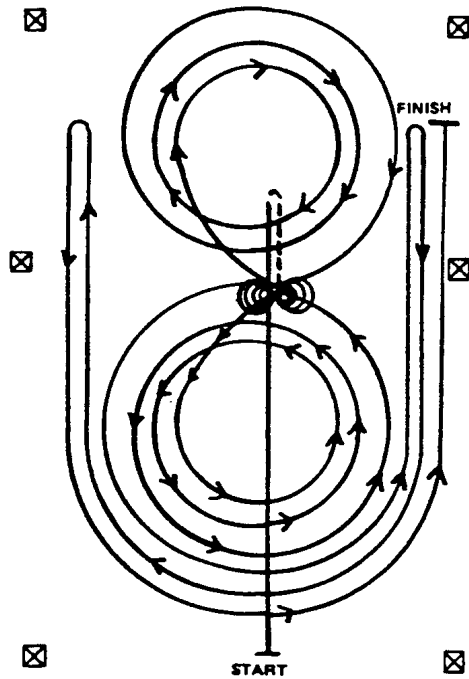
Western Reining Figure 8



Ride Pattern/Figure 8 as Follows:

1. Beginning at the center of arena facing the left wall or fence.
2. Complete four spins to the left.
3. Complete four spins to the right, hesitate.
4. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow, the third circle large and fast. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle large and fast; the second circle small and slow, the third circle large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty (20) feet from the wall or fence, no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty (20) feet from the wall or fence, no hesitation.
8. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty (20) feet from the wall or fence. Back at least ten feet. Hesitate to demonstrate the completion of the pattern. Rider must be prepared to drop bridle to the designated Judge or steward as designated by the Judge.

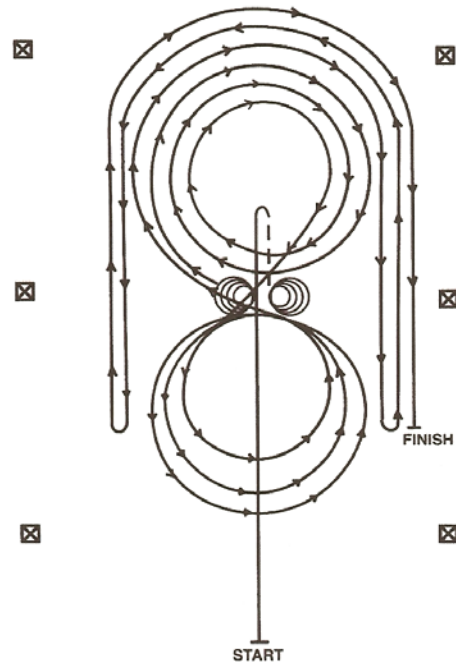
Western Reining Figure 9



Ride Pattern/Figure 9 as Follows:

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate.
2. Complete four spins to the right.
3. Complete 4 and $\frac{1}{4}$ spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on left lead, complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast 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 (20) feet from the wall or fence.
7. Continue back around the 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 (20) feet 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 (20) feet from the wall or fence. Hesitate to demonstrate completion of pattern. Rider must be prepared to drop bridle to the designated Judge or steward as designated by the Judge.

Western Reining Figure 10



Ride Pattern/Figure 10 as Follows:

1. Run past the center marker and do a sliding stop. Back up to the center of area or at least 10 feet. Hesitate.
2. Complete four spins to the right.
3. Complete 4 and $\frac{1}{4}$ spins to the left so the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left rollback at least twenty (20) feet from the wall or fence, no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty (20) feet from the wall or fence, no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty (20) feet from the wall or fence. Hesitate to demonstrate completion of pattern. Rider must be prepared to drop the bridle to the designated Judge.

TRAIL HORSE:

Class No. 37 – Senior Trail Horse

Class No. 38 – Intermediate Trail Horse

Class No. 39 – Junior Trail Horse

This class is open to Western or English Riders. However, exhibitors may enter only one horse under either Western or English tack, but not both. The tack must be appropriate for whatever is entered and the tack must be all English or all Western, a mixture of the two types of tack is not acceptable.

WORKING

1. Trail horses are required to work over and through obstacles. No horse may enter the trail course area until the course and Judge are ready. Riders will be permitted to inspect the course on foot during the Judge's instructions prior to the start of the class. Tests which may be required are negotiating a gate; carrying objects from one part of the arena to another; riding through water, over logs or simulated brush; riding down into and up out of ditch without lunging or jumping; crossing a bridge; backing through obstacles; side-passing; mounting and dismounting, (from either side) and performing over any reasonable conditions encountered along the trail. Unnatural obstacles, such as fire extinguishers, perforated plywood in water boxes, exotic animals or unsafe elements (such as hay bales) should be avoided. The course is to include a minimum of six obstacles and maximum of eight obstacles. Care in preparing the course should be exercised to prevent a direct advantage to either a small or large horse. To include a jog-trot and lope of suitable duration to determine the way of going, management is encouraged to design obstacle courses that can be negotiated in 90 seconds. Riders' hands shall be clear of horse to avoid cueing. Horses are to be penalized for any unnecessary delay while approaching obstacle. Judges are encouraged to advance to next obstacle any horse taking excessive time at an obstacle. Entry will be evaluated on responsiveness, willingness and general attitude. Obvious unsoundness must be disqualified with no prize awarded. Rail work shall not be required.

2. Off course is defined as;

- Taking an obstacle in the wrong direction.
- Negotiating an obstacle from the wrong side.
- Skipping an obstacle unless directed by the Judge or Judges.
- Negotiating obstacles in the wrong sequence.
- Not following correct line of travel.

3. If at any time a trail obstacle is found to be unsafe, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted. No horse shall be asked to repeat the course, *except in the case of a tie.*

CLASS OBSTACLES

Walkovers

- * Single poles: Maximum height 16 inches
- * Multiples: Maximum height 10 inches
- * Minimum width between poles 20 inches
20 to 24 inches between poles is generally considered good spacing for walkovers, depending upon difficulty desired.
- * No rolling poles shall be utilized in the course

Jumps

- * Jumps are not allowed in Junior Classes.
- * Mounted: Maximum height 24 inches
- * Lead Over: Maximum height 18 inches
- * Minimum width between jump standards: 4feet
- * Combinations: 12 feet for one stride.
6 feet for no stride.
- * Box jumps or L jumps: Poles, at least 12 feet long.

Cavaletti

- * Jog overs: The poles shall be 3' to 3'6" apart, space is measured between poles
- * Lope overs: The poles shall be 6 to 7 feet apart; 7 feet is preferable for most horses.

Back Through

- * On ground: 28 inches between minimum.
- * Elevated: 30 inches between minimum.
- * Barrels: 32 inches between minimum.

Side Passes

- * Single pole: Up to 24 inches high
- * Slots: Never closer than 24 inches wide, and measured between poles.

Serpentines (Jog Arounds)

- * Pylons 6 feet apart (base to base) minimum.
- * Guardrails 3 feet to either side of the pylons.
- * Pylons 3 feet apart (base to base) minimum.
- * Guardrails 6 to 8 feet to either side of the pylons.
- * If tall standards are used, dimensions can be looser.

Gate

- * Approximately 60 inches high, with latch available at that height.

CLASS SPECIFICATIONS

All classes are to be shown over and through obstacles at a walk, jog-trot, and lope on a reasonably loose rein without undue restraint. To be judged on performance and way of going.

When the horse is in the bridle, only one hand may be used on reins and hands must not be changed except to work with an obstacle.

Two hands on the reins must be used when the horse is in the hackamore, snaffle bit, or under English Tack.

Horses are not required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, jog/trot, and lope/canter) somewhere between obstacles as part of its work.

SECTION 6 GYMKHANA CLASSES (SPEED CLASSES)

BASICS AND OVERVIEW:

GENERAL

1. The following rules apply to all Gymkhana Classes, unless additional information is given for a specific class. The following rules will be referred to under the classes as *Basic Rules-Gymkhana Classes*.
2. Any rider not having his/her horse under sufficient control will be disqualified and removed from the ring or paddock area by the order of the Judge, Ring Steward, Paddock Official/Judge, or Show Management.
3. Nevada will defer to the *National High School Rodeo Association (NHSRA) Rule Book* for any rule not stated (or rule clarification) in this section.

FALLING (Rider/Horse)

Fall of horse and/or rider while being shown in reining tests or while working cattle shall not eliminate the competitor, but may be penalized at Judge's discretion. The penalty for a fall in speed events is disqualification and other classes is elimination.

DRESS

Western Dress: for details and specific requirements, please see Section 3 (Exhibitor Dress/Clothing).

HELMETS

Safety Helmets are required. See Section 3 (Safety Helmet Policy).

TACK

The Western-type of equipment must be used. Use of mechanical hackamores or other types of bridles and tie downs are the optional choice of the contestant; however, the Judge may prohibit the use of bits or equipment he/she may consider too severe.

- Competitors must be penalized for incomplete appointments but not necessarily disqualified. Entries shall be shown with stock saddle but silver equipment will not count over a good working outfit. Tapedaros are prohibited.
- The bridle may be of any Western-type with a standard bit, hackamore, or mechanical hackamore. The Judge may prohibit the use of any and all bits or equipment that he/she may consider inhumane, unsafe, or in any way harmful to the horse.
- Martingales, tie-downs, and protective competition boots are permitted.
- Banding rider's feet into stirrups is prohibited.

TIMING/SCORING/PLACINGS

Barrel racing and pole bending will adopt a 3-D format for placing classes. The fastest time would be the grand champion, the second fastest time would be reserve, blue ribbons will those who rode within a time of three (3) seconds of the fastest time, red ribbons will those who rode within a time between three (3) and six (6) seconds of the fastest time, and white ribbons will those who rode with a time of more than six (6) seconds of the fastest time. Only times would count toward placing. The closed gate rule should be enforced for safety, if the rider starts before the gate is closed, or any other rules are broken including the no coaching rule, that should be a no time. Even with an electric eye, two back up timers with stop watches should be used in case the eye malfunctions. The average of the two times should only be used if there is a malfunction of the eye.

CLOVER-LEAF BARREL RACING:

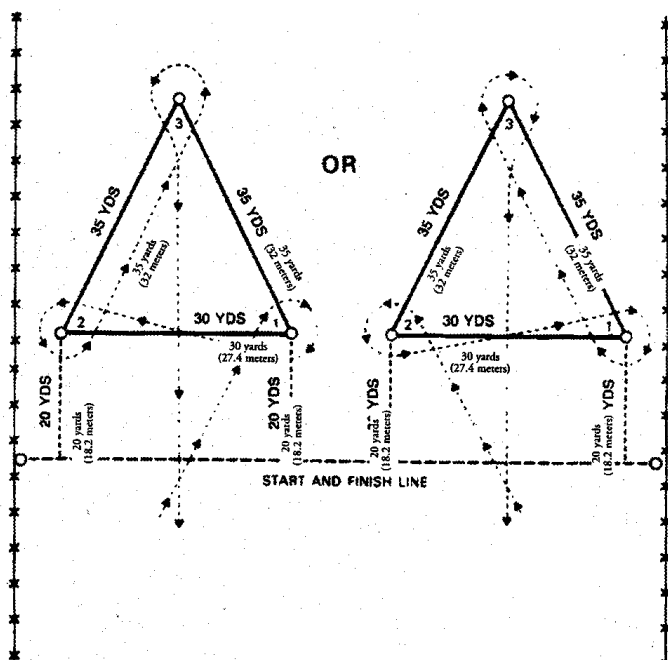
- Class No. 40 – Senior Clover-Leaf Barrels**
- Class No. 41 – Intermediate Clover-Leaf Barrels**
- Class No. 42 – Junior Clover-Leaf Barrels**

WORKING/RIDING

1. No two contestants may ride the same horse in the same class.
2. Unmanageable horses will be disqualified and removed from the ring or paddock area by order of the Judges, Paddock Officials/Judges, Ring Steward, or Show Management.

