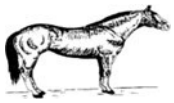

# DIVISION E – HORSE

**Superintendents:**

**Tina Butler, Courtlyn Ranly, and Kelley Ranly**

## SPECIAL RULES:

**HORSE OWNERSHIP**: For participation in the Bell County Youth Fair Horse Show the horse must be owned on or before November 1, 2025. The horse must be owned solely by the exhibitor, his/her parents, grandparents, brother, sister, or legal guardian. Ownership certification must be met by one of the methods as follow:

a. Registered Horses - A copy of registration papers must be sent in at the time of entering. Registration papers with any breed (including breeding stock) association makes the horse a registered horse.

b. A Grade Horse ID Certificate must be sent in at time of entering. The Grade Horse ID Certificate is available from the Leader/Advisor.

Each exhibitor will be required to present the original copy of either of these forms to the show personnel along with his/her horse to receive an exhibitor number. (EIA test or Coggins)

## MISCELLANEOUS SHOW RULES:

1. Different horses may be shown by one exhibitor in different divisions; however, horses must still meet ownership requirements.
2. All points will be awarded on a one horse, one rider basis in each division.
3. Stallions may not be shown in any division.
4. No re-run will be given any contestant if handicapped by his/her own equipment failure or accident to horse or rider.
5. In timed events, an electric timer will be used.
6. Tie breakers – Judged Divisions: specific maneuvers will be designated by the Judge to be tie breakers in each class in the event of a tie. The tie breaker maneuvers will be marked prior to the start of the class and noted on score sheets. Ties for the high point champion and reserve champion will be broken using the highest score in a class designated by the Judge as the tie breaker class prior to the start of the division and noted on the score sheets. Timed Divisions: Ties for the high point champion and reserve champion will be broken using the fastest time in a class designated by the Judge as the tie breaker class prior to the start of the division and noted on the official time sheets.
7. Questions regarding the conduct, ethics, and rules of the show will be referred immediately by the Horse Show Superintendent to the General Superintendent. The General Superintendent will confer with the Board of Directors or Judge, if necessary, and give a decision that shall be accepted as final.
8. Unsoundness may be penalized at the discretion of the Judge. This decision is not subject to protest.
    a. (See Protests in General Rules)
9. The use of any stimulants or depressants is prohibited. Any surgical procedure, foreign substance or drug that could affect a horse's performance or alter its natural conformation or appearance is prohibited. All drugs must be administered by a veterinarian.
10. Any time a horse's mouth is tied or fastened in a performance class, it shall be disqualified. Any open, raw sores or bleeding body parts that come in contact with a hackamore, bit, spur or other related equipment may be penalized at the Judge's discretion.
11. The BELL COUNTY YOUTH FAIR & LIVESTOCK SHOW is committed to the humane treatment of horses. In any class, inhumane or abusive treatment may result in disqualification at the discretion of the Superintendent and/or Judge.

12. The Judge's decision shall be final and is not subject to protest.
13. Champions - All appropriate first places will compete for champion. The second place in the class from which the champion comes will compete for reserve champion.
14. High Point Awards - High Point Awards will be given only in Western, English, Stock Horse, and Timed Event Divisions. The contestant with the most total points earned in a division will be Champion. The contestant with the next highest total in that division will be the Reserve Champion.
15. The Point System is a 10 Point System. **Example:** In a class of 15, first place receives 10 points, second receives 9 points, third receiving 8 points, and so on through tenth place receiving 1 point.
16. During timed-event classes and warm up exercises, it is strongly recommended that all riders wear a properly fitted headgear with a fastened chin harness. In all other judged and timed classes, the use of protective headgear is acceptable, recommended, and the optional choice of the exhibitor. ASTM/SEI helmets are recommended. It is the responsibility of the rider and the parent, guardian, or Chapter or Club Leader to ensure that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrians use, and that the headgear is properly fitted and in good condition.
17. In timed events, if the pattern is broken the exhibitor will exit the ring without completing a correct run.
18. The exhibitor must move on to the next obstacle after three refusals in all classes with obstacles in the pattern.

