

Wyoming 4-H Equine Competition Guidelines



2013
11501G



UNIVERSITY
OF WYOMING
EXTENSION



Issued in furtherance of extension work, acts of May 8 and June 30, 1914, in cooperation with the U.S. Department of Agriculture. Glen Whipple, director, University of Wyoming Extension, University of Wyoming, Laramie, Wyoming 82071.

Persons seeking admission, employment, or access to programs of the University of Wyoming shall be considered without regard to race, color, religion, sex, national origin, disability, age, political belief, veteran status, sexual orientation, and marital or familial status. Persons with disabilities who require alternative means for communication or program information (Braille, large print, audiotape, etc.) should contact their local UW Extension office. To file a complaint, write to the UW Employment Practices/Affirmative Action Office, University of Wyoming, Department 3434, 1000 E. University Avenue, Laramie, WY 82071.

TABLE OF CONTENTS

Learning Objective.....	1
Use of the 4-H Program	
Name and Emblem.....	2
General Guidelines	3
Safety Guidelines	6
Class Guidelines	8
Groundwork Classes	8
Showmanship	8
Halter Classes	9
Riding Classes	9
Western Horsemanship	9
Western Pleasure.....	11
Western Riding.....	12
Hunter Seat Equitation	13
Hunter Under Saddle.....	15
Programmed Ride.....	17
Reining.....	17
Trail Endorsed Class.....	19
Trail	19
Speed/Cattle Endorsed Classes.....	21
Pole Bending.....	21
Barrel Race	22
Stake Race	23
Goat Tying.....	24
Working Cow Horse.....	26
Cattle Boxing	27
Team Sorting	28
Roping Endorsed Classes.....	29
Breakaway roping.....	29
Tie-Down roping.....	31
Team roping	33
Jumping Endorsed Class	39
Hunter Hack.....	39



WYOMING 4-H EQUINE COMPETITION GUIDELINES

REVISED, 2013

LEARNING OBJECTIVE

The 4-H program provides opportunities for a young person to develop essential life skills of mastery, independence, generosity, and belonging through their own areas of interest. In this project area, youth may learn:

- About different aspects of the horse industry.
- How to be a responsible horse owner.

- About all the different breeds, colors, markings, and gaits of horses.
- How to care for, groom, ride, show, and train horses.
- About proper nutrition, first aid, and health of horses.
- How records are used by producers to evaluate breeding stock.
- The parts of horses and lingo used in the horse industries.
- About tack and equipment in different disciplines.
- About diseases, anatomy, and behaviors of horses.

This document serves as a guide for the educational and competitive events when a youth comes in contact with a horse during the learning process. We encourage youth to engage in competitions of other organizations, breed registries, etc., for more experiences while recognizing differences exist between their objectives and goals and those of the Wyoming 4-H program.

USE OF THE 4-H PROGRAM NAME AND EMBLEM

Use of the 4-H name and emblem is regulated by federal law. Only activities or programs under the supervision of the University of



Wyoming Extension (UWE) may use the name and emblem of the 4-H program. Therefore, any local, county, district, area, or state 4-H horse show must have the approval of UWE.



GENERAL GUIDELINES

- Wyoming 4-H requires youth to be safety certified on each horse with which they intend to compete. Class eligibility depends upon the age of the youth and upon the safety sections certified of each particular horse and rider team. The Wyoming 4-H Horse ID and Safety Certification can be found at <http://www.uwyo.edu/4-h/projects/horse/index.html> .
- All classes are evaluated either by a person (judge) hired for his or her opinion to the extent a youth and horse work in harmony to complete tasks and/or patterns or by the time a youth and horse work together to complete tasks and/or patterns.
- The events listed within this publication provide opportunities for club members to demonstrate horsemanship skills learned. Other events may also offer the opportunity for club members to demonstrate these same skills. Therefore, 4-H shows may offer events not listed within this publication as long as those events are age appropriate, utilize the same skill set, adhere to safety practices and are approved by the UW 4-H Educator.

- Please refer to age-appropriate patterns, courses, and reference scoring materials online at <http://4-H.uwyo.edu> .
- 4-H age categories are recognized as Junior 8-10 years old, Intermediate 11-13 years old, Senior 14-18 years old as of January 1, current year.
- Each competitive event will have additional specific rules related to entry, participation, etc. Please refer to them.
- Any unique situations that arise should be brought to the attention of show management well in advance of a competition. If a question of eligibility exists, contact the 4-H show management prior to entry deadlines and competition.
- 4-H show management should default to/follow the opinions of professional veterinarians related to animal health and safety in determining eligibility. When that is not possible, event/4-H show management should consider the safety of the youth and the horse in making determinations.
- It is recommended 4-H shows utilize a modified recognition system including both Danish and American systems. The Danish system of recognizing in groups based on standards (Blue, Red, and White ribbon- The Danish groups) with the American systems of ranking (1st through 10th) within the top group. Example: Placings of 1st through 10th within those of the Blue group.
- Youth and volunteer leaders must have completed all enrollment procedures to be covered by medical and liability insurance.
- For Wyoming 4-H, “horse” is defined as a four-legged, solid-hoofed animal of the Equidae family.