3. Clover-Leaf Barrel Racing is a timed event.
4. The starting/finishing line will be subject to grounds rules.
5. A starting/finishing line shall be marked on both sides of the arena for placement of the timers, whether they are electronic and/or mechanical such as hand held stop watches.
6. There shall be a minimum of 75 feet allowed for stopping from starting line back to arena fence.
7. An electronic timer, if available, will be used and it will be backed up by a flag man and timers.
8. If an electric timer is not available, at least two stop watches shall be used.
9. The time indicated by the electric timer or average time of the watches used will be the official time, if there is a failure of the electronic equipment or if it is not available.
10. The Time Judge will not flag contestants out until time is recorded. The Judge is to flag time, then flag contestant out if run is not legal.
11. A horse's nose will be timed as it crosses the starting/finishing line.
12. If a horse crosses the starting/finishing line before starting the pattern, time will be considered as started.
13. Contestant will enter arena, unassisted. The contestant may have assistance before and after crossing the plane of the arena gate.
14. Western-type tack must be used. Use of a hackamore or other types of bridles and tie downs are the optional choice of the contestant. The Paddock Officials or Show Judge may prohibit the use of bits or equipment he/she may consider severe.
15. A combination of two hands and one handed riding may be used in Barrel Racing. It is considered good horsemanship in speed events to use the combination.
16. One hand may be used on the saddle horn as needed for safety purposes or prevention of fall.
17. All barrels must be twenty (20) yards or farther apart; nothing under twenty (20) yards is acceptable or permissible.
18. The arena conditions will enable Show Management to decide the distance over twenty (20) yards barrels will be placed.
19. This item (#19) relates back to Numbers 16 and 17. Barrel patterns can be almost any size as long as the minimums are adhered to (ie, 75 feet from the fence to the start/finish line). Barrels 20 feet off the fence, but there is a maximum standard pattern, which should be set if there is enough room. Definitely do not go over the "standard pattern" requirements, see the diagram (on the next page) for additional details and information.
20. The clover-leaf pattern is the only approved pattern in this event. The breaking of this pattern will result in a white ribbon award. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side.
21. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their track, this would be considered a broken pattern.
 - * The barrels must be at least twenty (20) feet from the arena fence.
 - * The front two barrels shall be twenty (20) yards (60 feet) from the starting line.
 - * The distance between the two front barrels shall be thirty (30) yards (90 feet) and the distance between the two front barrels and the back barrel shall be thirty-five (35) yards, which is also 105 feet.
 - * Contestants may start with the right or left barrel.
 - ~ When starting on the right barrel, there will be one right turn and two left turns around the barrels.
 - ~ When starting on the left barrel, there will be one left turn and two right turns around the barrels.
22. Touching the barrel is permitted by horse or contestant.
23. Knocking over a barrel will result in a penalty of five seconds per barrel knocked over.
24. If the horse re-crosses the start/finish line at any time before the pattern is completed, the pattern will be considered broken and the contestant will receive a "no time" and a white ribbon.
25. The pattern to be run is as follows (if arena conditions permit):

Barrel Racing Diagram



POLE BENDING:

- Class No. 43 – Senior Pole Bending
- Class No. 44 – Intermediate Pole Bending
- Class No. 45 – Junior Pole Bending

WORKING/RIDING

1. No two contestants may ride the same horse in the same class.
2. Unmanageable horses will be disqualified and removed from the ring or paddock area by order of the Judges, Paddock Officials/Judges, Ring Steward, or Show Management.
3. Pole Bending is a timed event.
4. The starting/finishing line will be subject to grounds rules.
5. A starting/finishing line shall be marked on both sides of the arena for placement of the timers, whether they are electronic and/or mechanical such as hand held stop watches.
6. There shall be a minimum of 75 feet allowed for stopping from starting line back to arena fence.

7. An electronic timer, if available, will be used and it will be backed up by a flag man and timers.
8. If an electric timer is not available, at least two stop watches shall be used.
9. The time indicated by the electric timer or average time of the watches used will be the official time, if there is a failure of the electronic equipment or if it is not available.
10. The Time Judge will not flag contestants out until time is recorded. The Judge is to flag time, then flag contestant out if run is not legal.
11. A horse's nose will be timed as it crosses the starting/finishing line.
12. If a horse crosses the starting/finishing line before starting the pattern, time will be considered as started.
13. Contestant will enter arena, unassisted. The contestant may have assistance before and after crossing the plane of the arena gate.
14. Western-type tack must be used. Use of a hackamore or other types of bridles and tie downs are the optional choice of the contestant. The Paddock Officials or Show Judge may prohibit the use of bits or equipment he/she may consider severe.
15. A combination of two hands and one handed riding may be used in Pole Bending. It is considered good horsemanship in speed events to use the combination.
16. One hand may be used on the saddle horn as needed for safety purposes or prevention of fall.
17. No flags shall be used on the poles.
18. The pole bending pattern is to be run around six poles.
19. The distance from the starting line to the first pole shall be twenty-one (21) feet and spacing between poles shall be twenty-one (21) feet apart.
20. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter. For safety considerations, it is recommended to use AQHA, NHSRA approved rubber bases.
21. Poles must be in a straight line.
22. Touching poles is permitted by horse or contestant.
23. Knocking over a pole is a five second penalty per pole.

24. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
25. Not following the pole bending pattern will result in a disqualification and an award of a white ribbon. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, 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.
26. If a horse re-crosses start/finish line at any time before the pattern is completed, pattern will be considered broken and the run will receive a "no time" and a white ribbon.

Pole Bending Diagram

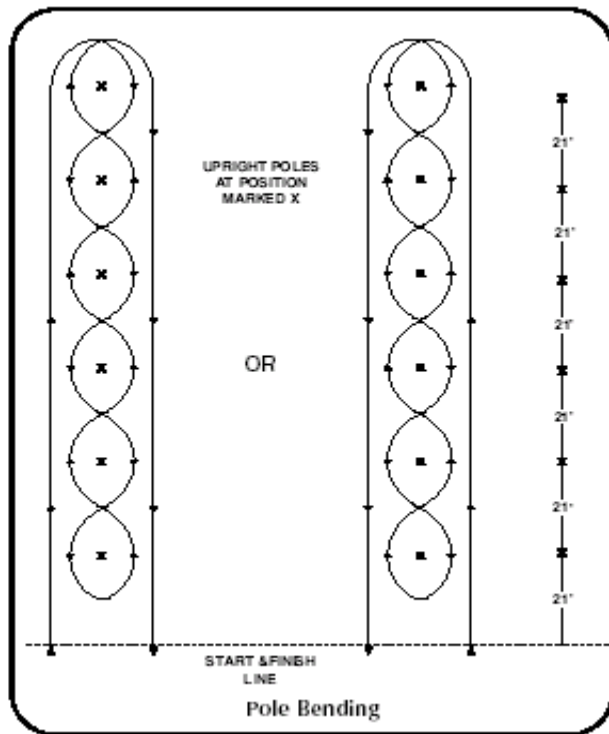


FIGURE 8 STAKE RACE:

Class No. 46 – Senior Figure 8 Stake Race

Class No. 47 – Intermediate Figure 8 Stake Race

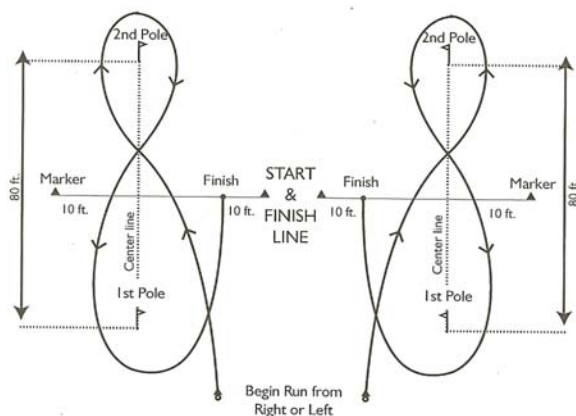
Class No. 48 – Junior Figure 8 Stake Race

WORKING/RIDING

1. No two contestants may ride the same horse in the same class.
2. Unmanageable horses will be disqualified and removed from the ring or paddock area by order of the Judges, Paddock Officials/Judges, Ring Steward, or Show Management.
3. Figure 8 Stake Race is a timed event.
4. The starting/finishing line will be subject to grounds rules.
5. A starting/finishing line shall be marked on both sides of the arena for placement of the timers, whether they are electronic and/or mechanical such as hand held stop watches.
6. There shall be a minimum of 75 feet allowed for stopping from starting line back to arena fence, see diagram (next page) for details.
7. An electronic timer, if available, will be used and it will be backed up by a flag man and timers.
8. If an electric timer is not available, at least two stop watches shall be used.
9. The time indicated by the electric timer or average time of the watches used will be the official time, if there is a failure of the electronic equipment or if it is not available.
10. The Time Judge will not flag contestants out until time is recorded. The Judge is to flag time, then flag contestant out if run is not legal.
11. A horse's nose will be timed as it crosses the starting/finishing line.
12. If a horse crosses the starting/finishing line before starting the pattern, time will be considered as started.
13. Contestant will enter arena, unassisted. The contestant may have assistance before and after crossing the plane of the arena gate.
14. Western type tack must be used. Use of a hackamore or other types of bridles and tie downs are the optional choice of the contestant. The Paddock Officials or Show Judge may prohibit the use of bits or equipment he/she may consider severe.
15. A combination of two hands and one handed riding may be used in the Stake Race. It is considered good horsemanship in speed events to use the combination.

16. One hand may be used on the saddle horn as needed for safety reasons or prevention of fall.
17. No flags shall be used on the poles.
18. The stake race pattern is to be run around two poles that are set eighty (80) feet apart.
19. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter. For safety considerations, it is recommended to use AQHA, NHSRA approved rubber bases.
20. Touching poles (horse or rider) is permitted.
21. Knocking over a pole is a five-second penalty per pole.
22. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
23. Not following the stake race pattern will result in a disqualification and an award of a white ribbon. Not following the stake race pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, 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.
24. If a horse re-crosses start/finish line at any time before the pattern is completed, pattern will be considered broken and the run will receive a "no time" and a white ribbon.

Figure 8 Stake Race Diagram



SECTION 7 ENGLISH CLASSES

BASICS AND OVERVIEW:

GENERAL

1. The following English Rules apply to all English Classes, unless additional information is given for a specific class. The following rules will be referred to under the classes as *Basic Rules-English Classes*.
2. A member is allowed to enter only one class in each event unless he/she has qualified in another class with another horse as well (ie, Seniors may enter one horse in the Senior Jumper- 3' class and a different horse in the Senior Jumper 2' or 2' 6" class).
3. Any rider not having his/her horse under sufficient control will be disqualified and removed from the ring or paddock area by the order of the Judge, Ring Steward, Paddock Official/Judge, or Show Management.
4. Nevada 4-H will defer to the *US Equestrian Federation Rule Book* as a guideline for any rule not stated or defined in the Nevada State 4-H Horse Show Rules.

FALLING (Rider/Horse)

The penalty for a fall is elimination.

DRESS

English Dress: for details and specific requirements, please see Section 3 (Exhibitor Dress/Clothing).

HELMETS

Safety Helmets are required. See Section 3 (Safety Helmet Policy).

TACK

Protective competition boots are permitted only in Hunter Hack, Hunt Seat Equitation Over Fences, Jumper Classes, and Working Hunter Over Fences.

For safety reasons, the banding of the rider's feet into stirrups is strictly prohibited.

The type of English Saddle varies according to the class.

The type of bridle varies according to the class. See specifications for Hunt Seat Equitation, Saddle Seat Equitation, Hunter Pleasure (aka Hunter Under Saddle), and English Pleasure.

Regulation snaffles, pelhams, and full bridles (all with cavesson nose bands) are required. The Judge may penalize for nonconventional bits or nose bands (nonconventional nose bands might include flash, figure 8 or drop nosebands among others).

Martingales are permitted in classes over obstacles and in the jumping phase of classes requiring both jumping and flat work. They are prohibited on the flat in any class or phase. Any change of equipment during a class can be penalized at the discretion of the Judge. (Note: adding or taking off a martingale from one phase to another is not considered a change.) .