The Bell County Youth Fair follows the rules outlined in the Texas State 4-H Horse Show Rule Book, available online. However, there are deviations in some events. Please familiarize yourself with both rule books prior to each show. Follow this specific rule book for the Bell County Youth Fair. Also, all horse exhibitors, FFA, 4-H and FCCLA members are required to follow the "General Rules" of the Bell County Youth Fair that can be found in the BCYF Fair Book on pages 29-32.

The Texas Agricultural Extension Service, Bell County Youth Fair and Livestock Show and the Horse Show Superintendents are not responsible for ensuring that the headgear worn complies with safety standards and make no representation or warranty, expressed or implied, about any protective headgear, and cautions riders that death or serious injury may result despite wearing such headgear, because all equestrian sports involve inherent dangerous risks and no helmet can protect against all possible injuries.

**The age of the horse is computed as of January 1st of the year foaled.**

**Friday, February 6, 2026**
**Optional move into stalls starting at 2:30 p.m.**
**Saturday, February 7, 2026**
**Halter, Western & Stock Horse check-in is from 7:30-8:00 a.m.**
**Show begins at 8:30 a.m.**

*Show pen will not be available for open riding at any time on Saturday. Please utilize the warm-up pen to exercise horses.*

**Classes in all divisions will be run in class code order as listed below.**

## SHOW CLASSES BY DIVISION:

**HALTER DIVISION:**
**E-1** Halter Mares, under five years
**E-2** Halter Mares, five years & over
**E-3** Halter Geldings, under five years
**E-4** Halter Geldings, five years & over

Grand Champion Mare
Reserve Grand Champion Mare
Grand Champion Gelding
Reserve Grand Champion Gelding

**E-5** Showmanship at Halter - 13 & under
**E-6** Showmanship at Halter - 14 & over

**WESTERN DIVISION:**
**E-15** Western Walk/Trot – 13 & Under
**E-16** Western Walk/Trot - 14 & over
**E-17** Western Pleasure - 13 & under
**E-18** Western Pleasure - 14 &over
**E-19** Western Horsemanship - 13 & under
**E-20** Western Horsemanship - 14 & over
**E-21** Trail - 13 &under
**E-22** Trail - 14 & over

**STOCK HORSE DIVISION:**
**E-23** Stock Horse Trail - 13 & under
**E-24** Stock Horse Trail - 14 & over
**E-25** Stock Horse Pleasure - 13 & under
**E-26** Stock Horse Pleasure - 14 & over
**E-27** Stock Horse Cow Boxing - 13 & under
**E-28** Stock Horse Cow Boxing - 14 & over
**E-29** Stock Horse Ranch Roping - 13 & under
**E-30** Stock Horse Ranch Roping - 14 & over

*Ranch Riding Classes have been removed*

**Sunday, February 8, 2026**

**English check-in is from 8:00-8:30 a.m. and classes begin at 9:00 a.m.**

**Speed check-in is from 11:30 a.m.-12:00 p.m. and classes begin at 1:00 p.m.**

*Show pen will not be available for open riding at any time on Sunday. Please utilize the warm-up pen to exercise horses. *

**ENGLISH DIVISION:**

**E-7** Hunter Showmanship - 13 & under
**E-8** Hunter Showmanship - 14 & over
**E-9** English Walk/Trot - 13 & under
**E-10** English Walk/Trot - 14 & over
**E-11** Hunter Under Saddle - 13 & under
**E-12** Hunter Under Saddle - 14 & over
**E-13** English Equitation - 13 & under
**E-14** English Equitation - 14 & over

**TIMED EVENT DIVISION:**

**E-35** Cloverleaf Barrels - 13 & under
**E-36** Cloverleaf Barrels - 14 & over
**E-37** Straight-Away Barrels - 13 & under
**E-38** Straight-Away Barrels - 14 & over
**E-39** Pole Bending - 13 & under
**E-40** Pole Bending - 14 & over
**E-41** Stakes Race - 13 & under
**E-42** Stakes Race - 14 & over

## SHOWMANSHIP AT HALTER

The showmanship class is judged on an exhibitor's ability to execute practical and basic halter class maneuvers from the ground. The class should always be judged with this in mind, giving credit to the exhibitor who can correctly perform each maneuver of the total pattern or run. Judges should refrain from conducting the class routine in any manner that attempts to trick, confuse, or mislead exhibitors. In showmanship at halter, conformation of the horse is not judged, but condition and appearance are considered.