This includes mules, donkeys, zebras, ponies, miniatures, etc.

- A horse's age is determined as of January 1 of the year born. A horse becomes a year older on January 1 of the year following its birth. Example: A foal born May 2004 becomes 1 year old on January 1, 2005.
- For exhibition purposes, stallions 1 year of age and older will not be utilized.
- Ponies shall measure 58 inches or under at the withers. No exceptions are allowed. All ponies must be measured before showing. Ponies measuring more than 58 inches high will not show in any pony class.
- The two associations for miniature horses (American and International) have different height requirements. As a result, the horse project will use the one with the higher height requirement as that is more inclusive for club members and the horse program. Therefore, miniature horses shall not measure greater than 34 inches at the withers. Those measuring greater than 34 inches (but less than 58 inches) will be classified as a pony.
- Ownership or lease of a horse is not required nor monitored by UWE.
- In any class, Juniors and Intermediate riders will not be asked to mount after a dismount; Senior riders may or may not be asked to mount after a dismount.
- Prohibited Tack: Draw reins, drop nosebands, martingales, tie downs, and flash cavessons. However, martingales and tie downs can be used for roping and speed classes.



SAFETY GUIDELINES

Wyoming 4-H requires a horse safety certification that creates a standard of applied safety for all youth working with horses. Any youth who intends to compete at a public, 4-H-sponsored competition will need to be certified on any competing horse as being safe to do so before competing. Volunteers will help youth in learning about, interacting with, and riding horses in a safe manner. The focus becomes educational opportunities for youth to learn while fostering additional opportunities for youth to compete. The Wyoming 4-H Horse ID and Safety Certification can be found at <http://www.uwyo.edu/4-h/projects/horse/index.html>.

Due to space and time limitations, all of the safety expectations cannot be listed within this publication. However, a few of the basic and most important safety expectations are listed below.

- The safety of club members and their horses must be kept foremost in mind.
- All horse safety rules, regulations, and guidelines shall be adhered to at all times.
- Check specific show requirements regarding official health certificates issued from veterinarians.

- 4-H show management should be notified immediately when drugs or medications are being used. The use of prescription medications of any kind should be administered by a veterinarian or the youth should be prepared to provide proof of prescription/instructions of medical use that they have been directed to administer by a veterinarian. Providing a horse with any illegal drug will result in disqualification
- Safety helmets certified by the American Society for Testing and Materials and the Safety Equipment Institute (ASTM/SEI) are mandatory for all English events and recommended for all other horse events for a member to be mounted on a horse.
- Smooth-soled, heeled boots are required anytime a club member is mounted on a horse.
- Bareback riding is not permitted.
- Only one rider is allowed on the horse at any one time.
- In halter classes or any other time an exhibitor is working around a horse, he/she shall stay in the safety zones.
- Running, loud playing, and other similar activities are not allowed near horses, especially at a show, workshop, camp, or other place unfamiliar to horses that are already nervous and jumpy due to being someplace new and different.

In the event a horse or rider is deemed unsafe by a certified 4-H horse volunteer leader, they may request the horse or youth be removed from an educational event. If a situation arises at a competitive event, the 4-H show management has discretion to handle the situation. Safety should always be stressed.



CLASS GUIDELINES

Listed are guidelines for potential classes that align with the Wyoming 4-H Horse Safety Certification process:

1. Groundwork classes
2. Riding classes
3. Trail Endorsed class
4. Speed/Cattle Endorsed classes
5. Roping Endorsed classes
6. Jumping Endorsed classes

Groundwork Classes

Showmanship

Demonstrates the ability of youth to present their horses in the best way possible. Judges evaluate the horse on its cleanliness, presentation, ability to respond to exhibitor, and its overall appearance. The horse's conformation is not considered. Additionally, youth are evaluated on their appearances, attitudes, and ring deportment as well as their ability to lead, pose, and interact with their horses. Overall placement is determined by the judge based on a combination of the youth and the horse.

- Classes are created by age of the youth and include: Junior, Intermediate, and Senior.
- Judge may split classes based on number of entries to accommodate time and facility limitations.
- Any patterns used by the judge will be posted ahead of time for Juniors and Intermediates. Seniors may be asked to do maneuvers impromptu in the ring.

Halter Classes

Youth demonstrate the conformation of their horses as it most closely relates to their horses' breed standards. Entries are judged on conformation, breed type, quality, and way of going.

- Youth show the horse with a lead and are on the ground, not mounted. They are shown at a walk and, sometimes, a second gait.

Riding Classes

Western Horsemanship

A rider is being judged on his/ her ability to make a horse perform a set of maneuvers prescribed in a pattern that has been posted in advance while exhibiting poise, confidence, and maintaining a balanced, functional, and fundamentally correct body position. Judging emphasis shall be placed upon feet, seat, hands, and responsive performance of a horse. Exhibitors enter the ring and work a pattern one at a time or each exhibitor may be worked from the gate one at a time.

