

Montana 4-H

State Horse Show Rule Book



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SHOW PURPOSE

The purposes of the Montana 4-H horse program are to help members to:

1. Develop life skills
 - a. Foster a positive self-image
 - b. Learn decision making abilities and responsibility for choices
 - c. Develop an inquiring mind
 - d. Relate to yourself and others
 - e. Acquire a concern for local and global communities
2. Develop leadership, initiative, self-reliance, sportsmanship and other desirable character traits.
3. Experience the pride and responsibility of having a horse and receive additional education in horse care, feeding, management and expenses.
4. Appreciate horseback riding as a healthy and wholesome form of recreation.
5. Obtain skills in horsemanship and handling of horses.
6. Utilize safety precautions that prevent injury to the horse, rider and others.
7. Nurture greater love for animals and develop a humane attitude toward them.
8. Prepare for citizenship responsibilities by working together in groups and supporting community horse projects and activities.
9. Promote 4-H.
10. Promote the state 4-H horse project and program.
11. Promote uniformity among county horse projects.
12. Promote goals of the 4-H horse project.
13. Promote excellence in horsemanship.
14. Encourage individuals to perform to the best of their abilities.
15. Encourage and recognize horsemanship ability.
16. Set and achieve goals to the best of member's ability.
17. Provide uniformity for the horse project.

SHOW POLICIES

The Montana 4-H State Horse Show has the approval of the Montana 4-H Center for Youth Development. The 4-H name and emblem are copyrighted, so 4-H classes are limited to Montana 4-H horse project members and must have Extension Service approval.

Show Eligibility

Individual counties may have differing policies and rules, but the policies and rules outlined in this booklet will be followed to implement the 4-H State Horse Show. When entering the 4-H State Horse Show, the 4-H member must have shown their project horse in that same 4-H horse project class at the county level if the class is offered. Refer to your county requirements and verify with your county agent to ensure you and your project horse are eligible to enter the Montana 4-H State Horse Show.

The host show committee reserves the right to make changes, split classes or reassign arenas to facilitate judging. They reserve the right to cancel or combine classes.

Travel to and from the show is the responsibility of the exhibitor. Exhibitors are strongly encouraged to obtain their own accident insurance for both themselves and their horses. Neither

the host county nor 4-H Center for Youth Development are liable for any accident, damage or loss of personal property, livestock, or person, including travel to and from the State Horse Show.

Intent: To reduce the possibility of injury to other horses, exhibitors and spectators. To give all exhibitors any equal chance of showcasing their horses and skills.

Equine Biosecurity & Health Inspection

To minimize biosecurity risks to exhibitors and their animals, each horse must be inspected by a veterinarian within 30 days of the show and provide a satisfactory Certificate of Veterinary Inspection (CVI). Members must submit a CVI for each horse at time of check-in and before they may unload. There will not be a vet on show grounds. You may obtain the CVI form on the Montana 4-H Horse Project page.

In accordance with Montana State University Extension guidance, all horses attending Montana 4-H state horse events must meet the following requirements:

- All horses must be vaccinated for Equine Herpesvirus (“rhinopneumonitis”),
- All exhibitors must provide a satisfactory Certificate of Veterinary Inspection (CVI), signed by a veterinarian. The state veterinarian recommends all horses be current on their “4-way” vaccinations (Eastern and Western

Encephalitis [“sleeping sickness”], tetanus, and influenza), and receive vaccinations for rabies and West Nile. Horse owners are strongly encouraged to work with their veterinarian to ensure their horses have an appropriate core plus risk-based vaccination regimen.

Intent: To ensure only healthy horses attend state horse events and to reduce the chances of horses from being infected through contact with other horses at the event.

Brand Inspection

Either an annual or a lifetime brand inspection certificate, available from local State Brand Inspectors, must accompany every horse crossing county lines and be available for inspection at the Montana 4-H State Horse Show.

Drugs

The Montana 4-H State Horse Committee does not permit the use of drugs (herbal, natural or pharmaceutical) or surgical procedures which affect an animal’s conformation, appearance, natural color or behavior except for treating a recognized disease or injury. For the purpose of this code, “drug” shall mean any substance commonly used by the medical or veterinary professions that affect the circulatory, respiratory or central nervous systems of an animal. Only those drugs approved and labeled for use on species-specific animals can be administered. Horses requiring any medications should be identified upon arrival at the 4-H show office.

Exhibitors should be prepared to present a valid prescription or a written explanation, either or both to be signed by the animal’s licensed veterinarian. If the horse requires medication or treatment after arrival at the show, any medication used to protect the health and welfare of the animal must be prescribed by a licensed veterinarian and approved at the State Horse Committee meeting during the state show. Administration of all medications must always be done in accordance with the specification and/or instructions given with the prescription.

Liability for the correct administration of the prescribed drug is the responsibility of the exhibitor and exhibitor’s parent or legal guardian.

Protective Headgear

An ASTM certified/SEI approved equestrian helmet with safety harness fastened in place is required in over fence classes, gymkhana events, activities and practice sessions. Gymkhana refers to horseback speed events (timed and untimed) that do not use livestock. Helmet use is encouraged in all 4-H activities any time a 4-H member is around a horse.

Montana 4-H Helmet Policy will be enforced at the State Horse Show.

Awards

Ribbons will be awarded to the top 8 places of the class depending on number in the class. Show management reserves the right to cancel or combine classes if less than ten (10) exhibitors are entered in a particular class.

Fees

Registration fees, wood shavings and stall fees will be charged and specified with show registration information. All fees must be paid when the registration form is sent in prior to the show. Refunds will be allowed in full up to the entry deadline of the show. Refunds will be considered after the deadline based on case by case basis.

Judges

Judge(s) will be selected by the Host Show and State Horse Committees using the following criteria:

- Familiarity with the 4-H horse program.
- Youth orientated show experience.
- Willingness to observe Montana 4-H horse project criteria.

An alternate judge should be available in case of an emergency.

Intent: To help ensure that the horse show is an educational experience for the member and helps to further develop the life skills of the member.

A separate judge may be used when more than one class is judged at a specific time.

Intent: To keep the horse show's length reasonable.

Judges are to arrive prior to the show meet and review the show book at a specified time with all committee members, ring steward(s), clerks and announcers.

Intent: To help eliminate misunderstandings, and to ensure that all understand the expectations of the state show committee.

All judging in the Montana 4-H State Horse Show is based on the member's ability to show his/her horse. The judge is encouraged to give constructive criticism and suggestions for improvement as well as point out superior performance to exhibitors whenever possible. Placings will be posted; scores and judging sheets will be available at the show office.

Intent: To communicate to the members where they placed within the class compared to the scores of others.

Equipment Stewards

The show may have stewards who will interpret and clarify rules regarding equipment and dress. If

used, stewards will be identifiable. Show management may assign all equipment and appointment eligibility to the official judge.

Intent: To ensure that participants' equipment and clothing are within the limits prescribed by the rules and those contestants do not have unfair advantage over other contestants. To ensure that equipment is not abusive to the animals.

Ring Steward

The person assisting the judge in the ring is referred to as the ring steward. Any exhibitor wishing to discuss any matter with the judge must first contact the ring steward who will then arrange such an appointment if approved by the judge.

Intent: To provide a process whereby a member may discuss their performance with a judge.

Grievance Committee

Grievance committee shall consist of two (2) host committee members, a minimum of three (3) other 4-H State Horse Committee members and one (1) ex-officio member from the Montana 4-H center for Youth Development who will review protests. All protests must be submitted in writing, along with a \$25.00 fee. The exhibitor must submit all grievances within 1 hour of the end of the class or of the decision affecting the exhibitor having been made.

Intent: To provide an equitable process for resolving differences related to the horse show procedures. The grievance committee will supersede all other decisions. To determine authority over differences related to the horse show.