SCORING & JUDGING

1. Scoring of equitation is based on performance of the rider and rider's ability to make the horse perform.
2. Soundness. Unsoundness does not penalize a competitor unless it is sufficiently severe to impair the required performance. In such cases, the imposition of a penalty is at the Judge's discretion.
3. Any rider not having his mount under sufficient control will be dismissed from the ring and disqualified from that class.
4. Attendants are not allowed in the ring except at the request of the Judge(s).
5. Judges cannot confer with riders individually during the line-up. (Exception: Verbal testing).

CLASS SPECIFICATIONS-SADDLE SEAT (English Pleasure and Saddle Seat Equitation)

1. General. Judges should note the required seat should in no way be exaggerated but be thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time. In Saddle Seat classes, riders should convey impression of effective and easy control. To show a horse well, he/she should show himself to the best advantage. Ring generalship must be taken into consideration by the Judges. A complete picture of the whole is of major importance.

2. Hands. Hands should be held in an easy position,

neither perpendicular nor horizontal to the saddle and should show sympathy, adaptability and control. The height the hands are held above the horse's withers is a matter of how and where the horse carries his head. The method of holding the reins is optional, however, both hands must be used and all reins must be picked up at one time. Bight of rein should be on the off side.

3. Basic Position. To obtain proper position, rider should place himself comfortably in the saddle and find his center of gravity by sitting with a slight bend at the knees but without use of irons. While in this position adjust leathers to fit. Irons should be placed under ball of foot (not toe or "home") with even pressure on entire width of sole and center of iron. Foot position should be natural (neither extremely in nor out).

4. Position in Motion.

Walk: slight motion in saddle.

Trot: slight elevation in saddle posting; hips under body not mechanical up-and-down or swinging forward and backward.

Canter: close seat, going with horse.

5. Tack. Entries shall be shown in full bridles (curb and snaffle). Martingales or similar tie-downs are prohibited. Flat English-type saddles are to be used. Forward Seat, Western Seat, and Side Seat saddles are prohibited.

ENGLISH PLEASURE:

- Class No. 49 – Senior English Pleasure**
- Class No. 50 – Intermediate English Pleasure**
- Class No. 51 – Junior English Pleasure**

TACK

This class is a pleasure class for saddle seat riders.

WORKING

Horses will be shown at a four-beat walk that is brisk, true, and flat-footed with good reach; a normal two-beat trot; and a strong two-beat trot that is faster and stronger than a normal trot which includes a lengthened stride that is powerful and reaching. Normal trot and strong trot require posting.

Horses will also perform at a three-beat canter that is smooth and unhurried with moderate collection.

Additionally, English Pleasure may include a hand gallop that is performed with long, free, and controlled ground covering stride. Extreme speed is to be penalized.

CLASS SPECIFICATIONS

Horses will be shown at walk, trot, and canter both directions in the show ring.

Horses should be obedient, alert, responsive, and move freely. It is imperative that the horse give the distinct appearance of being a pleasure to ride and to display a pleasurable attitude. Gaits must be performed with willingness and obvious ease, cadence, balance, and smoothness.

SADDLE SEAT EQUITATION:

Class No. 52 – Senior Saddle Seat Equitation

Class No. 53 – Intermediate Saddle Seat Eq

Class No. 54 – Junior Saddle Seat Equitation

TACK

This class must be ridden in saddle seat. *Flat English Type Saddle* is required. *Forward Seat Saddles, Side Seat Saddles,* and *Western Seat Saddles* are prohibited in the Saddle Seat Equitation Class.

Full “Double” Bridle (Curb and Snaffle Bits) or Pelham Bits are required. Martingales or similar tie-downs are prohibited in the Saddle Seat Equitation Class.

WORKING

Riders enter the ring turning to the right and proceed counterclockwise. The class proceeds at least once around the ring at each gait and, on command, will reverse and repeat. The order to reverse can be executed by turning either towards or away from the rail. Entries will line up on command. These are intended to be rail classes. However, to break a tie, the Judge may ask for additional riding skills.

TESTS FROM WHICH THE JUDGE MAY SELECT:

- Pick up reins (only in line up.)
- Circle at trot.
- Performance on rail.
- Performance around ring.
- Feet disengaged from stirrups. Feet engaged. In the line-up only.
- Execute serpentine at trot. A series of left and right half circles off center of imaginary line where correct diagonal must be shown.
- Back for not more than eight steps.
- Execute serpentine at a canter on correct lead demonstrating a simple change of lead. This is a change whereby the horse is brought back into a halt/walk and re-started into a canter on the opposite lead.

- Figure eight at a canter on correct lead demonstrating a simple change of lead. This is a change whereby the horse is brought back into a halt/walk and re-started into a canter on the opposite lead. Unless specified it can be started either facing the center or away from the center. If started facing the center it must be commenced from a halt. Figures are commenced in center of two circles so one lead change is shown.
- Figure eight at trot demonstrating change of diagonals. Unless specified, it may be started either facing the center or away from the center. If started facing the center, it must be commenced from a halt. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counterclockwise, rider should be on the right diagonal.
- Change of diagonals down center of ring or on the rail.
- Circle at the canter on the correct lead.
- Change leads down center of ring or on the rail demonstrating simple change of lead. The Judge must specify exact lead changes to be executed and the beginning lead.
- Ride without stirrups for a brief period of time, at any gate requested (for not more than one minute at the trotting phase). Riders may be asked to engage stirrups at a halt or walk.

CLASS SPECIFICATIONS-HUNTER SEAT

(Hunter Pleasure {aka Hunter Under Saddle}, Hunt Seat Equitation, Hunter Hack, Working Hunter Over Fences, Hunt Seat Over Fences, and Jumpers)

1. These classes must be ridden in hunt seat attire and tack.
2. General. Rider should have a workmanlike appearance, seat and hands should be light and supple, conveying the impression of complete control should any emergency arise.
3. Hands. Hands should be over and in front of horse's withers, knuckles thirty (30) degrees inside the vertical, hands slightly apart and making a straight line from horse's mouth to rider's elbow. Method of holding reins is optional and bight of reins may fall on either side; however, all reins must be picked up at the same time.

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

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

6. Position in Motion. At the walk, sitting trot and canter, body should be a couple of degrees in front of the vertical; posting trot, inclined forward, galloping and jumping same inclination as the posting trot.

7. Riding specifications:

1. *Over Obstacles.* The performance begins when the horse enters the ring or is given the signal to proceed after entering ring. Except for refusals, jumping faults of the horse are not to be considered unless it is the result of the rider's ability. The following will result in elimination: a) fall of horse and/or rider; b) three cumulative refusals and c) off course. The following constitute major faults: a) a refusal; b) loss of stirrup; c) trotting while on course when not part of a test and d) loss of reins. Each competitor may circle once before approaching the first obstacle. He/she then proceeds around course keeping an even pace throughout. If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination. Any or all competitors can be called back to perform at a walk, trot and canter or to execute any appropriate tests included in class requirements.
2. *Not to Jump.* Competitors shall enter ring and proceed at least once around ring at each gait and, on command, reverse and repeat. Riders may be asked to work collectively without stirrups. The order to reverse can be executed by turning either toward or away from the rail. Light contact with horse's mouth is required. Entries then line up on command. Any or all riders may be required to execute any appropriate test included in class requirements. All tests used must be on the flat. Judges are encouraged to call for at least two tests of the top contestants.

HUNTER PLEASURE (aka HUNTER UNDER SADDLE):

- Class No. 55 – Senior Hunter Pleasure**
- Class No. 56 – Intermediate Hunter Pleasure**
- Class No. 57 – Junior Hunter Pleasure**

TACK

This class is a pleasure class for hunt seat riders.

This class must be ridden in hunt seat attire and with hunt seat tack.

WORKING

Horses will be shown at walk, trot, and canter both directions in the show ring.

Horses should be obedient, alert, responsive, and move freely. It is imperative that the horse give the distinct appearance of being a pleasure to ride and to display a pleasurable attitude. Gaits must be performed with willingness and obvious ease, cadence, balance, and smoothness.

Horses will be shown at a four-beat walk that is brisk, true, and flat-footed with good reach; a normal two-beat trot; and a strong two-beat trot that is faster and stronger than a normal trot which includes a lengthened stride that is powerful and reaching. Normal trot and strong trot require posting.

Horses will also perform at a three-beat canter that is smooth and unhurried with moderate collection.

Additionally, Hunter Pleasure may include a hand gallop that is performed with long, free, and controlled ground covering stride. Extreme speed is to be penalized.

CLASS SPECIFICATIONS

1. In the Hunter Pleasure Class, horses are shown in both directions of the arena and are shown at a walk, trot, and canter.
2. Light contact with the horse's mouth is required.
3. Horses should be obedient, alert, responsive, and move freely.
4. Judges may ask horses to hand gallop collectively, one way of the ring. No more than eight will be asked to hand gallop at one time.
5. Horses should not be eliminated for slight errors.
6. All horses being considered for an award must be serviceably sound.

HUNT SEAT EQUITATION:

- Class No. 58 – Senior Hunt Seat Equitation**
- Class No. 59 – Intermediate Hunt Seat Equitation**
- Class No. 60 – Junior Hunt Seat Equitation**

TACK

This class must be ridden in hunt seat. The specific type is optional, but the *Forward Seat-Type Saddle* is recommended. No *Cut-Back Saddles* are permitted in the Hunt Seat Equitation Class

This class must be ridden in hunt seat attire and with hunt seat tack.

WORKING

Competitors shall enter ring and proceed at least once around the ring in each gait and, on command, reverse and repeat. The order to reverse may be executed by turning either toward or away from the rail. Light contact with the horse's mouth is required. Entries then line up on command. These are intended to be rail classes. However, to break a tie, the Judge may ask for additional riding skills.

TESTS FROM WHICH THE JUDGE MAY SELECT:

- Halt (4 to 6 seconds) and/or back.
- Hand gallop.
- Figure eight at trot, demonstrating change of diagonals. At left diagonal, rider should be sitting the saddle when left front leg is on the ground; at right diagonal, rider should be sitting the saddle when right front leg is on the ground; when circling clockwise at a trot, rider should be on left diagonal; when circling counterclockwise, rider should be on the right diagonal.
- Figure eight at canter on correct lead, demonstrating simple change of lead. This is a change whereby the horse is brought back into a walk or trot and re-started into a canter on the opposite lead. Figures to be commenced in center of two circles so one change of lead is shown.
- Work collectively at walk, trot or canter.
- Question(s) regarding basic horsemanship, tack/equipment and conformation.
- Ride without stirrups, irons may be crossed.
- Dismount and mount individually.
- Turn on forehand.
- Figure eight at canter demonstrating flying change of lead.

- Execute serpentine at a trot and/or canter on correct lead demonstrating simple or flying changes of lead.
- Change of lead on a line demonstrating a simple flying change of lead.
- Canter on counter lead.
- Turn on the haunches from the walk.

HUNTER HACK:

- Class No. 61 – Senior Hunter Hack**
- Class No. 62 – Intermediate Hunter Hack**
- Class No. 63 – Junior Hunter Hack**

TACK

This class must be ridden in hunt seat attire and tack.

WORKING

1. In Hunter Hack Classes, horses are shown at a walk, trot, and canter both ways of the ring.
2. Light contact with the horse's mouth is required.
3. Horses should be obedient, alert, responsive, and move freely.
4. Horses are required to jump two obstacles and may be asked to hand gallop collectively, one way of the ring.
5. They should not be eliminated for slight errors.

CLASS SPECIFICATIONS

1. All classes must be judged on performance and soundness and, when indicated, suitability or manners.
2. When a horse makes two faults at one obstacle, only the major fault will be counted. (Exception: refusals count in addition.)
3. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.

COURSE

1. A combination of two jumps not more than 72 feet between jumps in increments of 12 feet. Jumps will be 2 feet maximum in height, a minimum of 12 feet wide. Wings of at least 30 inches wide are suggested.
2. See *Basic Rules-English Classes* for scoring and additional requirements. NOTE: Both jumps must be taken in the same attempt in order to qualify.

FAULTS

The errors/miscues listed on the following page are considered faults. They are scored according to the Judge's opinion, and depending on severity, may be considered a minor or a major fault.