The patterns used for Junior and Intermediate riders may only include the following maneuvers:

1. Figure 8 while jogging.
2. Lope and simple stop.

3. Figure 8 during loping on the correct lead, demonstrating simple changes of leads. Figures should be started in the center of two circles so one lead change is shown. (Simple change is when horses are brought back to a walk or jog at the point of change and restarted at a lope in the opposite lead.)
4. Circle.
5. Back up.
6. Turn on the haunches or forehand.
7. Side pass.
8. Straight line.

The patterns used for Senior riders may include all of the maneuvers listed for the Junior/Intermediate age groups plus the following maneuvers:

1. Dismount and mount.
2. Figure 8 while loping on the correct lead executing a flying change of lead.
3. Executing a simple change of lead on the straightaway down the center of a ring.
4. Execute a flying change of lead at each change of direction on a serpentine.
5. Execute a smooth, balanced stop. (A sliding stop is not required because of varying arena conditions.)
6. Roll backs.
7. Controlled turning on forehand (at least one-half turn in both directions).
8. Counter canter.

Note: Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.



Western Pleasure

Western pleasure is a Western performance class in which evaluation is placed upon the performance of the horse on the rail. Horses are to be shown at a walk, jog, and lope. Pleasure horses should be responsive, smooth in transitions, consistent with gaits, be on a reasonably loose rein without undue restraint, and have a willing response to the rider. Ideally, the horse should have a balanced, flowing motion.

- Horses will demonstrate their abilities by being required to stop, reverse, extended jog, back, and stand quietly.
- Passing is permissible on the inside, not on the rail side, and should not be penalized as long as the horse maintains a proper and even cadence and rhythm.
- Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or jog at the discretion of the judge but shall not be asked to reverse at the lope.

Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.

Western Riding

Horses are judged on lead changes, gaits, and responsiveness to cues, manners, and disposition while completing a pattern. It is not a timed event but should be performed with reasonable speed indicating a quick, comfortable, and pleasant ride. Horses should be well-mannered, sensible, and exhibit free and easy movement. Preference will be given to flying lead changes between markers. Simple lead changes are considered a break in gait and will be penalized. Exhibitors compete one at a time.

- The distance between markers in the pattern may be altered if local conditions necessitate the change.
- Markers shall be placed parallel to, and at least 10 feet from the wall of an arena, and these markers should be separated by a uniform distance of not less than 30 feet and not more than 50 feet.

Please refer to age-appropriate patterns, courses, and reference scoring materials online at <http://4-H.uwyo.edu> .

Performance Faults (these will lead to a deduction in point[s] but not disqualification):

1. Releasing or not completing the gait.
2. Touching the saddle or horse with either hand.
3. Opening the mouth excessively and raising the head on maneuvers or stops.
4. Kicking, biting, bucking, rearing, or striking.
5. Stumbling or breaking gaits, including simple lead changes.
6. Freezing up in a maneuver, refusing a maneuver, or backing sideways.

7. Refusing to change leads, performing circles out of lead, or cross-cantering.
8. Failing to pass specified markers before initiating stops.
9. Anticipating rider signals or cues.
10. Dropping a rein.
11. Spurring in front of a cinch.
12. Knocking over a marker or missing the log.
13. Failure to complete an exact pattern.
14. A fall to the ground by a horse or rider.

Hunt Seat Equitation

Hunt Seat Equitation is an English performance in which all exhibitors enter the ring and work the pattern individually or each exhibitor may be worked from the gate individually. A rider is being judged on his or her ability to make a horse perform a set of maneuvers prescribed in a pattern that has been posted in advance while exhibiting poise, confidence, and maintaining a balanced, functional, and fundamentally correct body position. Judging emphasis shall be placed upon feet, seat, hands, and responsive performance of a horse.

This event demonstrates the rider's ability to perform various maneuvers in harmony with the horse. Communication between the rider and horse should be obvious to observers and give the impression of unity.

The patterns used for Junior and Intermediate riders may only include the following maneuvers:

1. Performance on the rail.
2. Address the reins.
3. Back.



4. Hand gallop and pull up.
5. At a posting trot, riders shall demonstrate correct diagonals.
6. Figure 8 during a canter on the correct lead and demonstrate a simple change of lead by bringing the horse to a walk or trot and then restarting into a canter on the opposite lead. The figure 8s should be started in the center of two circles so one change of lead is shown.
7. Circle.
8. Straight line.

The patterns used for Senior riders may include all of the maneuvers listed for the Junior/Intermediate age

groups plus the following maneuvers:

1. Dismount and mount.
2. Riders may be asked to ride without stirrups.
3. Figure 8 during a canter on correct lead and demonstrate a flying change of lead.
4. A simple change of leads on a straightaway down the center of the ring.
5. Ride serpentine at a trot and/or a canter with the correct leads and demonstrates simple or flying changes of lead. (A series of left and right half circles off the center of the imaginary line in which the correct diagonal or lead change must be shown.)
6. Extended trot.
7. Side pass.
8. Turn on the forehand.
9. Turn on the haunches.

Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.

Hunter Under Saddle

Hunter Under Saddle (English Pleasure) is an English performance class performed on the rail. Horses should be shown at a walk, trot, and canter (including hand gallop). Horses should move with long, low strides, be able to lengthen stride, be relaxed without undue restraint, smooth in transitions, exhibiting correct gaits, and should respond to the rider with light leg and hand contact. The quality of the movement and the consistency of the gaits is a major consideration.

- Horses will demonstrate their abilities by being required to stop, reverse, back, and stand quietly.



- Passing is permissible and should not be penalized as long as the horse maintains a proper and even cadence and rhythm.
- Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or trot at the discretion of the judge but shall not be asked to reverse at the canter.
- Horses should not be asked to jump.

Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.

Programmed Ride

Youth are given an age-appropriate pattern prior to the event and may either work the pattern from memory or ask another individual to call the pattern as they ride. The pattern will indicate various gates, lead changes, etc., to be demonstrated between points labeled by lettered cones within the arena. The horse should be calm, supple, loose, and flexible but also confident and attentive showing regularity of gaits and ease of movement. The horse should show willingness to complete the tasks asked. Contestants enter the ring and compete one at a time.

- The two tests take place in an arena of 20 meters by 40 meters (65 feet 7 inches by 131 feet 3 inches). Gates should be approximately 6 feet wide. Markings are letters posted according to the diagram and should be spaced at the correct intervals. A minimum of 7 feet must be left between an existing arena fence and a temporary programmed ride arena. The letters should be placed 20 inches from the outside of the temporary programmed ride arena. An “X” denotes the center of the ring.

Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.

Reining

Reining classes allow contestants the opportunity to display the willful guidance and control of their horses while performing the maneuvers outlined in the prescribed pattern. Credit will be given for fluency, attitude, quickness, and authority in performing the various maneuvers using controlled speed. In reining classes, each contestant performs the pattern one at a time and separately.

Performance Faults (these will lead to a deduction in point[s], but not disqualification):

1. Spurring in front of the cinch.
2. Touching of the saddle or horse with either hand.
3. Opening mouth excessively.
4. Kicking, biting, bucking, rearing, or striking.
5. Stumbling.
6. Breaking gait.
7. Freezing up in a maneuver or refusing a maneuver.
8. Refusing to change leads or performing circles out of lead or cross-cantering.
9. Raising the head on stops.
10. Lacking smooth and straight stops on haunches.
11. Failing to pass specified markers before initiating stops.
12. Knocking over markers.
13. Under-spinning or over-spinning.
14. Backing sideways.
15. Anticipating rider signals or cues.
16. Dropping a rein.
17. A fall to the ground by a horse or rider.
18. Failure to complete an exact pattern.

Note: Please refer to <http://4-H.uwyo.edu> for age-appropriate patterns, courses, and reference scoring materials.



Trail Endorsed Class

Trail

A Trail Class tests a rider's ability to maneuver a horse through obstacles that might be encountered on a trail. Patterns should be provided for riders prior to the beginning of the class. A horse is judged on its performance over obstacles with emphasis on manners, attitude, and responsiveness to rider. Each obstacle is scored independently. In a Trail Class each rider will enter the show area and complete the course one at a time.

- Junior and Intermediate members may be required to walk or jog their horses. Senior members may be required to show three gaits (walk, jog, and lope) somewhere between obstacles as a part of its work
- Please refer to age-appropriate patterns, courses, and reference scoring materials online at <http://4-H.uwyo.edu>.
- Classes should not include working on the rail.
- It is suggested the optimum number of obstacles be from five to seven.

- It is recommended the gate be a minimum 4 feet in length and height.
- It is recommended the bridge be at least 6 feet in length, not taller than 12 inches, and no less than 36 inches in width.
- Backing obstacles should be a minimum of 28 inches apart and, if elevated, 30 inches apart.
- Side pass over one, two, or three poles placed parallel at least 36 inches apart and at least 8 feet long or in an “L”.
- Ride through a water hazard. If using a fake water hazard, do not use slick-bottomed boxes, plastic tarps, moving parts, dry ice, or flames because these items may cause an injury to a horse.
- If riding over a piece of cloth, burlap, or something similar, **do not use a plastic tarp** because it may cause an injury to a horse.
- If riding over poles, they should be: for walking, the obstacles should be 15 inches to 24 inches apart; for trotting, the obstacles should be 3 feet to 3 feet 6 inches apart; for loping, the obstacles should be 6 feet to 7 feet apart.

Prohibited Obstacles

- For safety reasons, no obstacle may involve the use of a rope, reata, or trailer.
- No obstacle may be used that requires a horse to place its front or hind feet in a tire.
- No animal, animal remains, hides, or carried polyvinyl chloride (PVC) pipe are allowed.

Note: Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.



Speed Endorsed Classes

Pole Bending

Pole Bending is a timed event in which riders demonstrate their abilities to maneuver and control a horse at high speed for a shorter period of time around a series of poles in weaving pattern. Contestants enter the ring and compete one at a time. In the event of a tie, the time of a second run determines placings.