PROJECT REQUIREMENTS

For the purposes of exhibition at the Montana 4-H State Horse Show, horses shall be defined as light, draft, and miniature horses, ponies, mules and donkeys.

Definition of a Project Horse

A project horse is any horse registered with the county extension office with a completed identification card on file by the county deadline and enrolled in any established state 4-H horse project (Western/English Horsemanship, Colt to Maturity, Green Horse, or Ranch Horse project).

The horse must be assessed in the current year in the declared project(s). (Assessment is the evaluation to keep participants progressing and ensures that it is an educational project.) Entries will be verified by the member's extension agent or their designee, indicating that...

- the named exhibitor is a bona fide 4-H member,
- the named 4-H member's horse(s) is (are) part of the 4-H member's project for the current year, and
- they have been assessed into the current level.

Intent: To allow a system of easy access to identify horses, projects and other vital information for all concerned (i.e. agents, secretaries, and leaders).

Other definitions and requirements:

- A colt in the fifth year of the Colt to Maturity or a Level 4 Green Horse may cross enter to Horsemanship Level 7 if a member has been assessed out of Horsemanship Level 6.
- Stallions may not be shown in any class at the Montana 4-H State Horse Show. A stallion is defined as a male horse of any age that has not been castrated.

4-H Ownership Policy

All 4-H horse project animals shown by 4-H members in 4-H classes must be owned by the member

or in a partnership with his or her immediate family, or the member must have access to the horse. A 4-H member must be responsible for the care of their project horse from June 1 through the 4-H State Horse Show.

Intent: To give all members a specific timeline in which to maximize their horsemanship skills with their horse(s) and to be in complete control of the project animal.

All horses in the Colt to Maturity project must be owned by the member or the member's immediate family, or the member must have access to the horse and the horse must be in continual care of the member from June 1 of the yearling year through the completion of the five-year project.

Intent: To give all members a timeline in which to acquire their project horse. To maximize the training opportunities for the member throughout the entire five-year period. To encourage the member to do all the training of the horse(s).

Once the horse becomes a project animal in any of the 4-H projects, it may not receive professional training unless the member participates in that training.

Intent: To allow the member to gain every skill possible in all levels of "Horsemanship" and "Colt to Maturity and Green Horse Projects" through "learning by doing." To encourage the member to assume sole responsibility for training the Colt to Maturity and Green Horse animal. To encourage the member to go to trainers for advice when needed and members must be present as part of the training process but projects cannot be in training fulltime. This is to further either horsemanship or training skills, and to discourage trainers riding the project horse instead of members. The intent is to keep the projects safe for the member and to have some logical progression to the project. The emphasis needs to be on safety and learning. If the project deems unsafe for the member at any time, the member and parent(s) need to discuss with their Horse Leader or Committee.

A horse carried as a 4-H project may be shown by more than one member of the immediate family in any one year at the 4-H State Horse Show providing that neither the horse nor the member competes against himself or herself. If there is a conflict in schedules, for any reason, the exhibitor will have to determine in which class to participate and scratch the other.

Intent: To recognize that the best experience is for each member to own and care for their own horse. To further recognize that there are families with more than one child that cannot afford more than one horse. To allow immediate family members the opportunity to be included in the county and state horse shows if the family cannot financially justify another horse.

GENERAL RULES

Rules and policies are intended to reflect the purposes and tradition of the Montana 4-H program. Show management reserves the right to interpret the rules as necessary for issues not clearly defined herein.

1. All horses must be exhibited in their basic project class (Western/English Horsemanship, Colt to Maturity, Green Horse, Ranch Horse project) at the Montana 4-H State Horse Show if the class is offered. If a horse is entered in multiple classes at the show and the member withdraws from their basic project class, then the member forfeits all awards and premiums.
2. Members must show in the same 4-H Horse project level at the Montana 4-H State Horse Show that they showed in at their county fair.
 - a. Beginning in 2019: Once a member has won a Horsemanship Level Class at the State Horse Show, they are not allowed to exhibit in that same level at the State Horse Show in subsequent years, except for Horsemanship Level 7, which may be

repeated.

- b. This applies to class winners of the 2018 State Horse Show and beyond.
3. The judge and/or ring steward will dismiss from the ring any entry that is unruly or not under control to ensure the safety of the handler and other exhibitors.
4. ONLY exhibitors and show officials are allowed in the ring while the show is in progress.
5. The age of the 4-H member is determined as of October 1st of the current program year. As per MSU Extension Service 4-H Youth Program Policy, eligible 4-H members included youth at the age of nine (9) during the 4-H year and less than the age of nineteen (19) as of the current program year. Showmanship, Bareback Equitation, Western and English Equitation, and Trail are to be entered according to your age.
6. Members may ride at only one level English Horsemanship and one level Western Horsemanship. If riding both Western and English, levels ridden can be the same level or only one level above or below.
7. Colt to Maturity and Green Horse projects cannot cross enter in English or Western Horsemanship 1-7 projects. The exception to this rule is that Colt to Maturity 5th year and Level 4 Green Horse may enter in English or Western Level 7, provided the member has been assessed out of Horsemanship Level 6.
8. For the purpose of determining eligibility for competition, the age of the horse shall be computed by the calendar year starting January 1 of the year foaled. (Example: a horse foaled anytime in 2011 will be termed one-year-old on January 1, 2012, two years old on January 1, 2013, etc.)
9. *Members can exhibit only one (1) horse per Class.*
10. Exhibitor's number(s) must be clearly visible.
11. Unsportsmanlike conduct, abusive language or actions and or abuse of any animal on the part of any 4-H exhibitor, parent, family member, or leader may result in penalization by forfeiture of any award received and or elimination from further competition of the 4-H member or those at fault.
12. The judge's decision in all lots shall be FINAL.
13. Exhibitors will be listed randomly within classes. Show management or judge reserves the right to change the order of the go.
14. Exhibitors are expected to clean their own stalls. Only one horse per stall is allowed.
15. Breaking pattern is considered a fault and not disqualification.
16. The 4-H member is responsible for the grooming and training of their 4-H project horse, with safety being the primary concern. Adults are not to do groundwork, warm up, ride, or train 4-H project horses at the 4-H State Horse Show at any time. Violators may cause disqualification of the exhibitor.
17. *Violations of the following safety rules may result in disqualification.*
18. Boots must be worn when riding.
19. All horses must be ridden with bridles, not halters.
20. Riding double is prohibited.
21. State helmet policy will be enforced.
22. All horses must enter the arena in a controlled manner.
23. Run irons on English Saddles.
24. Horses must be walked in all areas other than warm-up areas.
25. Riders may not pony another horse for warm up.
26. No late entries will be allowed in arena after gate is closed. A gate hold may be requested.
27. Judges will penalize for unsoundness. The severity of penalty is at the judge's discretion.

DRESS CODE FOR ALL CLASSES

Western attire:

- Long sleeved, Western type shirt
- Western type pants
- Western boots
- Vests, sweaters, jackets, ties, gloves, and chaps are optional.
- Spurs are optional unless otherwise prohibited. Spurs must be worn properly.
- Hair that is shoulder length or longer must be contained in a net or braid while showing the project or showmanship classes

English attire- Hunt Type:

- Hunt coat (red, pink, scarlet coats are prohibited unless exhibitor has earned them as a member of a recognized hunt).
- Breeches
- English style blouse or shirt
- Hunt boots
- Hard hat meeting ASTM and SEI standards with harness that is hooked properly
- Stocks, chokers, or ties are required
- Gloves, spurs (NO rowel) and crop or bat are optional
- Hair that is shoulder length or longer must be contained in a net or braid

English attire- Saddle seat:

- Solid color jacket and jodhpurs are required
- Derby, soft hat, or top hat
- Jodhpur boots
- Gloves, stock, chokers or ties are required
- Spurs (NO rowel) and crop are optional. Spurs must be worn properly.
- Hair that is shoulder length or longer must be contained in a net or braid

Bareback Equitation:

- Western or English attire is allowed
- Prohibited attire are the following: chaps, spurs, crops, and bats

Showmanship and Yearling Classes:

- Western or English attire is allowed

For ALL riding classes:

- BITS: Consult the [Montana 4-H Bit Rules & Equipment Guide](#) for more details. Unless otherwise specified, curb bits must be ridden with one hand and snaffle bits must be direct reined with two hands. See your specific levels to determine allowable bits.
- OTHER EQUIPMENT: In classes where spurs are allowed, they must be worn and used properly. Equipment steward or judge may prohibit use of any equipment deemed severe or inhumane.