**Attire.** Exhibitors should be neat, clean, and well-groomed. Clothing shall be as stated in the section on judged classes. Chaps and spurs are not permitted.

**Equipment.** Use a clean halter that is adjusted to fit the horse. The halter should fit well on the horse's head to maximize response to subtle halter cues. Silver halters shall not count more over a nice, clean, well-fitted halter. Lead straps are often attached to a chain and snap. The lead strap may be snapped below the jaw in the center ring of halter, or the chain can be run under the horse's chin and snapped to the upper or lower halter ring on the right side of the horse's head.

**Horse Fitting and Grooming:**

1. Horse should be clean and well-groomed. Manner of fitting for mane and tail may vary according to recognized practices for a particular breed of horse.

2. A well-groomed horse that is clean, properly trimmed and conditioned does have a justified advantage in showmanship at halter. Underweight or thin horses may be penalized.

**Method of Showing:**

1. Walk, trot, turn, back and pose the horse as shown in posted pattern or by Judge's instructions.

2. The horse is always lead from the left side. The exhibitor's right hand is held closest to the halter, with the distance being highly dependent upon mannerisms of the horse, size of both the horse and exhibitor, and breed standards. The excess amount of lead is folded or loosely coiled in the left hand and held about waist high. Never wrap the excess lead around hand or make a coil so small that a sudden jerk could cause the lead to wrap around the hand.

3. At both the walk and trot, the exhibitor's shoulder should be about even with the horse's throat latch. In this position, the horse is beside the exhibitor, allowing the judge a clear view of the horse's travel. Movement at both gaits should be brisk and sharp, as opposed to slow and dull. Speed of travel is somewhat related to straightness of travel; and the slower a horse moves, the greater chance for deviation from a straight line of movement.

4. When leading to or from a judge or ringmaster, stops and turns are very important. The exhibitor should always allow plenty of space between the horse and judge. Stops should be executed squarely and without hesitation, as the stop is an important maneuver preceding a correct turn or reverse of direction.

5. Turns of more than 90 degrees should always be executed to the right. Pushing the horse away rather than pulling the horse around will allow more distance between the horse's and exhibitor's feet. In addition, turning to the right allows the horse to use the right hind foot as a pivot. The horse can then cross the left front foot over the right front to execute a very uniform and smooth turn. This results in the horse remaining in essentially the same tracks after the turn is completed and provides the judge a good view as the horse is walked or trotted away.

6. Immediately following a turn or reverse of direction, the exhibitor should look back to make sure the horse is lined up with the judge. Class routines may require walking or trotting back into the lineup of horses. The exhibitor should lead all the way through the line, stop, reverse and then lead into the line to set up. If asked to change positions in the line, back the horse out of the line and approach the new position from behind.

7. Pose or set up the horse with its feet set according to its type or breed. Stock horse breeds stand square. Move the horse's feet by pushing or pulling on the lead strap as necessary with the right hand. Touching the horse's body with a hand or foot to change the horse's position is penalized.

8. Once set up, the horse should be presented in such a way as to not distract the judge's attention from the horse. The exhibitor stands on the opposite side of the horse when the judge is toward the front and on the same side as the judge when the judge is toward the rear of the horse. This method of presentation is preferred by most judges for youth exhibitors.

9. For safety purposes, at no time should an exhibitor stop and stand directly in front of the horse.

10. The primary objective is to show the horse. Exhibitors should stand where they can see the judge and the judge can see them, but without obstructing the judge's view of the horse. The basic position of the exhibitor should allow contestant observation of the horse's position and also permit observation of the judge.

11. Staring at the judge keeps an exhibitor from continually observing the horse and keeping the horse set properly. Exhibitors should maintain eye contact with the horse. It is acceptable to glance at the judge from time to time, but an exhibitor should not do this continuously.

12. Exhibitor should keep their proper position in line and allow reasonable space (at least five feet) between horses on either side. Keep horses from making contact with a competitor or encroaching of space rightfully belonging to another exhibitor.

**Some Showmanship Class Faults:**

- Allowing the horse to remain out of position.
- Standing directly in front of the horse.
- Kicking horse's feet to move them.
- Failure of the horse to lead properly.
- Failure to stop before turning when showing at a walk or trot.
- Failure to back.
- Loud voice commands to your horse or other unnecessary actions.
- Picking up horse's feet for positioning purposes.
- Tracking crooked.
- Posed incorrectly.