Light touches or rubs against a jump
 Showing an obstacle to a horse
 Missing a lead change
 Switching leads
 Kicking out
 Spooking or shying
 Pinning ears or ringing tail
 Jumping out of form
 Not straight or in center of fence
 Poor presentation of horse or rider
 Knock down of any part of an obstacle
 Refusals
 Trotting while on course
 Bucking
 Stopping for loss of shoe or broken equipment
 Circling while on course
 Pulling up
 Dangerous jumping

ELIMINATION

The following errors/miscues are considered as cause for elimination from competition in the class.

Three refusals
 Off course
 Jumping a fence before it is reset
 Bolting from the ring
 Fall of horse or rider

WORKING HUNTER OVER FENCES:

- Class No. 64 – Senior Working Hunter Over Fences; *Maximum of 2'***
- Class No. 65 – Intermed Working Hunter Over Fences; *Maximum of 2'***
- Class No. 66 – Junior Working Hunter Over Fences; *Maximum of 2'***
- Class No. 67 – Senior Working Hunter Over Fences; *Maximum of 2' 3"***
- Class No. 68 – Intermed Working Hunter Over Fences; *Maximum of 2' 3"***
- Class No. 69 – Senior Working Hunter Over Fences; *Maximum of 2' 6"***

TACK

This class must be ridden in hunt seat attire and tack.

WORKING

Entries to be shown over fences on a designated course and will be judged on performance, suitability, manners, and soundness.

Classes will be held over a minimum of six obstacles. All combinations must be numbered with a single number and the designations *A & B* or *A, B, & C* on the course diagram.

When a horse makes two faults at one obstacle, only the major fault will be counted. (Exception: refusals count in addition.) When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.

OVER OBSTACLES

The performance begins when the horse enters the ring or is given the signal to proceed after entering ring.

Each competitor may circle once before approaching the first obstacle. He/she then proceeds around course keeping an even pace throughout.

Except for refusals, jumping faults of the horse are not to be considered unless it is the result of rider's ability. If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination.

The following will result in elimination:

- Fall of horse and/or rider.
- Three cumulative refusals.
- Off course.

Any or all competitors can be called back to trot for soundness.

The Judge may penalize for nonconventional bits or nose bands (nonconventional nose bands include Flash, Figure 8, Drop Nosebands, and others).

HUNT SEAT EQUITATION OVER FENCES:

- Class No. 70 – Senior Hunt Seat Equitation Over Fences; *Maximum of 2'***
- Class No. 71 – Intermed Hunt Seat Equitation Over Fences; *Maximum of 2'***
- Class No. 72 – Junior Hunt Seat Equitation Over Fences; *Maximum of 2'***
- Class No. 73 – Senior Hunt Seat Equitation Over Fences; *Maximum of 2' 3"***
- Class No. 74 – Intermed Hunt Seat Equitation Over Fences; *Maximum of 2' 3"***
- Class No. 75 – Senior Hunt Seat Equitation Over Fences; *Maximum of 2' 6"***

TACK

This class must be ridden in hunt seat attire and tack.

WORKING

Classes will be held over a minimum of six obstacles. All combinations must be numbered with a single number and the designations *A & B* or *A, B, & C* on the course diagram.

OVER OBSTACLES

The performance begins when the horse enters the ring or is given the signal to proceed after entering ring.

Each competitor may circle once before approaching the first obstacle. He/she then proceeds around course keeping an even pace throughout.

Except for refusals, jumping faults of the horse are not to be considered unless it is the result of rider's ability.

If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination.

The following will result in elimination:

- Fall of horse and/or rider.
- Three cumulative refusals.
- Off course.

Any or all competitors can be called back to trot for soundness.

The Judge may penalize for nonconventional bits or nose bands (nonconventional nose bands include Flash, Figure 8, Drop Nosebands, and others).

JUMPERS:

- Class No. 76 – Senior Jumper; Maximum of 2'**
- Class No. 77 – Intermed Jumper; Maximum of 2'**
- Class No. 78 – Junior Jumper; Maximum of 2'**
- Class No. 79 – Senior Jumper; Maximum of 2' 6"**
- Class No. 80 – Intermed Jumper; Max of 2' 6"**
- Class No. 81 – Senior Jumper; Maximum of 3'**

WORKING

This class must be ridden in hunt seat attire and tack.

SCORING

Unsoundness will not be penalized unless it is sufficiently severe to be considered an act of cruelty, in which case management must bar the entry from further participation.

1. Jumpers are scored mathematically, based on penalty faults incurred between the starting line and finish line. Penalty faults include disobedience, falls, knockdowns, and touches.
2. Passing through the start markers in the wrong direction before starting does not incur penalty.
3. When a horse makes two or more faults at an obstacle, only the major fault counts. In the case of equal faults, only one will count (exception: disobediences count in addition).
4. When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
5. When an obstacle to be taken in one effort is composed of several elements not in the same vertical plane (ie: oxer, triple bar, etc.) faults at more than one element are penalized only once.
6. In combinations, the faults committed at each obstacle are scored separately. In case of refusal or run-out at one element of a combination (and upon the Judge's signal the obstacle has been reset, if necessary), the competitor must re-jump the entire combination (exception: closed obstacles).
7. In cases of broken equipment or loss of shoe the rider must continue if he wishes to avoid penalty, or may voluntarily withdraw.

Riders receiving assistance from outside the ring while on course will be eliminated.

Start and Finish Line

1. A start line must be established at least 12 feet from the first obstacle and a finish line at least 24 feet from the last obstacle, each indicated by two markers at least 12' feet apart. Horses must cross the start line between the markers mounted and to complete the course must cross the finish line between the markers in the proper direction, mounted. Passing through the starting markers in the improper direction before starting, does not incur penalty.
2. Failure to enter the ring within two minutes of being called or failure to cross the starting line within two minutes after an audible signal (bell, horn, whistle, gong or buzzer) to proceed has been given incurs elimination. The time limit for entering the ring must be enforced by Show Management, and the time limit for crossing the starting line must be enforced by the Judge(s).
3. An audible signal (bell, horn, whistle, gong or buzzer) is sounded for the following purposes:

- a) to give the signal to start;
- b) to stop a competitor in the event of an unforeseen incident (which also designates a time-out);
 - to indicate an obstacle has to be reset before being retaken after it has been knocked down during a refusal (designating a time-out);
 - to give the signal for a competitor to continue his round after an interruption, also designating time in;
 - to indicate by repeated and prolonged ringing the rider has been eliminated;
 - to indicate the rider should not proceed to the jump-off round.

US Equestrian Federation Table IV (b) will be followed for scoring. Table IV (b) is run using a second method for the jump-off. If a competitor has gone clean in the first round, he remains in the ring and upon an audible signal, commences the jump-off course. If there are no initial clean rounds and a tie exists for first place, a jump-off is held.

COURSE(S)

All jumps will be selected to meet US Equestrian Federation guidelines.

Course(s) Layout/Design

1. Well designed courses are the prime requisite for successful jumper classes.
2. Obstacles should be attractive, varied and appropriate to their setting. They and/or their components must be capable of being knocked down and should be neither so light or poorly supported they fall at a slight touch, nor so heavy or firmly supported they can hardly be dislodged. In principle, the resistance to shock should be approximately the same for all obstacles on the course.
3. There must be a least one change of direction in every course including jump-off courses.
4. At least one combination must be included in every course.
5. Every course must contain a minimum of eight obstacles. (Exception: jump-off courses).
6. At least one obstacle must be spread a obstacle. (Exception: jump-off).
7. Water obstacles are prohibited.

Posting Courses

1. Courses must be posted at least one-half (½) hour before the scheduled time of the class.
2. Classes may not be started prior to that time without permission of all exhibitors.
3. The plan or diagram of the course, including length of course and jump-off course, must show the obstacles which must be jumped with the order indicated by number.
4. An arrow is used to indicate the direction in which each obstacle must be jumped.
5. Apart from this, the rider is not bound to follow a compulsory track.

Obstacle Requirements

1. Rails must be at least six feet long.
2. Spread obstacles, utilized in combinations, should be a maximum of three feet.
3. Brush obstacles must have a clearly visible rail placed above or beyond them.
4. Double crossed rails (ie: two pairs of crossed rails, with a spread between them) are prohibited and care should be exercised in constructing single crossed rails to prevent abnormal difficulty.

Spread Obstacles

1. A spread obstacle is an obstacle which has a dimension of width from front to back as well as the dimension of height.
2. Spread obstacles are measured from their two outermost top extremities on a line parallel to the ground.
3. Standards in which the rail rests on the top of the post are prohibited.
4. A solid element (i.e., coop, wall, etc.) may not be used as part of the further-most element.

Combinations

1. A double, triple, or multiple combination is composed of two, three, or more obstacles with a maximum inner distance between them of 39 feet 5 inches (39' 5") which must be taken in two, three, or more successive jumps.
2. The distance is measured from the base of an obstacle on the landing side to the base of the next obstacle on the take-off side.
3. Any obstacles with 39 feet 5 inches (39' 5") or less between them must be designated as a combination by numbering them with a single number and the use of *A & B* or *A, B, & C*.

ENGLISH RIDING SKILLS:

- Class No. 82 – Senior English Riding Skills;**
Selected from Tests 1-13, see below
- Class No. 83 – Intermediate English Riding Skills;**
Selected from Test 1-8, see below
- Class No. 84 – Junior English Riding Skills;**
Selected from Tests 1-7, see below

TACK

English Riding Skills may be ridden in either saddle seat attire and tack or hunt seat attire and tack.

WORKING

The English Riding Skills Class is offered to determine the riding ability of the rider. All exhibitors must perform a pattern composed of tests as note below. Instructions must be publicly announced. Patterns should be posted at least one hour prior to the class.

TESTS FROM WHICH THE JUDGE MAY SELECT:

1. Performance on the rail
2. Halt (4 to 6 seconds) and/or back
3. Figure 8 at trot, change diagonal
4. Pull up and halt
5. Ride without stirrups
6. Figure 8 at canter, simple lead change
7. Change of diagonals - on a straight line
8. Serpentine at trot
9. Change of lead on a line demonstrating a simple or flying change of lead
10. Serpentine at canter
11. Turn on forehand
12. Turn on haunches
13. Counter canter

SECTION 8 CATTLE CLASSES

BASICS AND OVERVIEW:

GENERAL

1. The following Cattle Rules apply to all Cattle Classes, unless additional information is given for a specific class. The following rules will be referred to under the lasses as *Basic Rules-Cattle Classes*.
2. Any rider not having his/her horse under sufficient control will be disqualified and removed from the ring or paddock area by the order of the Judge, Ring Steward, Paddock Official/Judge, or Show Management.

3. Nevada will defer to the *National High School Rodeo Association (NHSRA)* Rule Book for any rule (rule clarification) not stated in this book.

FALLING (Rider/Horse)

Fall of horse and/or rider while being shown in reining tests or while working cattle shall not eliminate the competitor, but may be penalized at Judge's discretion. The penalty for a fall in other classes is elimination.

DRESS

Western Dress: for details and specific requirements, please see Section 3 (Exhibitor Dress/Clothing).

HELMETS

Safety Helmets are required. See Section 3 (Safety Helmet Policy).

CATTLE FEE & CLASS AVAILIBLTY

There is, at least, a \$10.00 (ten dollar) cattle charge per contestant entering Reined Cow Horse Classes (82-87), Breakaway Roping Classes (88-90), and Team Roping Classes (91-96). At the discretion of Show Management; Cattle Classes are subject to cancellation, based on the availability of cattle and the number of contestants.

REINED COW HORSE:

- Class No. 85 – Senior Reined Cow Horse; Bridle**
Class No. 86 – Inter Reined Cow Horse; Bridle
Class No. 87 – Junior Reined Cow Horse; Bridle
(No Fence Work)
- Class No. 88 – Senior Reined Cow Horse, Snaffle or Bosal**
- Class No. 89 – Intermediate Reined Cow Horse, Snaffle or Bosal**
- Class No. 90 – Junior Reined Cow Horse, Snaffle or Bosal** (No Fence Work)

WORKING

Nevada will defer to the *National Reined Cow Horse Association Handbook* as a guideline for any rule not stated or rule clarification for this class in this book.