JUDGING CRITERIA

All patterns will be posted at registration and arenas at least one hour prior to class time.

Showmanship

Showmanship will be entered according to age of contestant. Classes may also be offered for Colt to Maturity/Green Horse levels. Members can exhibit only one (1) horse per Class (General Rule #9).

Equipment:

Whips or bridles will not be allowed. All horses will be shown with a properly adjusted halter. *Lead shanks with chains may be used under the chin.*

Evaluation Criteria and Percentage:

1. Appearance of the horse (50%):
 - a. The hair coat should be clean, well brushed, and free of dust dandruff, manure stains, and bots (fly eggs). The hair coat should have a natural luster so excessive oils contracted from spray cans and other market products will be counted down. Trimming should accentuate quality about the heads and legs. Breed standards for exhibition should be followed.
 - b. The hooves should be clean and properly trimmed or shod. No preference will be shown for hoof dressing or coloring. Tack should be neat, clean, and properly dressed and adjusted. Tack should complement, not detract from the horse.
2. Showing the horse (40%):
 - a. All exhibitors will be asked to perform a pattern. The exhibitor may be asked to perform the following maneuvers in the pattern: Walk, trot, back, hindquarter pivots, set up squarely, move forward and backward freely. The showman may be asked to pick up any or all feet of his/her horse and know the parts of their horse.
 - b. The exhibitor should perform the pattern briskly and in a businesslike manner. The exhibitor must never obstruct the judge's view of the horse. This means the exhibitor must position his body either to the front left or front right of the horse, using the quarter system.
 - c. The exhibitor should lead from the left side of the horse with the lead shank held in the right hand about 4 to 8 inches from the halter. Hold the excess shank, coiled in a figure 8 with the left hand. The horse should move readily and freely with the exhibitor at the near side of the horse's neck and in front of the shoulder. The horse should neither be ahead of the exhibitor nor should he/she be dragged along behind. Changing hands to back the horse is optional. At the judge's discretion, the finalists in each class may be called back into the arena for further work.
3. The exhibitor (10%):
 - a. The member must be neat and clean in appearance and appropriately dressed in western attire or English attire.

Colt to Maturity- Yearling Project

Requirements

The Colt to Maturity yearling project consists of the following:

1. Exhibitor must be a minimum of 12 years old during the project year and must have completed Horsemanship Level 3
2. Exhibitor may only show one horse
3. Refer to manual "Training Horses- yearling to five-year-olds"

Evaluation Criteria and Percentage:

1. Performance and manners, 50%
2. Conformation and condition, 25%
3. Appearance of horse and exhibitor, 15%
4. Project knowledge, 10%

Intent: is to show handling, willingness, control, and training demonstrated in the showmanship pattern.

Colt to Maturity/Green Horse Performance Western

Equipment

Skid, splint and bell boot are optional for these classes. Use of a running martingale is optional for two-, three-, and four-year-olds when using a snaffle only. Other martingales or tie-downs are not permitted. It is suggested that martingale stops are used anytime a martingale is used with a snaffle bit. Spurs cannot be used forward of the cinch. For acceptable bits and other equipment, reference the [Montana 4-H Bit Rules & Equipment Guide](#). For other equipment, reference Western Horsemanship Classes.

Evaluation Criteria:

Walk

- Good: ground covering, flat footed, good attitude
- Minor faults: too slow, too fast
- Major faults: nervous, jiggling, not walking

Jog

- Good: easy riding, good motion, consistent, steady
- Minor faults: too slow, too fast
- Major faults: not performing a two-beat jog, failing to jog both front and back, hard or rough riding, constant breaking

Lope (cannot extend)

- Good: easy riding, good motion, consistent, steady
- Minor faults: too slow, too fast
- Major faults: wrong lead, pulling, jogging behind, hard or rough riding, not under control

Extended Jog

- Good: easy riding, good motion, smooth, consistent
- Minor faults: inconsistent speed
- Major faults: breaking gaits, pulling, hard or rough riding, and no increase in stride.

Back

- Good: proper flexion, readily responsive, back in straight line
- Minor faults: hesitant, not backing straight
- Major faults: throwing head, gaping, pulling, not backing, rearing

General

- Good: smooth, steady easy riding, proper flexion and balance, good attitude
- Minor faults: over or under flexion, sour ears, tail switching, inconsistent speed, out of balance, poll too high or too low to throw horse out of balance, improper or incomplete appointments.
- Major faults: throwing head, bad mouth, constant bumping of the bit, gaping, evidence of altered tail carriage, obvious schooling, and breaking pattern.

Two-Year-Old under Saddle Colt to Maturity/Green Horse Level 1-Western

Open to two-year-old fillies and geldings enrolled in the Two-Year-Old under Saddle Colt to Maturity project or horses enrolled in Green Horse Level 1. Animal will show with a ring snaffle bit or a rawhide hackamore (bosal). Any shank bit is not permitted. Horses will be judged at walk, jog, and lope both directions on the rail. (*Rail work is recommended, but the show committee may choose a pattern suitable to the Two-Year-Old horse.) Gait changes will be progressive. Horses will be direct reined only (rein in each hand). Other tasks the contestant may be asked to perform are:

1. Halt (not a sliding stop) from the walk
2. Dismount and mount
3. Back while mounted
4. Perform individual tasks

Three-Year-Old under Saddle Colt to Maturity/Green Horse Level 2- Western

Open to three-year-old mares and geldings enrolled in the Three-Year-Old under Saddle Colt to Maturity project or horses enrolled in Green Horse Level 2. You may use the same bit as the Two-Year-Old/Green Horse 1 horses.

Horses can be indirect reined (neck reined) with a curb bit using one hand on the reins or direct reined with a snaffle bit using two hands on reins. Either method is acceptable: no additional credit will be given for neck reining. Horses will be judged on performance of the required pattern and may be judged at the walk, jog and lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Riders must sit the jog and extended jog.

Required Abilities:

- Ride your horse at a walk, jog, lope, and stop on the rail with correct leads.
- Stop horse from a walk, jog, and lope.
- Back horse with balance and control.
- Demonstrate simple lead changes both directions.
- Perform forehand turns to the left and right (180 degrees).
- Perform turn to the left and right on the hindquarter (180 degrees).
- Demonstrate an extended jog while mounted.
- Ride pattern as determined by show committee.
- Demonstrates knowledge of basic nutrition, management, horse anatomy and equipment.

Four-Year-Old under Saddle Colt to Maturity/Green Horse Level 3- Western

Open to four-year-old mares and geldings enrolled in the 4-Year-Old under Saddle Colt to Maturity project or horses enrolled in Green Horse Level 3. If a contestant desires to use a curb bit, one hand must be used. Horses may be neck reined or direct reined when using a snaffle bit. Both methods are acceptable, and no additional credit will be given for neck reining. Horses will be judged on performance of the required pattern and may be judged at the walk, jog and lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Riders must sit the jog and extended jog.