- The Pole Bending pattern is to be run around six poles. The poles are to be 21 feet apart, and the first pole is to be 21 feet from the starting line. Poles shall be set on top of the ground, and they shall be at least 6 feet high. The base of the poles shall be no more than 14 inches in diameter.
- Knocking over a pole carries a five-second penalty.
- Touching poles with hands is allowed.
- Time begins and ends as the horse's nose crosses a clearly visible starting line.
- An electric timer or at least two watches should be used with the time indicated by the electric

timer or the average time of the watches used by official timers to be the official time.

- Riders may start to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
- At the completion of their runs, riders must walk their horses out of the arena.
- A contestant can be asked to leave for excessive use of a whip, rope, crop, bat, or reins anywhere on the horse.
- If safety measures dictate, a parent or leader may hold or lead a horse into the arena.

Note: Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.

Barrel Race

Riders demonstrate their abilities to maneuver and control a horse at high speed around three barrels in pattern. This is a timed event, and contestants enter the ring and compete one at a time. In the event of a tie, the time of a second run determines placings.

When measuring an arena for a barrel course, leave ample room for a horse to complete turns and to stop at the finish. There should be at least 20 feet between the barrels and the arena fence. It is recommended there be at least 45 feet from the arena gate to the starting line then at least 60 feet between the first two barrels, and 105 feet from the second barrel to the third barrel, as arena conditions will allow.

- Knocking over a barrel carries a five-second penalty.
- Time begins and ends as the horse's nose crosses a clearly visible starting line.



- An electric timer or at least two watches should be used with the time indicated by the electric timer or the average time of the watches used by official timers to be the official time.
- Riders may start to the right or to the left of the first barrel and then run the remainder of the pattern accordingly.
- At the completion of their runs riders must walk their horses out of the arena.
- A contestant can be asked to leave for excessive use of a whip, rope, crop, bat, or reins anywhere on the horse.
- If safety measures dictate, a parent or leader may hold or lead a horse into the arena.

Note: Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.

Stake Race

A Stake Race is a timed event in which riders demonstrate their abilities to maneuver and control a horse at high speed for a shorter period of time in a pattern. Contestants enter the ring and compete one

at a time. In the event of a tie, the time of a second run determines placings.

- The Stake Race pattern is to be run around two poles. The poles are to be a minimum of 60 feet apart. Poles shall be set on top of the ground, and they shall be at least 6 feet high. The base of the poles shall be no more than 14 inches in diameter.
- Knocking over a pole carries a five-second penalty.
- Time begins and ends as the horse's nose crosses a clearly visible starting line.
- Two watches should be used with the average time of the watches used by official timers to be the official time.
- Riders may start to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
- Touching poles with hands is allowed.
- A contestant can be asked to leave for excessive use of a whip, rope, crop, bat, or reins anywhere on the horse.
- If safety measures dictate, a parent or leader may hold or lead a horse into the arena.

Note: Please refer to <http://4-H.uwyo.edu> for age-appropriate patterns, courses, and reference scoring materials.

Goat Tying

Riders demonstrate their abilities to maneuver and control a horse at high speed and still maintain their ability to maneuver and perform the task of safely dismounting the horse, capturing a goat, and tying together three of its legs. Flexibility, speed, and quickness are the key factors for a horse and rider.

Contestants enter the ring and compete one at a time.

- This event is for Intermediate and Senior members because of physical maturity and skill sets.
- Goat Tying is a timed event with a 30-second time limit. Time shall begin when a horse's nose crosses the start line. Time will stop when the contestant releases the tie by hoisting both hands high in the air (contestant must then step back 3 feet from the goat and will be disqualified for retouching the goat or tie after signaling for time). Time will also stop after passage of 30 seconds (without a successful goat tie) from the horse crossing the start line; in this case, a "no time" shall be given to the contestant.
- The starting line shall be at least 100 feet from the stake holding a 10-foot rope used to secure the goat.
- A rider dismounts, catches the goat, then crosses and ties together at least three legs of the goat using a leather thong, pigging string, or rope.
- After the legs are tied, the contestant must stand clear of the goat. The goat must remain tied for at least five seconds. Failure to do so will result in a 10-second penalty assessment. If the contestant's horse crosses over the goat or the rope holding the goat, or if the contestant's horse comes in contact with the rope or goat at any time, a 10-second penalty will be assessed. If the goat should break away because of the fault of the horse while the contestant is mounted (contestant is considered mounted until he or she has both feet on the ground), a "no time" will be assigned.

- It is recommended for safety goats should weigh between 40 and 70 pounds (should never weigh more than 70 pounds), should not vary more than 10 pounds for each respective class, and should not have horns (small, tipped horns are allowed).

Working Cow Horse

The working cow class is comprised of both cow work and a reining pattern. Patterns for reining work will be provided prior to the start of the class. Cow work is based on a horse and rider maintaining constant control of a cow, while horse exhibits superior cow sense and natural cow working ability without excessive reining or spurring by the rider.