**Class Routine:**

Exhibitors may enter the arena single file, moving around the arena counterclockwise before lining up at the judge's instruction. Once in line, each exhibitor will perform individually by the judge.

At many shows, exhibitors will be asked to enter the arena individually and work a pattern. Regardless of the manner used, judges should draw patterns clearly and make instructions that are easily understood by exhibitors. Where patterns are posted, such instructions should be available for exhibitor to review the morning of show.

## ENGLISH CLASSES:

**JUDGED CLASSES:** Hunter Showmanship, Walk/Trot, Hunter Under Saddle, Equitation.

**Attire.** Hard hats will be required in all classes. Clothing must be clean and neat. Rider must wear coat, boots, breeches and hunting cap. The coat may be any tweed or Melton (conservative, washable jackets in season) acceptable for hunting. Breeches or Jodhpur pants should be buff or brown. A black, dark blue or brown derby is required. Spurs of the unrowelled type, gloves, crops or bats are optional. Gloves are preferred in the equitation class and should be heavy wash leather or brown leather. See Hunter Showmanship section for specific attire and equipment.

**Equipment.** Clean English forward, hunting or dressage type saddles are allowed. Saddles may have a suede seat and/or suede inserts on the skirts. Regulation snaffle, Pelham or full bridle, with a cavesson noseband, is required. Breastplates are optional. Martingales draw reins, hackamores, boots or bandages are all prohibited.

## HUNTER SHOWMANSHIP

**Attire.** Clothing must be clean and neat. The rider must wear a coat, boots, breeches, and hunting cap. The coat may be any tweed or Melton (conservative, washable jackets in season) acceptable for hunting, such as navy, dark green, gray, black or brown. Maroon and red are not acceptable. Breeches or Jodhpur pants should be traditional shades of buff, brown, khaki, canary, light gray or rust. Boots may be black or brown. A black, dark blue, or brown hardhat is required. A tie or choker is required. Gloves are preferred and should be heavy wash leather or brown leather. Judges or show management may authorize adjustments to attire because of weather.

**Equipment.** Regulation snaffle, Pelham, or full bridle, with a cavesson noseband, is required. Smooth round, slow twist, and corkscrew, single twisted wire, double twisted wire and straight bar or solid mouthpieces with maximum 1 1/2-inch high ports are allowed. A plain leather halter, without decoration, and leather lead with chain and snap may be used at the discretion of the judge. The use of a crop or bat is prohibited**.**

**Method of Showing:** See Showmanship at Halter section.

## ENGLISH WALK/TROT

1. The class will be judged on the horse's functional correctness, way of going, manners, and condition. Conformation of the horse may only be considered in extremely close competition.

2. Walk trotters should be suitable to purpose. They should move in a long, low frame and be able to lengthen their stride and cover ground, as in traversing hunt country following hounds. They should be obedient, alert and responsive to their riders. Quick, short strides should be penalized. Horses that move in an artificial frame and are over flexed and behind the bit should be penalized. Judge should emphasize free movement and manners.

3. Horses enter the ring at a trot and are shown at a walk and trot while light contact is maintained with horse's mouth.

4. Horses must work both ways of the ring at both gaits to demonstrate their ability with different leads and transitions. Horses may change gaits at the flat-footed walk or the trot at the judge's discretion.

5. Horses should back easily and stand quietly. The judge may ask that only the finalists be backed.

6. Large numbers in the class will necessitate qualification heats to accommodate all horses. After each heat, all horses should be brought to the center of the arena and finalists identified.

7. Any portion of a class or heat may be placed on the rail for extra work by the judge at any time.

8. Horses with the low head carriage and/or head carriage behind the vertical and/or a sullen, lethargic, emaciated, drawn or tired look will be penalized.

## HUNTER UNDER SADDLE

1. The class will be judged on the horse’s functional correctness, way of going, manners, and condition. Conformation of the horse may only be considered in extremely close competition.