There are three parts to this class: herd work, reined work and fence (cow) work. Each phase will have equal bearing and final placing will be determined by total of all scores. In cases of ties for first place the entry with the highest fence work score will prevail. If fence work scores are identical, herd work scores will prevail. The order of events will be herd work, followed by reined work, followed by fence work.

TACK & EQUIPMENT

A hackamore or snaffle bit horse is five years old or under and must never have been shown in a bridle (with the exception of gymkhana). Rider must use both hands. Horses shall enter arena and work in same manner as prescribed for bridle classes but with less speed.

The rider is allowed to use the saddle horn for the herd work and fence work parts. The rider must use one hand on reins in bridle classes for reined work. In the reining portion of hackamore or snaffle bit classes the rider must use two hands on the reins.

Spurs or romal shall not be used forward of the cinch. While horse is in motion rider's hands shall be clear of horse and saddle. Judge should instruct exhibitors to keep hands clear of saddle except when it is necessary to use them to prevent a fall. The competitor must be disqualified for not following a Judge's instructions and will receive a white ribbon.

SCORING & PENALTIES

1. The following will result in a *no score* in any phase of the competition:

- a) Abuse of animal in arena and/or evidence an act of abuse has occurred prior to or during the exhibition of a horse in competition.
- b) Use of illegal equipment: including; but not limited to wire on bits, bosals, or curb chains.
- c) Use of illegal bits, bosals, and curb chains.
- d) Use of tack collars, tie downs, or nose bands.
- e) Use of electric shockers, whips, or bats.
- f) Use of any attachment which alters the movement of or circulation to the tail.
- g) Failure to provide horse and equipment to the appropriate person for inspection.
- h) Disrespect or misconduct by exhibitor.
- i) Infraction of any state or federal law which exists pertaining to the exhibition, care and custody of horses within the state or country where the class is being held.

2. The following will result in *zero (0)* score in any phase of the competition:

- a) Use of more than one finger between reins when using split reins. *Note:* a rider may untangle excess rein, where excess rein may prevent the rider from completing any phase, where said excess can be straightened without affecting the performance of the horse and at an appropriate time.
- b) Use of two hands or changing hands, except in hackamore or snaffle bit classes.
- c) Any fingers between reins when using romal reins.

- d) Failure to maintain 16 inches of rein between hands using romal reins.
- e) Spurring in front of the cinch.

Horses shall be judged on a basis of 240 points for a perfect score as follows: Rein work, 60 to 80 points; fence work, 60 to 80 points; herd work, 60 to 80 points; 70 points for any phase is regarded as an average performance. In the case of a tie, the horse with the highest score on the fence work will receive the higher placing. Horses off course shall receive no score and award of a white ribbon.

HERD WORK

A grouped animal work known as the "herd" work is to be performed during a 2 ½ minute interval as timed by Show Management. During the allotted time, a contestant shall enter the herd of cattle from a prescribed starting position for the purpose of cutting out an individual cow and bringing it to the front of the herd. The contestant must hold this particular cow, keeping it from returning to the herd, until such time as the rider finds the horse to have sufficiently shown its ability at the task. The number of cattle to be cut out by a contestant during the allotted time is to be determined by the rider. There shall be two (2) turn-back mounts and two (2) herd-holders allowed per contestant. It shall be up to the contestant to assemble his own herd-holders and turn-back mounts. The responsibility to see the herd is settled shall be with the first contestant in each set of cattle. No horse entered in the class being judged at the time shall be used to settle the herd.

The scoring system is based on 60-80 points. Emphasis on scoring shall be given to the contestant:

1. Entering the herd quietly and bringing the cow out cleanly
2. Maintaining control of the cow without excessive reining and spurring
3. Exhibiting the horse's ability to work the cow on its own

CREDITS

1. Working the Herd
2. Driving a Cow
3. Loose Reins
4. Setting up a Cow/working center in the Arena

PENALTIES

- 1 point - (Miss) Losing working advantage
- 2 points - Noise directed to cattle
- 2 points - Back fence
- 3 points - Cattle picked up/running into or scattering herd
- 3 points - Failure to make deep cut

- 3 points - Hot quit
- 3 points - Pawing or biting cattle
- 3 points - Horse quitting cow
- 5 points - Losing a cow
- 5 points - Changing cattle after a specific commitment
- 5 points - Failure to separate a single animal after leaving the Herd

60 score - Horse turns tail
 60 score - Horse falls to ground

Overworking a cow will be penalized at the discretion of the Judge/Judges.

REINED WORK

1. To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of/or temporary loss of control and therefore a fault must be marked down according to the severity of the deviation.

2. After deducting all faults set here within against execution of pattern and horse's overall performance; credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raised the difficulty level and makes him more exciting and pleasing to watch to an audience.

3. The ring work is scored on a scale of 0 to infinity with 70 denoting an average work. Each of the mandatory reined work patterns are comprised of either seven or eight distinct maneuver groups. As each maneuver group is completed, the Judge will make an assessment in accordance with the following scale:

+1½	Excellent
+1	Very Good
+½	Good
0	Correct
-½	Poor
-1	Very Poor
-1½	Extremely Poor

These maneuver group scores are added to a starting score of 70 and from that gross score all penalties are subtracted to arrive at a final score.

4. Gross Score (70pts + Maneuver Group Score) Less Penalties = *Final Score*

ELEMENTS OF REINED WORK

1. *Stops*: Stops are the act of slowing the horse from a lope to a stop by bringing the hind feet and hocks under the horse in a locked position and sliding on rear shoes. The horse should enter the stop position by bending the back and bringing the rear legs and hocks further under the body while maintaining forward motion and ground contact with the front legs. Throughout the stop, the horse should continue in a straight line and the position of the hocks, rear feet, and back should not vary.
2. *Spins*: Spins are a series of turns executed over a stationary (inside) hind leg. Propulsion for the spin is supplied by the outside hind leg and front legs, and contact should be made with the ground and a front leg. The location of the hindquarters should be fixed at the start of the spin and maintained throughout.
3. *Rollbacks*: Rollbacks are the 180-degree reversal of forward motion completed by running to a stop, rolling (turning) the shoulders back to the opposite direction over the hocks and departing in a lope, as one continuous motion. It must be executed with not more than slight hesitation after the stop, and the horse should not step ahead or back prior to the rollback.
4. *Circles*: Circles are maneuvers at the lope in a designated area and at a designated speed to demonstrate control, smoothness, finesse, attitude as well as the degree of the training. Circles are to begin in the area or section of the arena specified in the pattern description and must have a common center point. There must be a clearly defined difference in the speed (slow & fast) and size (large and small) circles as indicated in the explanation of illustrated diagrams.
5. *Back Ups*: A back up is a maneuver requiring the horse to be moved in a reverse motion in a straight line a required distance (ie: at least 10 feet).
6. *Hesitation*: To hesitate is the act of demonstrating the horse's ability to stand in a relaxed manner at a designated time in the pattern. In the hesitation the horse is required to remain motionless and relaxed.

7. *Lead Changes*: Lead changes are the act of changing the leading legs of the front and rear pair of legs, at a lope, when changing the direction traveled. The lead change must be executed at the lope with no change of gait or speed and be performed in the exact geographical location in the arena specified in the pattern description. The change of front and rear legs must take place within the same stride to avoid penalty.

8. *Run Downs*: Run downs are runs through the middle of the arena, runs from the center of the arena to the end and runs along the side and ends of the arena.

PENALTIES – REINED WORK

All penalty points shall be determined and assessed by the Judge/Judges.

1. *Zero Penalties*

- Failure to complete pattern as written
- Performing maneuvers other than in specified order
- Inclusion of maneuvers not specified, including, but not limited to:
 - Backing more than two strides when a back is not called for
 - Turning more than 90-degrees when a turn is not called for
- Backing or refusal of command where pattern is delayed
- Running away or failing to guide where it becomes impossible to discern whether entry is on pattern
- Over spins of more than one quarter turn
- Jogging in excess of ½ a circle or ½ the length of the arena

2. *Half (½)-Point Penalties*

- Failure to remain at least twenty (20) feet from a wall or fence when approaching a stop or rollback

3. *Two-Point Penalties*

- Break of gait
- Freeze ups in spins or rollbacks
- Failure to go beyond designated marker before stopping (horse must be completely past marker before assuming a stopping position; markers not to be in arena during cow work)

4. *Five-Point Penalties*

- Use of free hand to instill fear
- Holding saddle with free hand
- Blatant disobedience including kicking, biting, bucking or rearing

5. *Lead Penalties*

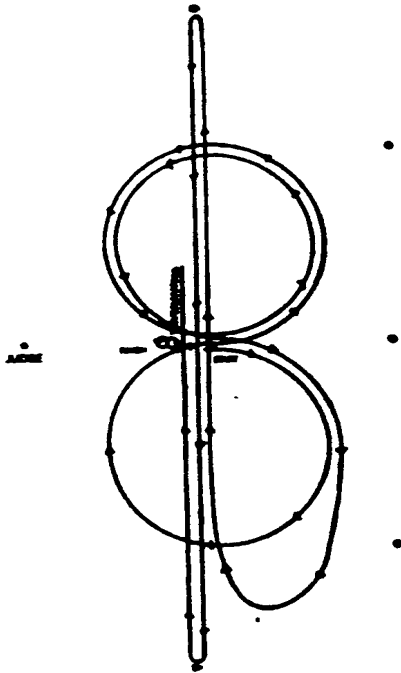
- Starting or performing circles or eights out of lead will be penalized as follows:
 - ½ point for a delayed lead change by one stride
 - 1 point for each time a horse is out of lead
 - 1 point (accumulative) for each 1/4 circle or any part thereof
- Where a lead change is specified immediately prior to a run:
 - ½ point for failure to change by one stride
 - 1 point if lead change is completed before next maneuver
 - 2 points if lead change is never completed by next maneuver
- In patterns that require run-arounds:
 - 1 point for failure to be on correct lead when rounding corner
 - 1 point for being out of lead from the center point to second corner
 - 2 points for failure to be on correct lead prior to the center point of arena

6. *Spin Penalties*

- Over or under spinning up to 1/8 turn - ½ point penalty. *No Penalty* a shoulder's width either side of the center line
- Overspinning or underspinning up to ¼ turn - 1 point
- If a horse underspins more than ¼ turn, and then completes the maneuver, a 2 point freeze up penalty will apply
- If a horse overspins or underspins more than ¼ turn and does not complete the maneuver a 0 score will apply for not completing the pattern as written

At the discretion of Show Management and/or Judge, patterns/guidelines may be modified as long as all mandatory elements are included.

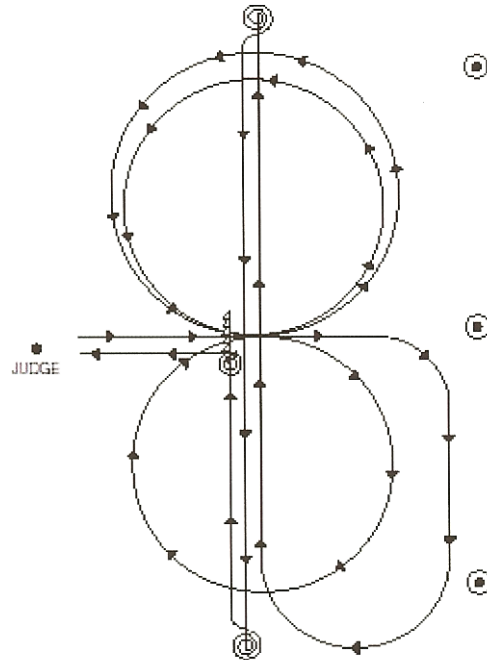
Reined Cow Horse Reined Work Figure 1



Ride Pattern 1 as Follows:

1. Beginning at the center, facing right wall or fence, take a right lead and do a circle to the right, away from the Judge, of moderate size and speed.
2. At the center of the arena; change leads and do two circles to the left both of moderate size and speed.
3. At the center of the arena, change leads.
4. Go to the end of the arena without stopping or breaking gait, and begin run down near the approximate center of the arena; run the length of the arena past marker.
5. Do a square, sliding stop, hesitate.
6. Turn left and begin a run to the opposite end of the arena; run length of arena past marker.
7. Do a square, sliding stop, then hesitate.
8. Turn right, and begin a run down past the center marker of the arena.
9. Do a sliding stop, and back to the center of the arena or at least ten feet. Let horse settle in approximate area of stop.
10. Do a 360-degree spin to the right.
11. Do a 360-degree spin to the left.
12. Hesitate to show completion of pattern.
13. Approach Judge for inspection and dismissal.