Required Abilities:

- Side-pass horse to left and right at a walk for at least 6 feet.
- Back horse in a "L" with balance and control.
- Exhibit a complete controlled stop from lope.
- Lope horse in designated correct lead starting from a standstill.
- Perform forehand turns to the left and right (360 degrees).
- Perform turn to the left and right on the hindquarter (360 degrees).
- Demonstrate simple lead changes in both directions.
- Demonstrate an extended lope while mounted.
- Ride pattern as determined by show committee.
- Continue to grow and demonstrate knowledge of equipment, management, nutrition and anatomy.

Five-Year-Old under Saddle Colt to Maturity/Green Horse Level 4- Western

Open to five-year-old mares and geldings enrolled in the 5-Year-Old under Saddle Colt to Maturity project or horses enrolled in Green Horse Level 4. Horses must be neck reined and shown in a curb bit only, using one hand. Horses will be judged on performance of the required pattern and may be judged at the walk, jog and lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Riders must sit the jog and extended jog.

Required Abilities:

- Explain and demonstrate a proper flying lead change both directions.
- Demonstrate smooth and fluid neck reining at a walk, jog, and lope.
- Describe how to execute a smooth roll back in progression and then demonstrate.
- Execute a smooth, balanced stop at a walk, jog, and lope.
- Demonstrate two consecutive 360-degree spins both directions demonstrating correctness.
- Demonstrate an extended walk, jog, and lope while mounted.
- Ride a designated pattern that comprises all maneuvers in the assessments.
- Continue to grow and demonstrate knowledge of equipment, management, nutrition and anatomy.

Western Horsemanship

A horse entered in Western Horsemanship, can be shown in only one level per family member. Horses may not be cross-entered in Colt-to-Maturity or Green Horse classes (See exception in General Rules #7).

Equipment

Horses must be shown in a stock saddle. Tie-downs, martingales and mechanical hackamores of any type are prohibited unless otherwise indicated in the class description. Split or Romal reins are permissible, but roping reins are not allowed. Splint boots, bell boots and skid boots are optional.

Spurs are optional except in bareback classes, where they are not permitted. Spurs should not be used forward of the cinch. In all classes the judge has the option of requesting one or all contestants to perform individually.

Horses under four (4) years of age in Horsemanship and Trail Classes may be ridden with curb bits, snaffles or bosals. Snaffle bits and bosals must be ridden two handed except opening and closing gates. *It is mandatory that horses five (5) years of age and older be ridden in a curb bit.* Curb or shank bits must be ridden one handed. Touching your reins with your free hand will be a deduction. Flat chain curb straps or flat leather curb straps ½ inch or wider are required with a curb or shank bit of any kind. See Montana 4-H Bit Guide for bit requirements. Horses shall not be shown with artificial appliances that would tend to alter their performance.

Evaluation Criteria and Percentage:

1. Horsemanship, 40%
2. Performance of pattern, 40%
3. Appearance, 10%
4. Project knowledge, 10%

Rider position: Rider will be judged on seat and hands and performance of horse. Results as shown by the performance of the horse are not to be considered more important than the method used in obtaining them. Breaking of the pattern is considered a major fault.

Basic position: Rider should be seated so that from the side view a vertical line could be drawn from the center of his/her head down through his/her shoulder and seat to the back of his/her heel. The eyes should be up and shoulders back. The stirrup should be just short enough to allow heels to be lower than toes. Body always should appear comfortable, relaxed and flexible. Feet should be placed in the stirrups with weight on the ball of the foot. Arms are in a straight line with the body, the one holding the reins bent at the elbow. When a curb bit is used only one hand is to be used for reining and hands shall not be changed. Hand is to be around reins if use a romal and one finger between the reins is permitted only with split reins which fall on the near side.

When using romal reins, no finger between the reins is allowed. The hand holding the romal reins should be above the horn and as near to it as possible. Bracing against the horn is penalized. The end of the romal reins should be held in the opposite hand at least 16 inches away from the reining hand that hand can be placed on the leg, or the arm held in a straight position.

Position in Motion: Rider should sit to jog and not post. At the lope, the rider should be close to the saddle. All movements of horse should be governed using subtle aids and the shifting of rider's weight is not desirable.

Mounting and Dismounting: To mount, take reins in left hand and place hand on withers. Grasp stirrup leather with right hand and insert left foot in stirrup. Toe should be pointed toward girth and mount. To dismount, rider may step down or slide down. The size of rider must be taken into consideration.

Western Horsemanship Level 1

Required abilities:

- Catch and properly fit a halter on a horse.
- Explain and demonstrate how to safely and properly lead a horse.
- Safely back the horse from the ground.
- Demonstrate where and how to tie a horse safely. Give some examples of what are unsuitable (unsafe) places or objects to tie a horse to.
- Demonstrate a pre-riding grooming and explain why it is important to always groom your horse before saddling him/her.
- Help safely bridle and unbridle a horse (members may need assistance).
- Help safely saddle and unsaddle a horse (members may need assistance).
- Show how to check the tack before mounting and explain the reasons for doing so.
- Safely mount and dismount (some members may need assistance).
- Explain and show proper body position when riding.
- Show how to correctly hold the reins.
- Show turns to the left and to the right while your horse is walking.
- Show turns to the left and to the right while your horse is trotting.
- Back your horse while mounted, 5 steps.
- While guiding your horse around the arena move from a walk to a trot and back to the walk. Demonstrate both directions of the arena.
- Stop your horse from a walk.
- Stop your horse from the trot.
- Ride your horse in a figure 8 pattern at the walk.
- Ride your horse in a figure 8 pattern at the trot.
- Explain and demonstrate what you would do if your horse were running away with you.
- While watching a horse being ridden at the trot, identify whether the rider is posting (rising) the trot or sitting the trot.
- While watching a horse at a lope, identify which lead it is in.

Western Horsemanship Level 2

Required abilities:

- Explain and demonstrate the proper riding position while sitting on your horse and at the walk.
- While guiding your horse around the arena move from a walk to a trot and to a lope (canter), back to a trot than a walk. Demonstrate both directions of the arena.
- Demonstrate a posting (rising) trot, showing the posting rhythm, both directions of the arena.
- Describe and demonstrate how to correctly cue for a lope on the left lead.
- Describe and demonstrate how to correctly cue for a lope on the right lead.
- Lope a circle to the left, without breaking gait. (Horse may be on either lead.)

- Lope a circle to the right, without breaking gait. (Horse may be on either lead.)
- Show a balanced stop from a walk.
- Stop from a jog/trot.
- Stop from a lope. (Rider may need to trot a couple steps when stopping.)
- Back 6 steps while mounted.
- Turn 90 degrees to the left on the hindquarter.
- Turn 90 degrees to the right on the hindquarter.
- Turn 90 degrees to the left on the forehand.
- Turn 90 degrees to the right on the forehand.
- Demonstrate how properly to neck rein your horse to the left and to the right.
- Demonstrate how to pick up the front feet on a horse.
- Demonstrate how to tie a quick release knot.

Western Horsemanship Level 3

Required abilities:

- Demonstrate proper riding position at the walk and trot.
- While guiding your horse around the arena demonstrate the difference between a jog and a trot.
- At the jog/trot ride your horse in a straight line, turn left around a marker and return in a straight line, without breaking gait.
- At the jog/trot ride your horse in a straight line, turn right around a marker and return in a straight line, without breaking gait.
- While guiding your horse at the trot in a circle to the left, demonstrate a posting (rising) right diagonal.
- While guiding your horse at the trot in a circle to the right, demonstrate a posting (rising) left diagonal.
- Demonstrate how to correctly cue your horse to lope on the left lead. While maintaining roundness of the circle, lope 2 circles to the left on the left lead, without breaking gait.
- Demonstrate how to correctly cue your horse to lope on the right lead. While maintaining roundness of the circle, lope 2 circles to the right on the right lead, without breaking gait.
- Lope a figure 8 pattern showing a drop to trot lead change in the center of the pattern.
- From a trot demonstrate a balanced stop.
- While mounted, back your horse in a straight line for 10 steps.
- Turn 180 degrees to the left on the hindquarter.
- Turn 180 degrees to the right on the hindquarter.
- Turn 180 degrees to the left on the forehand.
- Turn 180 degrees to the right on the forehand.
- Sidepass to the left 6 steps (or three crossovers).
- Sidepass to the right 6 steps (or three crossovers).
- Demonstrate how to pick-up the hind feet of a horse.
- Demonstrate how to pick-up the hind feet of a horse.
- Explain how to tell if a horse needs to have its feet trimmed.