2. Hunters under saddle should be suitable to purpose. They should move in a long, low frame and be able to lengthen their stride and cover ground, as in traversing hunt country following hounds. They should be obedient, alert, and responsive to their riders. Quick, short strides should be penalized. Horses that move in an artificial frame and are over flexed and behind the bit should be penalized. Judges should emphasize free movement and manners.

3. Horses enter the ring at a trot and are shown at a walk, trot, and canter while light contact is maintained with the horse’s mouth.

4. Horses must work both ways of the ring at all gaits to demonstrate their ability with different leads, gaits, and transitions. Horses may change gaits at the flat-footed walk or the trot at the judge’s discretion.

5. The judge may ask finalists to hand gallop but never more than eight horses to gallop at one time.

6. Horses should back easily and stand quietly. The judge may ask that only the finalists be backed.

7. Large numbers in the class will necessitate qualification heats to accommodate all horses. After each heat, all horses should be brought to the center of the arena and the finalists identified.

8. Any portion of a class or heat may be placed on the rail for extra work by the judge at any time.

9. Horses with a low head carriage and/or head carriage behind the vertical and/or a sullen, lethargic, emaciated, drawn or tired look will be penalized.

## ENGLISH EQUITATION

1. Riders will be judged on basic position in saddle, which includes position and use of hands, seat, feet and legs, as well as the ability to control and show the horse.

2. Scores on individual works will be based on rider's skills and execution of the pattern.

3. Riders will not be required to jump.

**Position:**

1. **General appearance.** Rider should have a workman-like appearance, with a light and supple seat. Hands should convey the impression of complete control should any emergency arise.

2. **Hands.** Hands should be over and in front of the horse's withers, knuckles 30 degrees inside the vertical with hands making a straight line from horse's mouth to rider's elbow. Hands should not be held tightly together. Method of holding reins is optional and the bite of reins may fall on either side, but it is more acceptable for the bite of the reins to lie on the off side. However, all reins must be picked up at the same time. The rider should maintain light contact with the horse's mouth at all times, except when standing still.

3. **Reins.** The rein of the snaffle bridle may be held either outside the little finger or between the third and little finger. The snaffle rein of the Pelham or full bridle should be held outside the little finger and a curb rein between the third and little finger or between the second and third fingers. In either case, reins should be picked up at the buckles by the right hand, then straightened and separated in correct order by the fingers of the left hand, pulled taut and adjusted to even pressure in both hands.

4. **Basic position.** Eyes should be up and shoulders back. Toes should be out at an angle best suited to the rider's conformation; ankles fixed in, heels down, calf of leg in contact with horse and slightly behind girth. Iron may be either under the toe or the ball of the foot, or slightly behind ball of foot.

**Position in Motion:**

At the walk and slow trot, body should be vertical; at posting trot, inclined forward; at canter, halfway between posting trot and walk; when galloping and jumping, same inclination as posting trot.

**Class Routine:**

1. Each rider will individually perform a designated pattern composed from the optional list of maneuvers below. The judge will score each rider on execution of the pattern as influenced by riding skills. Failure to execute or complete the pattern will not be a disqualification but shall be scored accordingly. The pattern must include only maneuvers from the following list:

    a. Execute a slow sitting trot, posting trot and/or extended trot.
    b. Back.
    c. Walk from a gallop with the emphasis on hands.
    d. Halt from a canter.
    e. Figure eight at the trot demonstrating the proper change of diagonals. The rider should be on the left diagonal when trotting in a clockwise direction and on the right diagonal when circling counterclockwise. On the left diagonal, the rider will sit in the saddle when the horse's left front leg is on the ground. On the right diagonal, the rider sits in the saddle when the horse's right front leg is on the ground.
    f. Figure eight at canter demonstrating a simple change of leads. (A simple change of leads is one in which the horse is brought back into a walk or trot before being restarted in a canter on the opposite lead). Begin figures at the center of the two circles so that one change of lead is shown.
    g. Ride without stirrups.
    h. Maintain a counter-canter.
    i. Demonstrate a half turn on forehand and/or half turn on haunches.

j. Simple change of leads on straight-away.

2. The pattern should be posted at 8:00 a.m. the morning of the show.

3. The judge will use individual's work scores to determine the top riders who will be asked to work individually or on the rail. Selected riders (or all riders if the class is small) will be required to work on the rail to demonstrate final placing.