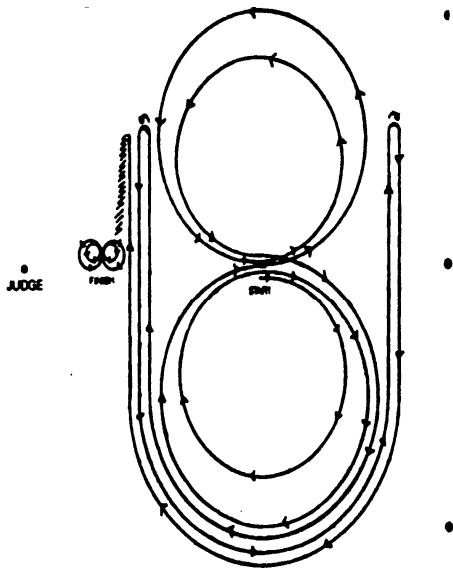
Reined Cow Horse Reined Work Figure 2



Ride Pattern 2 as Follows:

1. Begin at the center of the arena, facing right wall or fence. Take a right lead and complete a circle to the right, away from the Judge.
2. At the center of arena; change leads and do two circles to the left, of approximately the same size.
3. At the center of arena, change leads.
4. Go to the end of the arena and without stopping or breaking gait, start the run near the approximate center marker of the arena. Run full length of arena.
5. Do a square sliding stop, hesitate.
6. Do 2 ½ spins right.
7. Run full length of arena past marker and do a square sliding stop, hesitate.
8. Do 2 ½ spins left.
9. Run past center marker of arena; do a square sliding stop.
10. Back to center of arena or at least ten feet.
11. Do a 360-degree spin in either direction (right or left).
12. Do a 360-degree spin opposite direction taken in #11.
13. Hesitate to show completion of pattern.
14. Approach Judge for inspection and dismissal.

Reined Cow Horse Reined Work Figure 3



Ride Pattern 3 as Follows:

1. Begin at the center of the arena facing right wall or fence. Take a right lead and do two circles to the right, away from the Judge: the first small and slow; the second large and fast.
2. At the center of arena; change leads and do two circles to the left: the first large and fast; the second small and slow.
3. At the center of arena; change leads and begin a circle to the right. Do not close this circle, but run straight down the side past the center marker and do a left rollback at least 20 feet from the wall or fence, no hesitation.*
4. Continue back around the previous circle. Do not close this circle, but run straight down opposite side, past the center marker, and do a right rollback at least 20 feet from the wall or fence, no hesitation.*
5. Continue back around previous circle. Do not close this circle but run straight down side past center marker and do a sliding stop at least 20 feet from the wall or fence.
6. Back to the center of arena or at least 10 feet and then hesitate.
7. Do two spins to the right.
8. Do two spins to the left.
9. Hesitate to demonstrate completion of pattern.
10. Approach Judge for inspection and dismissal.

* The horse may come out of rollback on either lead; however, lead should be correct when going around end of the arena.

FENCE WORK

The purpose of this portion of the class is to demonstrate the horse's ability to control a cow. The horse must be highly athletic and possess superior cow sense. The best reined cow horse must be able to hold, drive, rate, turn, and overall contain and dominate a cow (at the rider's command). At the start of the cow work each contestant (upon receiving a cow in the arena) shall hold that cow at the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain a cow on the end. This is known as "boxing". Senior, Intermediate, and Junior riders should not go down the fence. Junior and Intermediate exhibitors should box the cow at the end of the arena only. Finally, the contestant will take the cow to an open part of the arena and circle the cow at least once in each direction. This is known as "circling up".

The foregoing is the ideal type of cow work. The Judge must take into consideration size of the arena, condition of ground and disposition of the cattle when evaluating each work. The Judge or Show Management may alter the prescribed cow work if ground, arena or weather conditions are deemed unsafe.

SCORING FENCE WORK

The cow work is scored on a scale of 0 to infinity with 70 denoting an average work. The components of the cow work are broken down into the following maneuver groups:

1. The Box
2. Each Run & Turn on the Fence
3. Right Circling
4. Left Circling

The Judge will make an assessment of each maneuver group in accordance with the following scale:

+1½	Excellent
+1	Very Good
+½	Good
0	Correct
-½	Poor
-1	Very Poor
-1½	Extremely Poor

These maneuver group scores are added to a starting score of 70 and from that run content is determined.

All penalties are then subtracted from the run content to arrive at a final score.

$$\text{Run Content (70 pts. + Credits \& Faults)} \\ \text{Less Penalties} = \text{Final Score}$$

ELEMENTS OF FENCE WORK

1. *Boxing*: The horse should work the cow on the end of arena long enough to show its ability to hold a cow. Credit should be given to the horse exhibiting superior cow sense and natural cow working ability without excessive cueing. When the horse is in head-to-head working position with the cow the degree of difficulty shall be considered.

Credits:

- Maintain working advantage
- Head to head working position
- Hold cow near center of arena end

Faults:

- Excessive reining and/or spurring
- Disinterest in cow
- Unnecessary movements by horse

2. *Going Down The Fence*: The horse should show it can rate a cow by running it along the side of the arena, and once it has taken it sufficient distance to demonstrate this, turn the cow in the opposite direction.

- a) A good turn on the fence may be described as one in which the cow, while being run along one side of the arena, is turned in the opposite direction and held near that same side while being run in the new direction. During the turn the horse should use himself in a very physical, but controlled manner. The horse should break in the loin and have its hind legs well under him to stop, turn and drive out to the turn. His front legs serve to balance and move the horse the other direction. The horse exits the turn in a gallop to stay in position with the cow and not allow it to run off the fence or wall.
- b) The horse should get at least one turn in each direction. To be considered a turn, the horse must be close enough to the cow to have caused the turn and turn must have been tight enough as not to be considered just circling back to the fence or wall. More than one good turn each way may or may not be a credit situation depending on the cow. A hard charging cow will require more turns before circling than a soft, docile one. It is definitely a penalty (3 points) any time the cow is exhausted prior to circling (too many turns).

Credits:

- Rate cow down fence reasonable distance
- Tight turns
- Holding cow close to fence coming out of turns

Faults:

- Switching arena sides
- Dropping into cow for turn without being in proper position
- Shouldering into cow
- Being outrun by cow
- Reluctant to drive to front of cow

3. *Circling*: Circling is taking the cow to an open part of the arena and forcing it to run in at least one 360-degree revolution each direction. The cow should be circled tight enough and far away enough from the fence as for the fence not to cause any interference with the circling.

The circles' size, symmetry, speed and relative balance of right and left all show control. Tightening the circles down with fast head-to-head speed will be a credit situation. The circles should be completed before the cow is exhausted.

Credits:

- Driving to front of cow
- Tightening circles down
- Both circles equal in size and symmetry
- Circling when cow is still fresh

Faults:

- Overly large circles
- Circling cow on off lead
- Failure to circle close to cow or in good working advantage

Note: Fall of the horse during the cow work (except when running over the cow) may be considered a fault at the discretion of the Judge.

FENCE WORK PENALTIES

A horse can commit certain infractions which result in predetermined penalties. In a penalty situation a Judge does not decide the degree of the penalty, but rather if it did or did not occur. If the Judge deems the penalty did occur, he/she must apply the appropriate penalty.

Note: Sometimes a horse will make a move on a cow that is a credit situation, but incur a penalty doing so.

When this happens the Judge should credit the move or maneuver and apply the correct penalty.

1. *No Score Penalty:*

- Out of control while working the cow.
- Running over cow causing fall of horse.

2. *Zero Point Penalty:*

- Turning tail (This occurs when the horse turns the wrong way with the horse's tail towards the cow being worked.)
- Balking or refusal of command.
- Fall of rider (The penalty does not apply if horse has fallen as well).

3. *One-Point Penalty:*

- Loss of working advantage (miss). This occurs when a horse goes past a cow to the degree it loses its "working advantage" over the cow. Working advantage is determined by the response to the action of the cow. It is not determined by any amount of distance the horse goes by a cow. No horse shall be penalized when it immediately regains position after going sufficiently past a cow to cause it to turn.
- Using corner or end of arena to turn cow.
- Running past cow: A one-point penalty applies for every horse's length a horse runs past a cow. When the horse's buttocks pass the cow's head, it is one length past. NOTE: A contestant is allowed to ride past the cow if necessary to gain control.

4. *Two-Point Penalty:*

- Going past corner before turning cow.

5. *Three-Point Penalty:*

- Knocking down cow without having a working advantage. If the cow falls down and the horse was in a good working position this penalty does not apply.
- Biting or striking cow.
- Hanging up on the fence. "Hanging up" occurs when a horse is momentarily unable to follow through in a turn on the fence. The horse begins to turn and then loses his motion and usually has to be restarted to complete the turn.
- Exhausting or overworking cow prior to circling.

6. *Five-Point Penalty:*

- Failure to complete a turn each way. To be considered a turn, the horse must be close enough to the cow to have caused the turn and the turn must have been tight enough as not to be considered just circling back off the fence or wall.
- Failure to circle each way.
- Blatant disobedience including: kicking, biting (other than cow), rearing or bucking.

RECEIVING A NEW COW

Unless other provisions are made by the Show Management (ie: 20 second policy), it is the sole responsibility of the Judge to decide if any entry warrants a new cow. Reasons for awarding a contestant a new cow include, but are not limited to:

1. The cow cannot or will not turn.
2. The cow is unsound. (lame, sick, bad eye, etc.)
3. The cow will not leave the end of the arena.
4. The cow is blind or will not yield to the horse.
5. The cow leaves the arena.

If a contestant receives a new cow the work starts completely over. He/she does not continue that same work where he/she left off with the previous cow.

CATTLE BOXING:

Class No. 91 – Senior Cattle Boxing

Class No. 92 – Intermediate Cattle Boxing

Class No. 93 – Junior Cattle Boxing

WORKING

Nevada will defer to the *United States Team Penning Association (USTPA)* Rule Book for any rule (rule clarification) not stated in this book. A copy of this publication is available as a download from the USTPA Website.

PURPOSE/OBJECTIVE

Working cattle and moving a single cow are the two major purposes of this event. The ability to separate a cow from the herd and then move it into three boxes/pens (as outlined on the ground of the arena, usually with cones) is the major objective of this timed event.

TACK & EQUIPMENT

A hackamore or snaffle bit horse is five years old or under and must never have been shown in a bridle (with the exception of gymkhana). The rider must use both hands. All horses shall enter arena and work in same manner as prescribed for bridle classes but with less speed.

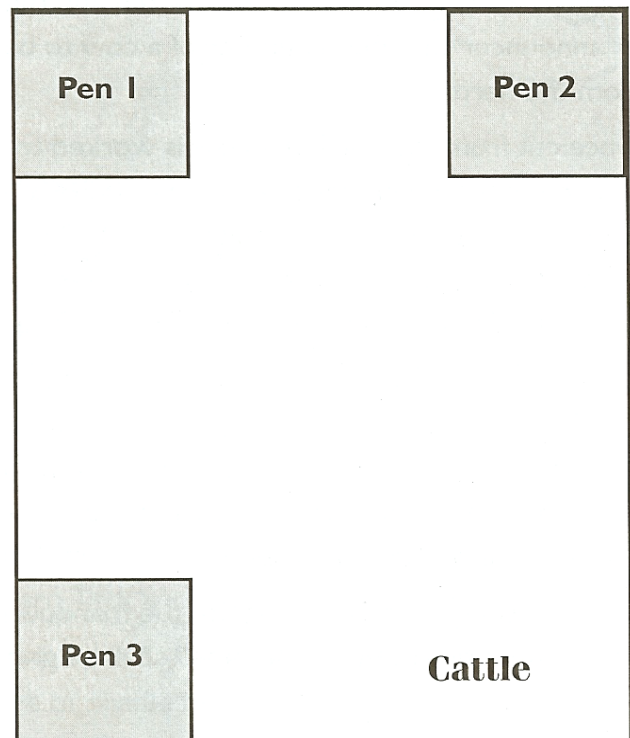
The rider is allowed to use the saddle horn for the herd work and fence work parts. The rider must use one hand on reins in bridle classes for reined work. In the reining portion of hackamore or snaffle bit classes the rider must use two hands on the reins.