Western Horsemanship Level 4

Required abilities:

- Demonstrate how to lunge your horse in a controlled manner in each gait.
- Demonstrate how to measure the seat of your Western saddle.
- Measure your horse and tell how tall he/she is and determine the average weight.
- Demonstrate giving at the poll.
- Demonstrate proper riding position in a walk, jog and lope.
- While mounted, back your horse in a square.
- Demonstrate how to extend your horse's stride at a walk.
- Demonstrate how to collect your horse's stride at a walk.
- Walk to marker A, lope a straight a line to B and stop.
- From a lope, perform a balanced stop.
- While riding a serpentine, change diagonals with the emphasis on recognition of the correct diagonal in the right place.
- Demonstrate loping a left lead, rollback to the right and lope off in the correct lead.
- Turn 360 degrees to the right on the hindquarter.
- Turn 360 degrees to the left on the hindquarter.
- Turn 360 degrees to the right on the forehand.
- Turn 360 degrees to the left on the forehand.
- Teach a younger member a new skill. What was the new skill?

Western Horsemanship Level 5

Required abilities:

- Demonstrate how to properly fit your Western saddle to your horse.
- Demonstrate a drop to jog lead change in a straight line.
- Drop stirrups and ride as instructed on the rail.
- While walking a circle, demonstrate hip in going both directions.
- While walking a circle, demonstrate hip out going both directions.
- Demonstrate two consecutive 360-degree spins to the left.
- Demonstrate two consecutive 360-degree spins to the right.
- Demonstrate how to extend your horse's stride at a jog.
- Demonstrate how to collect your horse's stride at a jog.
- Counter canter a left circle. Counter canter a right circle.
- From marker A demonstrate a lead departure on a straight line from a stop.
- Name five moving parts of the horse and demonstrate how to move each part.
- Teach a younger member a new skill. What was the new skill?

Western Horsemanship Level 6

Required abilities:

- Explain and show the different types teeth of your horse; molars, incisors, canines and wolf teeth if present or approximate location.
- While mounted, back a balanced 10 ft. circle.
- Demonstrate how to extend your horse's stride at a lope.
- Demonstrate how to collect your horse's stride at a lope.

- Demonstrate four consecutive spins with correctness to the left.
- Demonstrate four consecutive spins with correctness to the right.
- With stirrups dropped, lope a left circle demonstrating a balanced position.
- With stirrups dropped, lope a right circle demonstrating a balanced position.
- Demonstrate a gallop and explain the difference between it and alope.
- Ride a figure eight executing a flying lead change to theleft.
- Ride a figure eight executing a flying lead change to theright.
- Teach a younger member a new skill. What was the new skill?

Western Horsemanship Level 7

Exhibitors in Level 7 will demonstrate their riding ability with a pattern they design. Patterns will be made available within reasonable advance of the State Horse Show. Patterns will be scored by the judge and awarded points based on legibility, neatness, and ability to be executed. Below are requirements needed to be included in a pattern that the exhibitor designs. Other additional maneuvers may be added. This pattern may consist of costumes for exhibitor and horse and may be choreographed to music and may use props. Set up time, performance of pattern, and tear down time not to exceed 5 minutes. The intent is to show the knowledge and horsemanship abilities that you have gained by completing all 6 levels. *Western patterns should follow a horsemanship-style pattern.*

Required maneuvers:

- Flying lead change performed in both directions
- 4 consecutive spins to the right and left
- Counter canter both directions
- Rollback each direction
- Backing
- Demonstrate how to extend your horses stride in the jog and lope
- Lead departure from a stop

Colt to Maturity/Green Horse Performance-English

Equipment

Use of a running martingale or German Olympic martingale is optional for two-, three-, and four-year-olds when using a ring snaffle only but are not mandatory. Other martingales or tie-downs are not permitted. It is suggested that martingale stops are used anytime a martingale is used with a snaffle bit. Spurs cannot be used forward of the cinch. For acceptable bits, reference the [Montana 4-H Bit Rules and Equipment Guide](#). For other equipment, reference English Horsemanship Classes.

Evaluation Criteria and Percentage:

1. Performance, 55%
2. Horsemanship, 20%
3. Appearance, 10%
4. Project knowledge, 10%

Walk

- Good: brisk, flat-footed good attitude
- Minor faults: slow, disinterested, not attentive
- Major faults: nervous, jiggling, not walking

Trot

- Good: balanced, free moving, consistent, steady
- Minor faults: too slow, too fast
- Major faults: not performing a trot, failing to trot both front and back, hard or rough riding, constant breaking.

Canter

- Good: smooth, unhurried, consistent, steady
- Minor faults: too slow, too fast
- Major faults: wrong lead, pulling, trotting behind, hard or rough riding, uncontrolled.

Extended trot/canter

- Good: strong, ground covering, smooth, consistent
- Minor faults: inconsistent speed
- Major faults: breaking gaits, pulling, hard or rough riding, uncontrolled, no increase in stride.

Back

- Good: proper flexion, readily responsive, back in straight line
- Minor faults: hesitant, not backing straight
- Major faults: throwing head, gaping, pulling, not backing, rearing

General

- Good: smooth, steady, proper flexion and balance, good attitude
- Minor faults: over or under flexion, sour ears, switching tail, inconsistent speed, or out of balance, poll too high or too low to throw horse out of balance, improper or incomplete appointments.
- Major faults: throwing head, bad mouth, constant bumping of the bit, gaping, evidence of altered tail carriage, obvious schooling, and breaking of pattern.

Two-Year-Old under Saddle Colt to Maturity/Green Horse Level 1- English

Open to two-year-old fillies and geldings enrolled in the Two-Year-Old under Saddle Colt to Maturity project or to horses enrolled in Green Horse Level 1. Animal will show with a D or O ring snaffle bit (Shank bits are not permitted). Horses will be judged at walk, trot and canter both directions on the rail. (*Rail work is recommended, but the show committee may choose a pattern suitable to the Two-Year-Old horse.) Change of gait will be progressive. Horses will be direct reined only (rein in each hand).

Other tasks the contestant may be asked to perform are:

1. Halt (not a sliding stop) from the walk
2. Dismount and mount
3. Back while mounted
4. Perform individual task

Required Abilities:

- Demonstrate proper bridling and unbridling.
- Demonstrate proper saddling and unsaddling.
- Back horse at least one horse-length while mounted, exhibiting control and proper horse response.
- Demonstrate proper mounting and dismounting with horse standing still.
- Ride your horse at a walk, trot and canter with recognition of proper leads.
- Transition from a walk to a trot to a canter back to a trot to a walk to a halt.
- Demonstrate an extended walk while mounted.
- Maintained equipment in good working condition.
- Demonstrates knowledge of basic nutrition, management, horse anatomy and equipment.
- Ride pattern as determined by show committee.

Three-Year-Old under Saddle Colt to Maturity/Green Horse Level 2- English

Open only to three-year-old mares and geldings enrolled in the Three-Year-Old under Saddle Colt to Maturity project or to horses enrolled in Green Horse Level 2. Horses will be shown in a D or O ring snaffle bit. Horses will be judged on performance of the required pattern and may also be judged on the rail.