4. Rail work will include walk, trot and canter in one or both directions of the ring at the discretion of the judge. A reverse should be executed by turning away from the rail.

5. Riders may be requested to gallop in safe groups and/or perform additional tests.

## WESTERN CLASSES:

The use of protective headgear is the "suggested choice" of exhibitors in any/all western classes, judged and timed classes.

**JUDGED CLASSES:** Western pleasure, western horsemanship, western walk/trot, and trail.

**Attire.** Riders shall wear western hat and cowboy boots. Long sleeve shirts are strongly recommended. The use of spurs and chaps shall be optional. Clothing should be neat and clean. Exhibitors will wear identification numbers on their backs or on the left side of the horse.

**Equipment.** Horses shall be shown in a stock saddle that fits the rider. Silver equipment will not count over good, clean, working equipment. Horses may be ridden with a snaffle, curb, spade, half-breed bit or with a braided rawhide, leather or rope hackamore (bosal). However, split reins must be used and held in one hand with no more than one finger between reins. Horses shown in a legal snaffle or hackamore may be shown two-handed. If a romal is used, fingers between reins are not permitted. Curb chains or straps must be at least 2 inches in width and must lie flat against the horse's chin. No wire curbs are permitted, regardless of the amount of padding or tape. Absolutely no iron will be permitted under jaws. Mechanical hackamores are not permitted. Bosals or nosebands are not permitted with a bit. Gag bits, tie downs, martingales and draw reins are prohibited.

## WESTERN WALK/TROT

This class recognizes a horse for functional correctness, quality of movement, attitude, and manners.

1. Horses are shown at a walk and jog on a reasonably loose rein without undue restraint. Horses must work both ways of the ring, at both gaits, to demonstrate their ability with different leads and transitions. Riders may be asked to extend the jog at the Judge's discretion. Horses may be required to reverse at the walk or jog and to go from any gait at the discretion of the Judge.

2. Horses should back easily and stand quietly. The judge may ask that only finalists be backed.

3. Horses are to be reversed to the center of the arena.

4. Large numbers in this class may require qualification heats to accommodate all horses. Arena size will dictate heat size. After each heat, all horses should be brought to the center with the finalists identified.

5. Any portion of a class or heat may be placed on the rail for extra work by the judge at any time.

6. At no time shall a fault-out system that results in an exhibitor being eliminated individually be used. A positive approach should be used, with winners or finalist being dismissed from the arena as a group. Individual horses should not be pulled off the rail while the class is being judged.

7. Entries shall be penalized for being on wrong leads, but not necessarily disqualified. Excessive speed and breaking gait are to be penalized. Horses with a low head carriage and/or head carriage behind the vertical; and/or a sullen, lethargic, emaciated, drawn or tired look will be penalized.

8. The class will be judged on the performance and condition of the horse at the discretion of the judge.

## WESTERN PLEASURE

This class recognizes a horse for functional correctness, quality of movement, attitude, and manners.

1. Horses are shown at a walk, jog and lope on a reasonably loose rein without undue restraint. Horses must work both ways of the ring, at all three gaits, to demonstrate their ability with different leads and transitions. Riders may be asked to extend the jog at the judge's discretion. Horses may be required to reverse at the walk or jog and to go from any gait at the discretion of the judge. For safety of the exhibitors, a reverse at a lope or extended jog shall not be called.
2. Horses should back easily and stand quietly. The judge may ask that only finalists be backed.
3. Horses are to be reversed to the center of the arena.
4. Large numbers in this class may require qualification heats to accommodate all horses. Arena size will dictate heat size. After each heat, all horses should be brought to the center with the finalists identified.
5. Any portion of a class or heat may be placed on the rail for extra work by the judge at any time.
6. At no time shall a fault-out system that results in an exhibitor being eliminated individually be used. A positive approach should be used, with winners or finalist being dismissed from the arena as a group. Individual horses should not be pulled off the rail while the class is being judged.
7. Entries shall be penalized for being on wrong leads, but not necessarily disqualified. Excessive speed and breaking gait are to be penalized. Horses with a low head carriage and/ or head carriage behind the vertical; and/or a sullen, lethargic, emaciated, drawn or tired look will be penalized.
8. The class will be judged on the performance and condition of the horse at the discretion of the judge.