Spurs or romal shall not be used forward of the cinch. While horse is in motion rider's hands shall be clear of horse and saddle. Judge should instruct exhibitors to keep hands clear of saddle except when it is necessary to use them to prevent a fall. The competitor must be disqualified for not following a Judge's instructions and will receive a white ribbon.

CLASS SPECIFICATIONS

- This is an individual event and it is a timed event, with a time limit of four minutes.
- A group of cattle (usually at least 6-8 head) are numbered (1 to however many head), and the class begins with the group (herd) in the "open" corner of the arena (see diagram).
- As the contestant crosses the start/finish line (usually the center of the arena), time is started and the judge or announcer calls out the number of the cow to be cut from the group.
- Once cut from the group (herd), the cow is worked to "Box 1" and controlled in that box for a period of at least three seconds. The cow is then moved to "Box 2" and controlled in that box for a period of at least three seconds. The cow is then moved to "Box 3" and controlled in that box for a period of at least three seconds.
- After completing "Box 3", the cow is allowed to return to the group (herd). The contestant returns to the start/finish line, and the run-time is stopped.
- If a contestant does not complete the all of the maneuvers in the four-minute time limit, a "no time" shall be given and the contestant will receive a white ribbon.
- The contestant with the fastest time is the grand champion and the contestant with the seconded fastest time is the reserve champion.

- In the event of a tie for the fastest time, a runoff ride will be used to break the tie, with the fastest runoff time being named grand champion.
- All of the contestants between reserve champion and white ribbon shall receive a blue ribbon or a red ribbon. Typically, this is divided so that approximately half receive a blue ribbon and half receive a red ribbon.
- In stock events, a judge or show management is allowed to eliminate an entry if either the rider or the horse:
 - Fails to begin the course within one minute after the "ready" signal is given, which in cattle boxing is the calling of the number of the cow to be worked.
 - Falls
 - A display of any kind of cruelty, whether or not it is specifically mentioned in the rules.
 - Run out of time before completing the prescribe task. The time limit for cattle boxing is four minutes.
- The decision of the judge or show management is final.



CATTLE TEAM SORTING:

Class No. 94 – Senior Cattle Team Sorting
Class No. 95 – Intermediate Cattle Team Sorting
Class No. 96 – Junior Cattle Team Sorting

WORKING

Nevada will defer to the *United States Team Penning Association (USTPA)* Rule Book for any rule (rule clarification) not stated in this book. A copy of this publication is available as a download from the USTPA Website.

PURPOSE/OBJECTIVE

Teamwork is the key to this event. Two riders need to work in harmony to cut out the correct numbered cattle (as established by the judge) and drive them to the other pen (usually, this is simply the other end of the arena) while keeping the other numbered cattle (the cattle numbers not established by the judge) in the current pen (usually, the end of the arena the cattle started in).

Cow-work scoring shall be based on each horse and rider maintaining constant control of the cattle as well as exhibiting superior cow-sense and natural cow working ability without excessive reining or spurring.

TACK & EQUIPMENT

A hackamore or snaffle bit horse is five years old or under and must never have been shown in a bridle (with the exception of gymkhana). The rider must use both hands. All horses shall enter arena and work in same manner as prescribed for bridle classes but with less speed.

The rider is allowed to use the saddle horn for the herd work and fence work parts. The rider must use one hand on reins in bridle classes for reined work. In the reining portion of hackamore or snaffle bit classes the rider must use two hands on the reins.

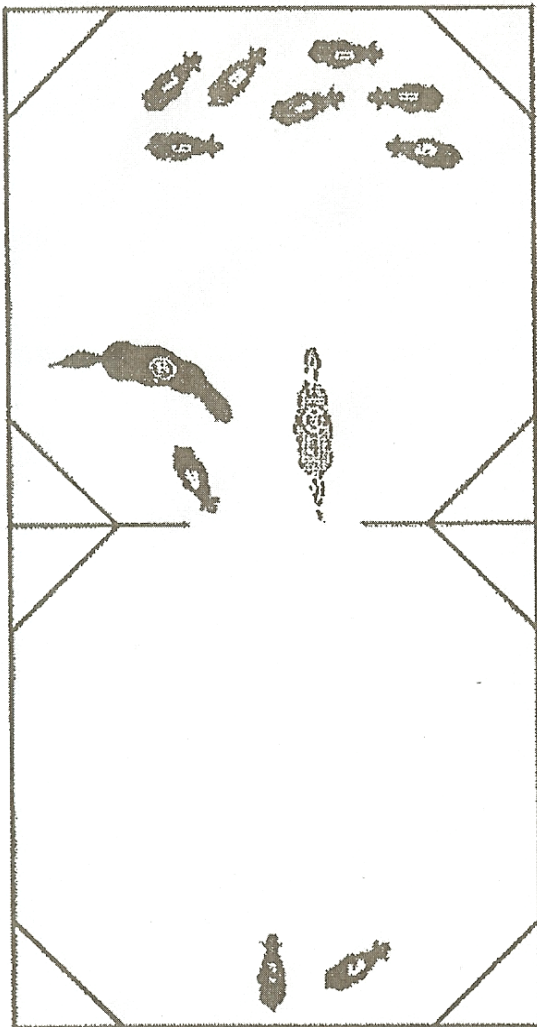
Spurs or romal shall not be used forward of the cinch. While horse is in motion rider's hands shall be clear of horse and saddle. Judge should instruct exhibitors to keep hands clear of saddle except when it is necessary to use them to prevent a fall. The competitor must be disqualified for not following a Judge's instructions and will receive a white ribbon.

CLASS SPECIFICATIONS

- This is a team event (team of two) and it is a timed event, with a time limit of ten minutes.

- In Cattle Team Sorting, there are two identical pens, approximately 50-60 feet per side of each pen (however and typically, the arena is simply divided in half). Please see the cattle team sorting diagram that is located on the next page.
- The two pens are separated by a 12-foot opening. However, since the two halves of the arena typically serve as the two pens, this opening is usually in the center of the arena (please see the cattle team sorting diagram that is located on the next page).
- As the contestants cross the start/finish line (usually the center of the arena), time is started and the judge or announcer calls out the number of the first cow to be sorted from the group (herd).
- Ten head of cattle (numbered from 0 to 9) are sorted between the two pens, and they are sorted in ascending order as determined by the judge at the beginning of each run. For example, if the judge calls out "6", the riders begin by cutting out the cow with the number 6 and sorting it to the other pen. Then the team sorts the cow with number 7; followed by 8, 9, 0, 1, 2, 3, 4, and 5.
- When the last cow crosses into the new pen, the task is completed and the run-time is stopped.
- If a cow is sorted out of order, a "no time" shall be given and the contestants will receive a white ribbon.
- If a cow comes back across the pen (pen line, which is typically the center of the arena), a "no time" shall be given and the contestants will receive a white ribbon.
- If a contestant does not complete the all of the maneuvers in the ten-minute time limit, a "no time" shall be given and the contestant will receive a white ribbon.
- The contestant with the fastest time is the grand champion and the contestant with the seconded fastest time is the reserve champion.
- In the event of a tie for the fastest time, a runoff ride will be used to break the tie, with the fastest runoff time being named grand champion.
- All of the contestants between reserve champion and white ribbon shall receive a blue ribbon or a red ribbon. Typically, this is divided so that approximately half receive a blue ribbon and half receive a red ribbon.

- In stock events, a judge or show management is allowed to eliminate an entry if either the rider or the horse:
 - Fails to begin the course within one minute after the “ready” signal is given, which in cattle boxing is the calling of the number of the cow to be worked.
 - Falls
 - A display of any kind of cruelty, whether or not it is specifically mentioned in the rules.
 - Run out of time before completing the prescribe task. The time limit for cattle boxing is four minutes.
- The decision of the judge or show management is final.



GROUND ROPING:

- Class No. 97 – Senior Ground Roping**
- Class No. 98 – Intermediate Ground Roping**
- Class No. 99 – Junior Ground Roping**

WORKING

Nevada will defer to the *National High School Rodeo Association (NHSRA)* Rule Book for any rule (rule clarification) not stated in this book.

PURPOSE/OBJECTIVES

The purpose of Ground Roping is for a contestant to demonstrate his/her ability to maneuver and control a rope, and throw the rope for the successful catch of the dummy animal while working from the ground. This event provides an opportunity for younger ropers and/or new ropers of an older age to safely participate in a roping event.

TACK & EQUIPMENT

Western Dress: for details and specific requirements, please see Section 3 (Exhibitor Dress/Clothing).

Safety Helmets are required. See Section 3 (Safety Helmet Policy).

CLASS SPECIFICATIONS

- This event shall be performed following the same general rules as youth calf roping under the usual and common rodeo standards, practices, and conditions.
- This event is performed while the contestant is working from the ground, not mounted on a horse.
- This is a judged event. Contestants will be judged on the catches made on the dummy animal. Scores will be determined according to the following chart:

HEAD	HEEL	SCORE
	Miss	0
½ Head		2
Horns		3
Whole Head		3
	1 Heel	2
	2 Heels	3

- Each contestant will be allowed three throws at the head.
- Each contestant will be allowed three throws at the heels.

- Contestants must rebuild (re-coil) the rope after each throw to the head or heels. This demonstrates the ability of the contestant to correctly rebuild the rope while working from the ground.
- Contestants must use only one rope. The use of multiple ropes is not permitted.
- The contestant with the highest score (points from the chart on previous page) is the grand champion and the contestant with the seconded highest score is the reserve champion.
- In the event of a tie for the highest score, a runoff ride will be used to break the tie, with the highest score of the runoff being named grand champion.
- All of the contestants no named grand or reserve champion receive a blue, red, or white ribbon. Typically, this is divided so that about a third receives a blue ribbon, a third receives a red ribbon, and a third receives a white ribbon.
- In stock events, a judge or show management is allowed to eliminate an entry if either the rider or the horse:
 - Fails to begin the course within one minute after the “ready” signal is given, which in cattle boxing is the calling of the number of the cow to be worked.
 - Falls
 - A display of any kind of cruelty, whether or not it is specifically mentioned in the rules.
 - Run out of time before completing the prescribed task. The time limit for cattle boxing is four minutes.
- The decision of the judge or show management is final.

DUMMY ROPING:

Class No. 100 – Senior Dummy Roping

Class No. 101 – Intermediate Dummy Roping

Class No. 102 – Junior Dummy Roping

WORKING

Nevada will defer to the *National High School Rodeo Association (NHSRA)* Rule Book for any rule (rule clarification) not stated in this book.

PURPOSE/OBJECTIVES

The purpose of Dummy Roping is for a contestant to demonstrate his/her ability to maneuver and control a rope, and throw the rope for the successful catch of the dummy animal while mounted on a horse. This event provides an opportunity for younger ropers and/or new ropers of an older age to safely participate in a roping event while mounted on a horse.

TACK & EQUIPMENT

Western Dress: for details and specific requirements, please see Section 3 (Exhibitor Dress/Clothing).

Safety Helmets are required. See Section 3 (Safety Helmet Policy).

A hackamore or snaffle bit horse is five years old or under and must never have been shown in a bridle (with the exception of gymkhana). The rider must use both hands. All horses shall enter arena and work in same manner as prescribed for bridle classes but with less speed.