Required Abilities:

- Ride your horse at a walk, trot, canter, and halt on the rail with correct leads.
- Halt horse from a walk, trot, and canter.
- Back horse with balance and control.
- Demonstrate simple lead changes both directions.
- Perform forehand turns to the left and right (180 degrees).
- Perform turn to the left and right on the hindquarter (180 degrees).
- Demonstrate an extended trot while mounted.
- Ride pattern as determined by show committee.
- Demonstrates knowledge of basic nutrition, management, horse anatomy and equipment.

Four-Year-Old under Saddle Colt to Maturity/Green Horse Level 3- English

Open to four-year-old mares and geldings enrolled in the Four-Year-Old under Saddle Colt to Maturity project or to horses enrolled in Green Horse Level 3. Horses will be shown in a D or O ring snaffle bit or Kimberwick. Bit converters are acceptable equipment. Horses will be judged on performance of the required pattern and may also be judged on the rail.

Required Abilities:

- Half-pass horse to left and right at a walk for at least 6 feet.
- Back horse in a “L” with balance and control.
- Exhibit a complete controlled halt from canter.
- Canter horse in designated correct lead starting from a standstill.
- Perform forehand turns to the left and right (360 degrees).
- Perform turn to the left and right on the hindquarter (360 degrees).
- Demonstrate simple lead changes in both directions.
- Demonstrate a hand gallop while mounted.
- Ride pattern as determined by show committee.
- Continue to grow and demonstrate knowledge of equipment, management, nutrition and anatomy.

Five-Year-Old under Saddle Colt to Maturity/Green Horse Level 4- English

Open to five-year-old mares and geldings enrolled in the Five-Year-Old under Saddle Colt to Maturity project or to horses enrolled in Green Horse Level 4. Horses will be shown in a Pelham, Weymouth, or Kimberwick bit or English snaffle. Horses will be judged on performance of the required pattern and may be judged at the walk, trot, canter, on the rail in both directions, and lengthen and shorten each gait as directed by the judge.

Required Abilities:

- Explain and demonstrate a proper flying lead change both directions.
- Demonstrate and explain two-point position at a trot.
- Execute a smooth, balanced halt from a walk, trot, and canter.
- Demonstrate two consecutive 360-degree hind quarter turns both directions demonstrating correctness.
- Demonstrate an extended walk, trot, and canter while mounted.
- Ride a designated pattern that comprises all maneuvers in the assessments.
- Continue to grow and demonstrate knowledge of equipment, management, nutrition and anatomy.

English Horsemanship

A horse entered in English Horsemanship, can be shown in only one level per family member. Horses may not be cross-entered in English Colt to Maturity Project Classes/Green horse (See exception under General Rules #7).

Equipment

Entries must be shown hunt or saddle seat. Spurs and crops are optional. When riding hunt seat only regulation snaffles, Pelhams, Kimberwicks, and full bridles, all with cavesson nosebands are allowed. In saddle seat classes, entries must be shown in snaffles, Pelhams, or full bridles curb or snaffle. Bit converters are allowed. See Montana 4-H Bit Guide for more details.

Evaluation Criteria and Percentage:

1. Horsemanship, 40%
2. Performance of pattern, 40%
3. Appearance, 10%
4. Project knowledge, 10%

Hunter Type Position: Rider should have workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise. Breaking of pattern is considered a major fault.

Hands: Hands should be over and in front of horse's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from the horse's mouth to the rider's elbow. Method of holding reins is optional and bite of the reins may fall on either side. However, all reins must be picked up at the same time.

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.

Position in Motion:

1. At the walk, sitting trot and canter, body should be a couple degrees in front of the vertical;
2. Rising trot, inclined forward;
3. Galloping and jumping, same inclination as the rising trot.

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

Saddle Seat Position: Judges should note that the required Equitation Seat should in no way be exaggerated but thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time. When riding saddle seat in the Horsemanship classes, riders should convey the impression of effective and easy control. To show a horse well, he/she should show themselves to the best advantage. Breaking a pattern is considered a major fault.

Hands: Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle and should show 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. The bite of the reins should fall on the right side.

Basic Position: The eyes should be up and shoulders back. To obtain the proper position, rider should place himself/herself comfortably in the saddle and find his/her center of gravity by sitting with a slight bend at the knees but without the use of irons. While at this position adjust leathers to fit. Irons should be placed under ball of foot with even pressure on entire width of sole and center of iron. Foot position should be natural.

Position in Motion:

1. Walk: slight motion in saddle
2. Trot: slight elevation in saddle rising, hips under body not mechanical up and down or swinging forward and backward.
3. Canter: close seat, going with the horse

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

English Horsemanship

English Horsemanship Level 1

Required abilities:

- Catch and properly fit a halter on a horse.
- Explain and demonstrate how to safely and properly lead a horse.
- Safely back the horse from the ground.
- Demonstrate where and how to tie a horse safely. Give some examples of what are unsuitable (unsafe) places or objects to tie a horse to.
- Demonstrate a pre-riding grooming and explain why it is important to always groom your horse before saddling him/her.
- Help safely bridle and unbridle a horse (members may need assistance).
- Help safely saddle and unsaddle a horse (members may need assistance).
- Show how to check the tack before mounting and explain the reasons for doing so.
- Safely mount and dismount (some members may need assistance).
- Explain and show proper body position when riding.
- Show how to correctly hold the reins.
- Show turns to the left and to the right while your horse is walking.
- Show turns to the left and to the right while your horse is trotting.
- Back your horse while mounted, 5 steps.
- While guiding your horse around the arena move from a walk to a trot and back to the walk. Demonstrate both directions of the arena.
- Stop your horse from a walk and stop your horse from the trot.
- Ride your horse in a figure 8 pattern at the walk.
- Ride your horse in a figure 8 pattern at the trot.
- Explain and demonstrate what you would do if your horse were running away with you.
- While watching a horse being ridden at the trot, identify whether the rider is posting (rising) the trot or sitting the trot.
- While watching a horse at a canter, identify which lead it is in.

English Horsemanship Level 2

Required abilities:

- Explain and demonstrate the proper riding position while sitting on your horse and at the walk.
- While guiding your horse around the arena move from a walk to a trot and to a canter, back to a trot than a walk. Demonstrate both directions of the arena.
- Demonstrate a posting (rising) trot, showing the posting rhythm, both directions of the arena.
- Describe and demonstrate how to correctly cue for a canter on the left lead.
- Describe and demonstrate how to correctly cue for a canter on the right lead.
- Canter a circle to the left, without breaking gait. (Horse may be on either lead.)
- Canter a circle to the right, without breaking gait. (Horse may be on either lead.)
- Show a balanced stop from a walk.
- Stop from a jog/trot.
- Stop from a canter. (Rider may need to trot a couple steps when stopping.)
- Back 6 steps while mounted.
- Turn 90 degrees to the left on the hindquarter.
- Turn 90 degrees to the right on the hindquarter.
- Turn 90 degrees to the left on the forehand.
- Turn 90 degrees to the right on the forehand.
- Demonstrate how properly to neck rein your horse to the left and to the right.
- Demonstrate how to pick up the front feet on a horse.
- Demonstrate how to tie a quick release knot.

English Horsemanship Level 3

Required abilities:

- Demonstrate proper riding position at the walk and trot.
- While guiding your horse around the arena demonstrate the difference between a jog and a trot.
- At the jog/trot ride your horse in a straight line, turn left around a marker and return in a straight line, without breaking gait.
- At the jog/trot ride your horse in a straight line, turn right around a marker and return in a straight line, without breaking gait.
- While guiding your horse at the trot in a circle to the left, demonstrate a posting (rising) right diagonal.
- While guiding your horse at the trot in a circle to the right, demonstrate a posting (rising) left diagonal.
- Demonstrate how to correctly cue your horse to canter on the left lead. While maintaining roundness of the circle, canter 2 circles to the left on the left lead, without breaking gait.
- Demonstrate how to correctly cue your horse to canter on the right lead. While maintaining roundness of the circle, canter 2 circles to the right on the right lead, without breaking gait.
- Canter a figure 8 pattern showing a drop to trot lead change in the center of the pattern.