- A horse that attempts both the reined work and the cow work portion may be placed, even if breaking pattern in one portion of the class.
- Cattle work may be done immediately following each individual's pattern work or immediately after completion of pattern work by all horses being exhibited.
- At the judge's discretion, a rerun may be given if a cow being worked leaves the arena, is blind, unmanageable, or won't run.
- At the judge's discretion, the run may be terminated when it poses a threat to the safety of a rider or the livestock.
- Cow work portion will be limited to two minutes.

Note: Please refer to <http://4-H.uwyo.edu> for age-appropriate patterns, courses, and reference scoring materials.

Cattle Boxing

As a team, a rider and horse move a single cow to a prescribed area of the arena while demonstrating the ability to control the cow. Contestants enter the ring and compete one at a time.

- It is a timed event, with a time limit of four minutes.
- A group of cattle (usually at least six to eight head) are numbered (0 to whatever).
- A cow should be turned out to Junior and Intermediate youth while Senior members are asked to cut a cow out from a group of numbered cattle.
- As the contestant crosses the start/finish line (usually the center of the arena), time is started and the judge or announcer calls out a number of a cow to be cut from the herd for Senior members.
- 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 herd, the contestant returns to the start/finish line, and the run-time is stopped.
- If a contestant does not complete the maneuvers in the four-minute time limit, a “no time” shall be given.

Note: Please refer to <http://4-H.uwyo.edu> for age-appropriate patterns, courses, and reference scoring materials.

Team Sorting

Team sorting is an event comprised of two riders and their horses. Teamwork is the key to this event. Two riders work in harmony to cut numbered cows out of a group of cattle and drive them to another pen while keeping the wrong-numbered cattle in the current pen. Scoring is 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 and spurring.

- This is a timed event, with 10 minutes the maximum amount of time allowed.
- The team shall consist of two riders.
- In Team Sorting, it is suggested there are two identical pens, generally from 50 to 60 feet per side of each pen (sometimes, the arena is simply divided in half). The two pens are separated by a 12-foot opening (see the Team Sorting Diagram).
- Ten head of cattle (numbers 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 7, followed by 8, 9, 0, 1, 2, 3, 4, and 5.
- If a cow is sorted out of order, a “no time” is given to the contestants.
- If a cow comes back across the gate line (foul line), a “no time” is given to the contestants.

Note: Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.



Roping Endorsed Classes

It is strongly suggested that a progression of skills be demonstrated that is age-appropriate, including proficiency in ground roping and dummy roping before competing in advanced-skilled classes. Please refer to <http://4-H.uwyo.edu> for suggested classes and possible scoring materials.

Breakaway roping

Breakaway roping classes allow a rider to demonstrate his/her ability to maneuver and control a horse at higher speeds and still maintain his/her ability to maneuver and perform a secondary task while mounted. Flexibility, speed, and quickness are key factors utilized by a horse and by the rider to successfully complete the event.

- This class is open to Intermediate and Senior riders. The roping classes for the Junior riders are Ground Roping and Dummy Roping.
- This is a timed event with a 30-second time limit, and a maximum of two loop throws

are permitted. It is recommended the judge/ring steward/flagger be on horseback to help determine barrier breakage, legal catches, and other rule assessments.

- The horse must start from behind a barrier. A 10-second penalty will be added to the time for breaking the barrier. The contestant shall not attempt to rope a calf until the barrier flag has been dropped. Any attempt by a contestant to position his or her horse behind the barrier in such a position that would enable the contestant to rope the calf without leaving the barrier or starting box shall be considered a disqualification.
- Contestants are permitted to use two ropes if they intend to throw a second loop upon missing with the first throw (rebuilding or recoiling the first rope for a second throw will not be permitted). The rope(s) is to be tied to the saddle horn by a string in such a manner as to allow the rope to be released from the horn when the calf is caught and reaches the end of the rope. A visible cloth or flag must be attached to the end of the rope tied to the saddle horn to make it easier for the flagger/judge to see it break free (hence the name Breakaway Roping).
- The time of each run shall start with the drop of the flag at the barrier and end with the break of the rope string from the saddle horn, or it will end with the passage of 30 seconds (without a catch) after the drop of the flag at the barrier. In the case of the latter, “no time” will be given to the contestant. The contestant shall also receive “no time” if he or she should break the rope from the horn by hand or touch the rope or tie string after the catch is made. If the rope dallies or will not break when the calf reaches the end of it, the contestant shall receive “no time.”

- A legal catch is a loop that goes around the calf's head and draws up on any part of the body causing the tie string to break away from the saddle horn. Roping the calf without releasing the loop from the contestant's hand is not permitted.

Note: Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.

Tie-Down roping

Tie-down roping allows a rider to demonstrate his/her ability to maneuver and control a horse at higher speeds and still maintain his/her ability to maneuver and perform a secondary task while mounted, correctly dismount to perform another task, and work as a team with his or her horse while dismounted. Flexibility, speed, quickness, agility, and teamwork between roper and horse are key factors to successfully complete the event.