## WESTERN HORSEMANSHIP

This class recognizes ability to ride a horse functionally and correctly using various aids to cause the horse to perform required basic maneuvers.

**General:**

1. Riders will be judged on basic position in saddle, which includes the position and use of hands, seat, feet and legs, as well as the ability to control and show the horse.
2. Scores on individual works will be based on rider's skills and execution of the pattern.

**Position:**

1. **Arms and hands.** Arms and hands should be held in an easy relaxed manner. Upper arms are held in a straight line with the body with the arm holding the reins bent at the elbow. Only one hand is used for reining and hands shall not be changed on reins. Hand is to be around reins with one finger permitted between split reins. Reins are to be carried immediately above and slightly in front of the saddle horn. Reins should be held so that light contact is maintained with the horse's mouth.
2. **Basic Position.** Rider should sit in a comfortable, balanced, relaxed and flexible manner. Lower leg should hang straight down from knee or forward to the stirrups with a slight bend in the knee, depending on type of saddle. In either position, stirrups should be just long enough for heels to be lower than toes. Feet may be placed in stirrups with boot heel touching stirrup or may be placed with the ball of the foot in the center of the stirrup. Riding with toes only in the stirrup will be penalized. Toes should be turned only slightly out with ankles flexed in a comfortable position. The lower legs and feet should be kept close to the horse's body, but not in contact except when applying aids.

**Position in Motion:**

The rider shall sit the trot and not post. The rider should be close to the saddle at a lope. Exaggerated shifting of the rider's weight is not desirable and will be penalized in judging.

**Class Routine:**

1. The judge will ask each rider to work individually. Individual works will be a combination of maneuvers that the judge feels are necessary to determine the horsemanship ability of the rider. The pattern must include only maneuvers from the following list:

    a. straight walk, trot and lope, and circles in both directions
    b. stop
    c. back straight, in an L and a circle
    d. 360 degree turn or spin
    e. pivot, both ways
    f. turns of 90, 180 or 270 degrees
    g. rollbacks
    h. lope circles of varying size and speed
    i. pickup leads from standstill, walk or trot
    j. simple lead changes on a straight-away or in a circle
    k. side pass
    l. counter canter
    m. two track

2. The pattern should be posted by 8:00 a.m. the morning of show.

3. The judge will use these individual work scores to determine the top riders who will be asked to work individually or on the rail. Selected riders (or all riders if the class is small) will be required to work on the rail to determine final placing.

4. Rail work will include walk, trot and lope in one or both directions of the ring at the discretion of the judge.

## TRAIL

This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider, and attitude.

1. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing carefulness is not sacrificed, and to horses showing the capability of picking their way through course when obstacles warrant it, and willingly responding to rider's ques on more difficult obstacles.

2. Horses shall be penalized for any unnecessary delay while approaching the obstacles. Horses with artificial appearance over obstacles should be penalized.

3. Only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle. While horse is in motion, rider's hands shall be clear of horse and saddle.

4. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, jog, and lope) somewhere between obstacles as a part of its work and will be scored as a maneuver.

5. Gait between obstacles shall be at the discretion of the judge.

6. The course to be used must be posted by 8:00 a.m. the morning of show.

7. No horse that deviates from the pattern in any way as it is written on the posted course shall place above any horse that completes the pattern as written.

8. The following will result in a no score on a particular obstacle but does not mean disqualification from the class:

    a. Doing an obstacle differently than described on the pattern.
    b. Missing or not attempting an obstacle.
    c. Failure to complete an obstacle.
    d. Failure to be in the prescribed gait or on the correct lead.

9. The following will result in disqualification from the class:

    a. Not doing the obstacles in the prescribed order.
    b. Fall to the ground by horse or rider.
    c. Illegal equipment.
    d. Willful abuse.
    e. More than one finger between reins, except when changing hands to work an obstacle.
    f. Obviously cuing the horse on the neck to lower the head.
    g. Major disobedience - rearing, schooling.

10. Superintendent(s), when setting courses, should keep in mind that the idea is not to trap a horse, or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents. Enough space must be provided for a horse to jog (at least 30 feet) and lope (at least 50 feet) for the judge to evaluate these gaits.

11. If disrupted, the course shall be reset after each horse has worked. In case that a combination of obstacles is used, the course cannot be reset until the contestant finishes the entire course regardless of where any disruption occurs.