The rider is allowed to use the saddle horn for the herd work and fence work parts. The rider must use one hand on reins in bridle classes for reined work. In the reining portion of hackamore or snaffle bit classes the rider must use two hands on the reins.

Spurs or romal shall not be used forward of the cinch. While horse is in motion rider's hands shall be clear of horse and saddle. Judge should instruct exhibitors to keep hands clear of saddle except when it is necessary to use them to prevent a fall. The competitor must be disqualified for not following a Judge's instructions and will receive a white ribbon.

CLASS SPECIFICATIONS

- This event shall be performed following the same general rules as youth calf roping under the usual and common rodeo standards, practices, and conditions.
- This event is performed while the contestant is mounted on a horse that is standing still (meaning the horse is not moving).
- The horse stands near the dummy and the roper throws his/her loops from where he/she positioned the horse.
- The horse can be move and re-positioned after each throw. However, the horse must not be moving when the contestant throws/releases the rope.

- This is a judged event. Contestants will be judged on the catches made on the dummy animal. Scores will be determined according to the following chart:

HEAD	HEEL	SCORE
	Miss	0
½ Head		2
Horns		3
Whole Head		3
	1 Heel	2
	2 Heels	3

- Each contestant will be allowed three throws at the head and three throws at the heels.
- Contestants must rebuild (re-coil) the rope after each throw to the head or heels. This demonstrates the ability of the contestant to correctly rebuild the rope while working from the ground.
- Contestants must use only one rope. The use of multiple ropes is not permitted.
- The contestant with the highest score (points from the chart on previous page) is the grand champion and the contestant with the second highest score is the reserve champion.
- In the event of a tie for the highest score, a runoff ride will be used to break the tie, with the highest score of the runoff being named grand champion.
- All of the contestants no named grand or reserve champion receive a blue, red, or white ribbon. Typically, this is divided so that about a third receives a blue ribbon, a third receives a red ribbon, and a third receives a white ribbon.
- In stock events, a judge or show management is allowed to eliminate an entry if either the rider or the horse:
 - Fails to begin the course within one minute after the “ready” signal is given, which in cattle boxing is the calling of the number of the cow to be worked.
 - Falls
 - A display of any kind of cruelty, whether or not it is specifically mentioned in the rules.

- Run out of time before completing the prescribe task. The time limit for cattle boxing is four minutes.
- The decision of the judge or show management is final.

BREAKAWAY ROPING:

- Class No. 103 – Senior Breakaway Roping**
- Class No. 104 – Intermediate Breakaway Roping**
- Class No. 105 – Junior Breakaway Roping**

WORKING

Nevada will defer to the *National High School Rodeo Association (NHSRA)* Rule Book for any rule (rule clarification) not stated in this book.

PURPOSE/OBJECTIVES

The purpose of Breakaway Roping is for the rider to demonstrate his/her ability to maneuver and control a horse while being mounted and with the horse moving at a high rate of speed. The rider must also be able to maintain his/her ability to maneuver a secondary item (the rope) and perform a secondary task (throwing a rope) while mounted.

Flexibility, speed, and quickness are the key factors utilized by a horse and rider to successfully complete Breakaway Roping.

CLASS SPECIFICATIONS

- Breakaway Roping will be a timed event, with a one minute time limit.
- Two loops will be allowed if two ropes are carried.
- The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be the contestant's responsibility.
- Rope must be tied to the horn with a string and may not be run through bridle, tie down, neck rope or other device.
- String will be provided and will be inspected by a designated paddock Judge before each contestant competes.

- The second rope must remain tied until used and must not be broken away from the saddle horn prior to use.
- No loops are to be rebuilt.
- If second loop fails, it cannot be rebuilt and used.
- A white cloth or flag must be attached to the rope at the saddle horn so the Judge can tell when the rope breaks from the horn.
- Arena conditions will determine the score line and length of the score line.
- Once a score line has been set, it will not be changed in that go, nor can the length of the box be changed.
- Use of a barrier will be up to the discretion of Show Management. A barrel roping or “lap and tap” are acceptable.
- Lap and Tap - No barrier to be used. Time to start is when animal's nose clears the gate.
- A horse must clear the box before a loop is thrown.
- The *Catch-As-Catch-Can* rule shall apply after the loop has passed over the calf's head.

Time will be taken between two flags. In case the field flag Judge flags out a roper that still legally has one or more loops coming, the Judge may give the same calf back lap and tap, plus time already elapsed and any barrier penalty. Timed event Judge will not flag contestant out until time is recorded. Judge also flags time to start at the barrier or lap and tap. Contestant will be flagged out if the catch is not legal.

There will be a ten second penalty for breaking the barrier, if a barrier is used.

Western type equipment must be used. Use of hackamores or other types of bridles and tie downs are the optional choice of the contestant; however, the Judge may prohibit the use of bits or equipment he/she may consider too severe. Roping reins are encouraged.

Contestants will be disqualified for any abusive treatment of the calf or of the horse.

PENALTIES - White Ribbon Award

1. Roping the calf without releasing the loop from the hand.

2. If the rope happens to dally home or if the rope is broken free by the contestant or it will not break free when the calf hits the end of the rope, the contestant will receive no time.
3. A contestant is permitted to “unwrap” a dallied rope and then let the calf break it. However, a contestant cannot break it by his/her own hand.

DALLY TEAM ROPING:

Class No. 106 – Senior Dally Team Roping;
Heading

Class No. 107 – Intermediate Dally Team Roping;
Heading

Class No. 108 – Junior Dally Team Roping;
Heading

Class No. 109 – Senior Dally Team Roping;
Heeling

Class No. 110 – Intermediate Dally Team Roping;
Heeling

Class No. 111 – Junior Dally Team Roping;
Heeling

CLASS SPECIFICATIONS

- Dally Team Roping is a timed event.
- Adults may rope with Junior and Intermediate Contestants. Senior Contestants are allowed to rope with other Senior Contestants. *Adults who rope with youth must have signed an Assumption of Risk Form.*
- Legal catches in heading are both horns, half-head and around the neck. Any figure-eight catch or front leg in the catch is not legal. Any catch made by the heeler not being judged must be a legal catch defined as a catch which holds from behind the steer's shoulders and back, around the flank, or on one or both heels, but not by the tail only. Any catch made by the header not being judged which holds from the neck forward, other than a front leg in the catch, is considered legal and acceptable.
- It is an automatic no time when both the header and heeler fail to complete both catches within one minute from the time the steer leaves the chute.

- Loss of rope by either the header or the heeler is automatic disqualification.
- Riders may throw as many loops as is necessary within the one minute time limit. If more than one loop is thrown, rider must recoil rope and build additional loop or loops. If the roper fails to catch, he will retire from the arena with no time.
- The header must head the steer and the heeler must heel the steer. Contestants cannot switch positions.
- Riders are to stay mounted. When both ropes are dallied and both horses are facing stretched steer, run is completed. The rope must be wrapped around the saddle horn at least one complete turn before it is considered a dally.
- Each contestant will select the other member of his /her team, who may or may not be competing in this class, but must be an exhibitor in the State 4-H Horse Show.

Western type equipment must be used. Use of hackamores or other types of bridles and tie downs are the optional choice of the contestant; however, the Judge may prohibit the use of bits or equipment he/she may consider severe. Roping reins are encouraged.

Contestants will be disqualified for any abusive treatment of the steer or of the horse.

SCORING AND PENALTIES

- Arena conditions will determine the score line.
- Once a score line has been set, it will not be changed in that go, nor can the length of the box be changed.
- Use of a barrier will be up to the discretion of Show Management. A barrel roping or Lap and Tap are acceptable.
- Lap and Tap - No barrier to be used. Time is to start when animal's nose clears the gate.
- A horse must clear the box before a loop is thrown.
- In order for time to be considered official, barrier flag must operate.
- The Judge is to flag time.
- The Judge will not flag contestants out until time is recorded.

- Judge flags contestants out if run is not legal.
- There will be a ten second penalty assessed for breaking the barrier.
- Roping the steer without releasing loop from hand will disqualify catch.
- If hondo passes over one horn, the loop over the other, the catch is illegal and a white ribbon will be awarded.
- If loop crosses itself in head catch, it is illegal and a white ribbon will be awarded. This does not include heel catches. Any heel catch behind both shoulders is legal if rope goes up heels.
- One hind foot receives a five-second penalty.
- Cross fire catches will receive a no time. If in the opinion of the Field Flagger, a heel loop is thrown before the header has dallied and changed directions of a steer, the team shall receive no time and a white ribbon.
- Steer must not be handled roughly at any time and ropers may be disqualified if, in the opinion of the Field Judge, they have intentionally done so.
- In the event a team roper is disqualified or injured, the roper will be eliminated from the class.
- If the header accidentally jerks the steer off his feet or the steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score and awarded a white ribbon.
- Broken rope or dropped rope will be considered no time and a white ribbon awarded.
- Each contestant will be allowed to carry only one rope.
- No tied ropes allowed.
- Steer must be standing up when roped by head or heels.
- No foul catches can be removed by hand.
- If steer is roped by one horn, roper is *not* allowed to ride up and put rope over other horn or head with his/her hands.
- In case the field flag Judge flags out a team that still legally had one or more loops coming, the Judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.

SECTION 9 DIFFERENTLY ABLED RIDERS

GENERAL RULES

These classes will be conducted during the appropriate section of the show.

Participants must be of 4-H age and qualify at the local or county level as with any other class.

Participants in the Handicapped Rider classes may be assisted by side-walkers and/or 4-H Leaders as necessary for safety reasons.

Classes for Differently Abled Riders may be divided as entries and ability levels of participants warrant.

The levels utilized for the Differently Abled Rider Classes will consist of:

- Beginner - to show at the walk
- Intermediate – to show at the walk and jog or trot (sitting and posting)
- Advanced - to show at the walk, jog or trot (sitting and posting) and at the lope or canter (the correct lead is required at the lope or canter)

Nevada will defer to the *US Equestrian Federation Rule Book* as a guideline for any rule not so stated in the Nevada Rule Book.

HELMETS

Safety Helmets are required. See Section 3 (Safety Helmet Policy).

CLASSES

Class No. 112 - Handicap Western Equitation - To be shown at the gait(s) appropriate for the rider's ability level. Participants will be required to circle, reverse, figure eight, halt (four to six seconds), and back at least three steps.

Class No. 113 - Handicap Trail - To be shown at the gait(s) appropriate for the rider's ability level. Riders will be judged on equitation, control, agility and calmness. Minor faults: slight touches, wide positions, slow response and poor jumping. Major faults: knock downs, losing gate, slipping out of confining elements, refusals, failure to maintain gaits, spooking and extreme tension. Disqualifications are: off course, missing obstacle, cueing horse in front of cinch, taking obstacle in wrong sequence, and running off.

Class No. 114 – Handicap English Equitation – May be shown in Hunt Seat or Saddle Seat. To be shown at gait(s) appropriate for the rider's ability. Participants will be required to circle, reverse, figure eight, halt (four to six seconds), and back at least three steps.

SECTION 10 HORSE RECORD KEEPING CONTEST

This contest is designed to teach 4-H Club Members the value of detailed, complete, and accurate records of their Horse Projects. Blue ribbon quality record books may be submitted by counties. Entries are due to the Nevada State 4-H Program Office or Show Office as indicated on the current Nevada State 4-H Horse Show Schedule.

Contestants in this competition do not have to be exhibiting or otherwise participating in the Nevada State 4-H Horse Show. However, the contestants must be available for an interview to be held during the Nevada State 4-H Horse Show.

Awards shall be in the form of a plaque or certificate.

Selection Criteria:

60%	Completeness and Neatness of Records. Current year's project records should include: beginning through year to date inventory; health records; feed records; statement of income and expenses; breeding records (if appropriate); labor and supplies; an account of hours spent on project from start of project to show time; training and show record. Pictures are allowed, however, no more than three pages with pictures on one side only.
15%	Story of approximately 300 words for Juniors, 500 words for Intermediates, and 700 words for Seniors on details of the project not already included in the above records.
25%	Personal Interview.
100%	Total

An evaluation will be given to each applicant on what could be improved or bettered so the education of the applicant can be furthered.

NOTES