- This class is only open to Senior riders.
- This is a timed event with a 30-second time limit, and a maximum of two loop throws are permitted. If the calf is caught, time is permitted to continue up to a maximum of one minute. It is recommended the judge/ring steward/flagger be on horseback to help determine barrier breakage, legal catches, or other rule assessments. If any part of the barrier fails to work and such failure results in disadvantage to the roper, he or she may immediately request "calf over" (also known as a re-run). This request may or may not be granted, and the decision is at the discretion of the barrier judge. Once a calf is roped, no roper will receive "calf over" because of equipment failure.
- The horse must start from behind a barrier. A 10-second penalty will be added to the time for breaking the barrier. The contestant shall not



attempt to rope a calf until the barrier flag has been dropped. Any attempt by a contestant to position his or her horse behind the barrier in such a position that would enable the contestant to rope the calf without leaving the barrier or starting box shall be considered a disqualification.

- Contestants are permitted to use two ropes if they intend to throw a second loop upon missing with the first throw (rebuilding or recoiling the first rope for second throw will not be permitted).
- The time of each run shall start with the drop of the flag at the barrier and end with a legal catch and tie of the calf, or it will end with the passage of 30 seconds (without a catch) after the drop of the flag at the barrier. In the case of the latter, “no time” will be given to the contestant. A legal catch is a loop that draws upon any part of the calf. Roping the calf without releasing the loop from the contestant’s hand is not permitted.
- If a calf is down when the roper reaches it, the calf must be stood up on at least three feet and re-thrown. If a roper’s hand is on the calf when the calf falls, this is considered a legal throw. The

rope must stay on the calf until the roper gets his or her hand on the calf. The leg tie must be finished with a half hitch or hooley (a half hitch with a loop; the tail of the pigging string may be partly or completely pulled through). The three-leg tie must hold for at least five seconds after the contestant gives slack to the calf, and then it must be passed by the judge. The contestant will be disqualified if he or she touches the calf after signaling time by raising both hands high in the air. No person may touch the calf until the judge evaluates the leg tie.

- After completing the three-leg tie, the contestant must remount and give slack.

Team roping

Team roping allows a rider to demonstrate his/her ability to maneuver and control a horse at higher speeds and still maintain his/her ability to maneuver and perform a secondary task while mounted, and work as a team with another horse and rider to rope a calf. This is achieved by one team member catching the head and the other team member catching the heels. Flexibility, speed, quickness, agility, and teamwork between each roper and her/his horse and teamwork between the two riders/horses are the key factors to successfully complete the event.

- This class is only open to Senior riders.
- Once a score line has been set in timed events, it will not be changed in that go nor can the length of the box be changed.
- Lap and Tap — no barrier to be used. If a barrier judge is used to flag the start, he or she shall flag the start when the animal's nose crosses the starting line.

- The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier, the judge may still impose a beating-the-barrier penalty.
- Should the barrier break at any point other than the designated breaking point, the decision is up to the barrier judge. If the contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and the string unbroken, the barrier judge may assess a 10-second penalty. Otherwise, this will not be considered a broken barrier.
- If an automatic barrier does not work and a time is recorded, there will be no penalty for a broken barrier.
- If the automatic barrier fails and the official time has not started, the contestants are entitled to a rerun without penalties.
- If the automatic barrier fails and stock is brought back, the contestants must take the same animal during the rerun.
- If barrier equipment hangs on an animal and the contestants try the animal, they accept the animal and as a result they will receive the same animal during a rerun if that becomes necessary.
- A respective steer must be used by the respective contestants when they call for it, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop his or her flag and all timers will be stopped. The

contestants will receive the original animal back with a lap-and-tap start. Time already accumulated will be added to the time used to complete the qualifying run. If the time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.

- b. In cases of mechanical failure.
 - c. If, in the opinion of the line judge, a contestant is fouled by the barrier, the contestant shall get his or her steer back providing they declare themselves by pulling up.
- A horse must clear the box before a loop is thrown.
 - Time to be taken between two flags.
 - This event shall not be conducted with an open catch pen gate.

Event rules

- The header will start behind the barrier, using either box, and must throw the first loop at the steer's head.
- The heeler must start from behind the barrier line.
- Time will be taken when the steer is roped, both horses are facing the steer in line with the ropes dallied and tight, and the front feet of both horses are on the ground.
- Each contestant will be allowed to carry only one rope.
- Each team is allowed three throws in all.
- Roping a steer without turning loose of the loop will be considered a no catch.
- A roper must dally to stop the steer or change the steer's direction. "Dally" means one complete turn of the rope around the saddle horn.

- No tied ropes are allowed.
- Ropers must be mounted when time is taken.
- A steer must be standing when roped by the head and heels.
- No foul catches can be removed by hand.
- If a steer is roped by only one horn, a roper is not allowed to ride up and put the rope over the other horn with his or her hands.
- If the heeler ropes one or both front feet, this is a foul catch. Neither contestant may remove the front foot or feet from the loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his or her flag, the time will be counted.
- In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap-and-tap plus time already lapsed and any barrier penalty.
- The height of a barrier in timed events shall be from 32 inches to 36 inches measured at the center of the box.