- From a trot demonstrate a balanced stop.
- While mounted, back your horse in a straight line for 10 steps.
- Turn 180 degrees to the left on the hindquarter.
- Turn 180 degrees to the right on the hindquarter.
- Turn 180 degrees to the left on the forehand.
- Turn 180 degrees to the right on the forehand.
- Sidepass to the left 6 steps (or three crossovers) and Sidepass to the right 6 steps (or three crossovers).
- Demonstrate how to pick-up the hind feet of a horse.
- Explain how to tell if a horse needs to have its feet trimmed.

English Horsemanship Level 4

Required abilities:

- Demonstrate how to lunge your horse in a controlled manner in each gait.
- Demonstrate how to measure the seat of your English saddle.
- Measure your horse and tell how tall he/she is and determine the average weight.
- Demonstrate proper riding position in a walk, trot and canter.
- While mounted, back your horse in a square.
- Demonstrate giving at the poll.
- While riding a serpentine, change diagonals with emphasis on the recognition of the correct diagonal in the right place.
- Walk to marker A, canter a straight a line to B, and halt.
- From a canter, demonstrate a balanced halt.
- Demonstrate leg yield to the left.
- Demonstrate leg yield to the right.
- Demonstrate how to extend your horse's stride at a walk.
- Demonstrate how to collect your horse's stride at a walk.
- Turn 360 degrees to the right on the hindquarter.
- Turn 360 degrees to the left on the hindquarter.
- Turn 360 degrees to the right on the forehand.
- Turn 360 degrees to the left on the forehand.
- Demonstrate and explain a free walk and its importance.
- Teach a younger member a new skill. What was the new skill?

English Horsemanship Level 5

Required abilities:

- Demonstrate how to properly fit your English saddle to your horse.
- Demonstrate a drop to trot lead change in a straight line.
- Drop irons and ride as instructed on the rail.
- Counter canter a left circle. Counter canter a right circle.
- Demonstrate how to extend your horse's stride at a working trot.
- Demonstrate how to collect your horse's stride at a working trot.
- Demonstrate haunches in.
- Demonstrate and explain a half halt.
- With dropped irons, demonstrate a sitting trot with a basic balanced position.

- From marker A demonstrate a lead departure on a straight line from a halt.
- Demonstrate a two track at a walk across the arena.
- Name five moving parts of the horse and demonstrate how to move each part.
- Teach a younger member a new skill. What was the new skill?

English Horsemanship Level 6

Required abilities:

- Explain and show the different types teeth of your horse; molars, incisors, canines and wolf teeth if present or approximate location.
- While mounted, back a balanced 10 ft. circle.
- Demonstrate how to extend your horse's stride at a canter.
- Demonstrate how to collect your horse's stride at a canter.
- With irons dropped, demonstrate a rising trot in a right circle.
- With irons dropped, demonstrate a rising trot in a left circle.
- With irons dropped, canter a left round circle.
- With irons dropped, canter a right round circle.
- Demonstrate and explain a two-point position at a trot.
- Demonstrate a hand gallop and explain the difference between it and a canter.
- Ride your horse in a figure eight executing a flying lead change to the left.
- Ride your horse in a figure eight executing a flying lead change to the right.
- Teach a younger member a new skill. What was the new skill?

English Horsemanship Level 7

Exhibitors in Level 7 will demonstrate their riding ability with a pattern they design. Patterns will be made available within reasonable advance of the State Horse Show. Patterns will be scored by the judge and awarded points based on legibility, neatness, and ability to be executed. Below are requirements needed to be included in exhibitor's pattern design, other additional maneuvers may be added. This pattern may consist of costumes for exhibitor and horse and may be choreographed to music and use props. Set up time, performance of pattern, and tear down time not to exceed 5 minutes. The intent is to show the knowledge and horsemanship abilities gained by completing all 6 levels. *English patterns should follow a dressage-style test.*

Required maneuvers:

- Flying lead change performed in both directions
- Demonstrate how to extend your horses stride in the trot and canter
- Backing
- Counter canter both directions
- Leg yield
- Demonstrate knowledge of the correct diagonal
- Hand gallop

Hunter Hack

ONLY for exhibitors enrolled in Horsemanship Level 2 and up. Level 1 members cannot enter.

The class is ridden English style. The rider will need to demonstrate the following:

1. Rail work
2. Back the horse up
3. Have light contact with horse's mouth
4. Stand quietly on free rein
5. The horse should have free movement and manners
6. May be asked to hand gallop
7. May be asked to drop irons
8. Horse and rider should demonstrate style over fence
9. Horse should have an even hunting pace
10. Horse should jump fences without interrupting rhythm
11. Horse should jump at the center of the fence.
12. Cavaletti are used for correct stride
13. Jump height
 - a. For Juniors: within the range of 16-20 inches, with a recommended height of 18 inches.
 - b. For Seniors: within the range of 22-30 inches, with a recommended height of 24 inches.

Equitation

Bareback Equitation

Bareback Equitation will be entered according to age of contestant. Classes will be judged at a walk, trot, and lope/canter both ways of the ring. One or all contestants may be asked to back and perform individual pattern at discretion of the judge. Riders will be judged on seat, feet, hands and the ability to control the horse. Members 14 and over may be asked to dismount and mount. English or Western attire may be worn, but no chaps or spurs are allowed.

Western Equitation

Western Equitation will be entered according to age of contestant. Classes may also be offered for Colt to Maturity/Green Horse levels. Classes will be judged at a walk, trot, and lope both ways of the ring. Walk-Trot class will be judged at a walk and trot only both ways of the ring. Walk-Trot Equitation is open to Horsemanship Level 1 members only, regardless of age. Walk-Trot contestants may not cross-enter into loping classes. The loping classes will be entered according to age of contestant. One or more contestants may be asked to back and/or perform individual patterns at the judge's discretion. Riders will be judged on seat, legs, hands and the ability to control the horse and on the performance of the horse. Members 14 and older may be asked to dismount and mount. Proper western attire must be worn. Chaps and spurs will be allowed.

Members can exhibit only one (1) horse per Class (General Rule #9).

English Equitation

English Equitation will be entered according to age of contestant. Classes may also be offered for Colt to Maturity/Green Horse levels. Classes will be judged at a walk, trot, and canter both ways of the ring. Walk-Trot class will be judged at a walk and trot only both ways of the ring. Walk-Trot Equitation is open to Horsemanship Level 1 members only, regardless of age. Walk-Trot contestants may not cross-enter into cantering classes. The cantering classes will be entered according to age of contestant. Contestants may be asked to back and perform individual patterns

at the discretion of the judge. Riders will be judged on seat, feet, hands and the ability to control the horse and on the performance of the horse. Members 14 and older may be asked to dismount and mount. Proper English attire will be required. Spurs without rowels and riding crops will be allowed. *Members can exhibit only one (1) horse per Class (General Rule #9).*

Ranch Horse Levels 1-4

There may be classes offered at the State Horse Show for Ranch Horse Riding. This will consist of a pattern class for each level, no cows or roping. Members must be enrolled in Working Ranch Horse Project to enter. Full Working Ranch Horse State Finals will take place at a separate event. For more information, visit the [Working Ranch Horse Finals website](#) and the [Montana 4-H horse project website](#).