Scoring and penalties

- There will be a 10-second penalty assessed for breaking the barrier.
- Roping a steer without releasing the loop from hand will disqualify the catch.
- There are only three legal head catches:
 - a. Around both horns.
 - b. Half a head.
 - c. Around the neck.
- If a hondo passes over one horn and the loop over the other, the catch is illegal.

- If the loop crosses itself in the head catch, it is illegal. This does not include heel catches.
- No rattling of the chute is allowed. A timed event contestant may not have someone rattle the chute for him or her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
- Any heel catch behind both shoulders is legal if the rope goes up the heels.
- Roping only one hind foot results in a 5-second penalty.
- The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown; however, if the steer stops, it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered crossfire, is illegal, and will receive no time.
- A 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.
- If a header accidentally jerks a steer off his feet or the steer trips or falls, the header must not drag the steer more than 8 feet before the steer regains his feet or the team will receive no score.
- If any part of the pusher breaks the plane of the chute gate before the steer releases the barrier, the contestant receives no time.
- A broken rope or dropped rope will be considered no time.
- If the front foot is in the loop when the header dallies, turns off, and changes the direction of the steer, it will be an automatic no time.
- Two hand-held timers will be used by the judges,

and the official time will be the average of the two times.

Reruns

- If an animal escapes from the arena, a flag will be dropped and watches stopped. The contestants will get the animal back with lap-and-tap start, and time already spent will be added to the time used in qualifying plus barrier penalties, if any.
- No rerun will be given due to faulty or broken equipment furnished by either contestant.
- If the judge sees he or she has made an error in flagging, he or she must declare a rerun before the contestant leaves the arena.
- A steer must be rerun before it is used by another contestant.
- If a team records a qualified time, but the timers malfunctioned, the team will be given a rerun at a time designated by the judges and/or show officials. If there were any barrier penalties in the first run, the team will have a lap-and-tap start on the rerun.
- If artificial horns are jerked off, contestants will receive a rerun on the same steer with no penalties added other than barrier penalties.
- If an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the header and heeler remain behind the plane of the barrier for approximately 10 seconds, the animal should be considered a sulking animal and replaced using the “misdraw” procedure.



Jumping Endorsed Class

Hunter Hack

An English performance class that is evaluated on manners, flat work, ease of movement, and style jumping over fences. The horse should move in the same style as a working hunter horse. Preference will be shown to horses with correct jumping style, which means they meet a fence in stride without interrupting their rhythm. Placing for the class shall be determined by allowing a minimum of 70 percent for individual fence work and a maximum of 30 percent for work on the flat. Contestants enter the ring and compete one at a time.

- Horses are first required to jump two fences. Fences for Junior and Intermediate riders shall be 18 to 24 inches high. Fences for Senior riders shall be 24 to 30 inches high. Jumps are to be set in a line in increments of 12 feet (which is considered one stride for a horse) but adjusted to no less than 36 feet (three strides) or no more than 60 feet (five strides). Simply put, jumps should be 36 feet, 48 feet, or 60 feet apart. A ground line is required for each jump.
- At the discretion of a judge, contestants may also be asked to hand gallop, pull up (stop), back, and stand quietly on a loose rein after the last fence.

Note: Please refer to age-appropriate patterns, courses, and reference scoring materials online at <http://4-H.uwyo.edu> .

General faults

- When a horse commits two faults at one obstacle, only the major fault will be counted except for refusals, which will count in addition.
- Light touches are not to be considered but may be scored according to other performances in a comparative manner.
- Judges shall penalize unsafe jumping and bad form over fences, whether touched or untouched.
- A fall to the ground by a horse or by a rider.

Scoring of faults

Knockdowns:

An obstacle is considered knocked down when a horse or rider by contact lowers any part that establishes the height of the obstacle or moves any part that establishes the height of the obstacle so it rests on a different support from the one on which it was originally placed.

Disobedience/refusal:

When a horse stops in front of an obstacle whether the obstacle is knocked down or altered, it is a refusal unless the horse then immediately jumps the obstacle without backing even one step. If the horse takes even one step backward, it is refusing. If a horse refuses to jump the second jump, a contestant may come back and try again until the horse shows three refusals.

Run-out:

A run-out occurs when a horse evades or passes an obstacle to be jumped.

1. First refusal, run-out, bolting on course, taking an extra circle, or showing an obstacle to a horse is a serious fault.
2. Second refusal, run-out, bolting on course, taking an extra circle, or showing an obstacle to a horse is a more serious fault.

Elimination:

1. Third refusal, run-out, bolting on course, taking an extra circle, or showing an obstacle to a horse.
2. Jumping an obstacle before it is reset.
3. Bolting from a ring.
4. Failing to keep the proper course.
5. Jumping an obstacle not included in the course.

Note: Please refer to <http://4-H.uwyo.edu> for patterns, courses, and reference scoring materials.