In ranch riding, the horse is judged on its ability to work at a forward, working speed while performing required and optional maneuvers. The ranch riding horse should simulate a horse riding outside the confines of an arena and reflect the versatility, attitude and movement of a working horse. Equipment and Dress attire will follow the Working Ranch Horse rules.

Trail

Trail classes will be entered by the age of the contestant. Members can exhibit only one (1) horse per Class (General Rule #9).

All trail class horses will have opportunity to compete their class. There will be separate courses for each project level; classes may also be offered for Colt to Maturity/Green Horse levels. This class will be judged on the performance of the horse in maneuvering the obstacles. The horse should work with a reasonable loose rein without undue restraint. Six or more obstacles will be used, of which three will be mandatory and others selected from an approved list. The distance between obstacles shall be at the discretion of the judge. Either English or Western tack/attire may be used.

Mandatory Obstacles:

Opening, passing through and closing gate.

- A rider losing control of gate will be penalized.
- A gate will be used which will not endanger horse or rider.
- If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.

Ride over at least four logs or poles.

- These can be a straight line, curved, zigzag or raised.
- The space between the logs is to be measured and the path the horse is to take should be the measuring point.
- Trot-overs and lope-overs cannot be elevated in novice classes.
- All elevated elements must be placed in a cup, notched block or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element.
- Spacing for walkovers, trot-overs and lope-overs should be as follows or increments thereof:
 - The spacing for walkovers should be 20" to 24" (40cm to 60cm) and may be elevated to 12" (30 cm). Elevated walkovers should be set at least 22" (55cm) apart.

- The spacing for trot overs shall be 3' to 3'6" (90cm-105cm) and may be elevated to 8" (20cm).
- The spacing for lope-overs shall be 6' to 7' (1.8-2.1 meters) or increments thereof and may be elevated to 8" (20 cm).

Back obstacle:

- Backing obstacles to be spaced a minimum of 28" (70 cm).
- If elevated, 30" (75 cm) spacing is required.
- Riders cannot be asked to back over a stationary object such as a wooden pole or metal bar.
- Back through and around at least three (3) markers.
- Back through "L," "V," "U," straight or similar shaped course. May be elevated no more than 24".

Optional Obstacles, but not limited to:

- Water hazard (ditch or small pond). No metal or slick bottom boxes may be used.
- Serpentine obstacles at walk or jog. Spacing to be a minimum of 6' (1.8 meters) for jog.
- Carry object from one part of arena to another. (Only objects which might reasonably be carried on a trail ride may be used.)
- Ride over wooden bridge. (Suggested minimum width shall be 36" (90 cm) wide and at least six feet long.) Bridge should be sturdy, safe and negotiated at a walk only.
- Put on and remove a slicker.
- Side pass (may be elevated to 12" (30cm) maximum).
- An obstacle consisting of four logs or rails, each 5 to 7 feet long (1.5 to 2 meters) long, laid in a square. Each contestant will enter the square by riding over the log or rail as designated. When all four feet are inside the square, the rider will execute a turn and depart.
- Any other safe and negotiable obstacle, which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge, may be used.
- A combination of two or more of any obstacles is acceptable.

Unacceptable obstacles:

- Animals
- Jumps
- Logs or poles elevated in a manner permitting them to roll.
- Hides
- Rocking or moving bridges
- PVC pipe
- Fire extinguishers
- Ground ties
- Water box with floating or moving parts.

Yearling Trail

Required abilities:

This class will be judged on the performance of the horse at halter in maneuvering the obstacles. A trail course to be set may include 4 trot-overs, bridge, gate, mailbox, and backing element. Obstacles will not be raised (trot-overs and bridge).

Evaluation Criteria and Percentage:

1. Conditioning and conformation, 20%
2. Handling/ Course Completion, 80%

Reining

Freestyle Reining

ONLY for exhibitors enrolled in Horsemanship Level 4 and up.

Riders must perform the maneuvers to music, which allows them to show the athletic ability of the horse while showing reining control and style in a crowd appealing way. Riders must include the minimum required pattern maneuvers below:

- A minimum of 4 consecutive spins to the right
- A minimum of 4 consecutive spins to the left.
- A minimum of 3 stops.
- A minimum of 1 lead change at the canter from the right to left.
- A minimum of 1 lead change at the canter from the left to right.
- A minimum of 1 backup.

Failure to perform required maneuvers or failure to complete the performance within the time limit will result in an appropriate point deduction. Additional maneuvers such as rollbacks, speed variations and non-classical maneuvers such as a half pass and side pass are appropriate in the Freestyle class and shall be given appropriate credit. Emphasis is placed on performing the reining maneuvers to music.

- Music (in the specified format) must be turned into the show office and marked appropriately by the specified deadline. *It is the Exhibitor's responsibility to pick up their music from the announcer's stand immediately following the class.*
- Exhibitors are allowed to use two hands, as well as one or no hands, at any time during the class without any penalty to the rider.
- Exhibitors will only be judged astride. Costumes and props are permitted but not required.
- A maximum of 4 minutes will be allowed to present the performance.
- Equipment must comply with the [Montana 4-H Bit Rules and Equipment Guide](#).

Show management will reserve the right to rule on music or dress, which may be inappropriate or offensive to the spirit and nature of the show.

Short Stirrup Reining

ONLY for exhibitors enrolled in Horsemanship Level 2 or 3. There will be one Short Stirrup Reining class offered for exhibitors in Horsemanship Level 2 & 3 combined.

Riders must perform the maneuvers to music, which allows them to show the athletic ability of the horse while showing reining control and style in a crowd appealing way. Failure to perform required maneuvers or failure to complete the performance will result in an appropriate point deduction.

Short Stirrup riders will perform a pre-determined pattern to music.

- Music (in the specified format) must be turned into the show office and marked appropriately by the specified deadline. *It is the Exhibitor's responsibility to pick up their music from the announcer's stand immediately following the class.*
- Exhibitors are allowed to use one or two hands and may change hands at any time during the class without penalty to the rider.

- Exhibitors will only be judged astride. Costumes and props are permitted but not required.
- A maximum of 3 minutes will be allowed to present the performance.
- Equipment must comply with the [Montana 4-H Bit Rules and Equipment Guide](#).

Show management will reserve the right to rule on music or dress, which may be inappropriate or offensive to the spirit and nature of the show.

Western Games

Riders must be enrolled in Horsemanship Level 3 or above to enter this class. Colt to Maturity horses age 4 and under and Green Horse Level 3 or under cannot be used for Western Games.

**RIDERS MUST START RUN AFTER INSIDE OF ARENA AND GATE IS CLOSED!
NO RUN-IN'S ALLOWED!
HORSE MUST BE STOPPED AND UNDER CONTROL BEFORE EXITING ARENA!**

Rider must use specific project horse. Ranch Horses must be Level 2 or above if the Horsemanship Level 3 or above criteria has not already been met. Various games may be offered at the state show: clover leaf barrel racing (junior and senior) and pole bending (junior and senior). All events are timed. Time starts when the horse's nose crosses the start line and ends when the nose crosses back. Barrels may be started on left or right side and poles may be started on left or right side. If horses are considered unsafe by the show committee or judge, they may be asked to stop and exit the arena immediately. No rider may be tied to the horse or saddle in any way. No wires or chains are allowed. Horse's mouth may not be tied shut in anyway. If participants have questions on if equipment is legal, please contact show committee. Show committee and judge have the discretion to decide if equipment is unsafe or unnecessary.

Equipment:

1. Western saddle with horn.
2. Bits will follow the [Montana 4-H Bit Rules and Equipment Guide](#).

Optional Equipment:

1. Martingales, tie downs, splint boots, bell and skid boots.
2. Over and under or bat.

Rider attire:

1. Boots.
2. Approved helmet.

Optional attire:

1. Shin guards
2. Gloves
3. Chaps and spurs