12. At least six obstacles must be used, three of which must be from the mandatory list of obstacles and at least three different others selected from the list of optional obstacles.

13. Mandatory obstacles:

    a. Opening, passing through, and closing gate. (Losing control of gate is to be penalized.) Use a gate which will not endanger horse or rider.
    b. Ride over at least four logs or poles. These can be in 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. The space for walkovers shall be 15-24 inches; trot-overs, 3 feet to 3 feet 6 inches; lope-overs, 6 to 7 feet. Walk-overs may be elevated to 12 inches and should be a minimum of 22 inches apart. The height should be measured from the ground to the top of the element. Trot-overs and lope-overs cannot be elevated.
    c. Backing obstacle. Backing obstacles are to be spaced a minimum of 28 inches. If elevated, 30 inches spacing is required.

        i. Back through and around at least three markers.
        ii. Back through L , V , U , straight, or similar
        iii. Shaped course, may be elevated no more than 24 inches.

14. Optional obstacles, but not limited to:

    a. Water hazard (ditch or small pond). No metal or slick bottom boxes will be used.
    b. Serpentine obstacles at walk or jog. Spacing to be minimum of 6 feet for jog.
    c. Carry object from one part of arena to another. Only objects which reasonably might be carried on a trail may be used.
    d. Ride over wooden bridge. (Suggested minimum width shall be 36 inches wide and at least 6 feet long.) Bridge should be sturdy and safe.
    e. Put on and remove slicker.
    f. Remove and replace materials from mailbox.
    g. Side pass (may be elevated to 12 inches maximum).

h. An obstacle consisting of four logs or rails, each 5 to 7 feet long, laid in a square. Each contestant will enter the square by riding over log or rail as designed. When all four feet are inside the square, rider should execute a turn, as indicated, and depart.
i. 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.
j. A combination of two or more of any obstacle is acceptable.

15. Unacceptable obstacles:

    a. Tires
    b. Animals
    c. Hides
    d. PVC pipe
    e. Dismounting
    f. Jumps
    g. Rocking or moving bridges
    h. Water box with floating or moving parts
    i. Flames, dry ice, fire extinguisher, etc.
    j. Logs or poles elevated in a manner that permits such to roll.
    k. Ground ties.

16. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle deemed unsafe or non-negotiable.

## STOCK HORSE DIVISION

The use of protective headgear is the "suggested choice" of exhibitors in any/all stock horse classes.

**JUDGED CLASSES:** Stock horse trail, pleasure, cow boxing and ranch roping.

★ **Attire.** Riders shall wear western hat and cowboy boots. Long sleeve shirts are strongly recommended. The use of spurs and chaps shall be optional. Clothing should be neat and clean. Exhibitors will wear identification numbers on their backs or on the left side of the horse.

★ **Equipment.** Horses shall be shown in a stock saddle that fits the rider. Silver equipment will not count over good, clean, working equipment. Horses may be ridden with a snaffle, curb, spade, half-breed bit or with a braided rawhide, leather or rope hackamore (bosal). However, split reins must be used and held in one hand with no more than one finger between reins. Horses shown in a legal snaffle or hackamore may be shown two-handed. If a romal is used, fingers between reins are not permitted. Curb chains or straps must be at least 2 inches in width and must lie flat against the horse's chin. No wire curbs are permitted, regardless of the amount of padding or tape. Absolutely no iron will be permitted under jaws. Mechanical hackamores are not permitted. Bosals or nosebands are not permitted with a bit. Gag bits, tie downs, martingales and draw reins are prohibited.

## STOCK HORSE TRAIL:

This class, as the name implies, tests the horse's ability to cope with many situations encountered in everyday work. The horse is ridden through a pattern of obstacles, which should nearly approximate those encountered during the course of everyday work. The horse is judged on the cleanliness, neatness, and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course. Emphasis on judging should be on identifying the well-broke, responsive, well-mannered horse which can correctly negotiate the course. The object is not to trap a horse or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind, so as to eliminate any accidents.

**Trail Class Obstacle Requirements**

1. Course will include no less than six and no more than nine obstacles. It is mandatory that the horse be asked to walk, trot, and lope during the course.

    a. Walk – can be part of obstacle score and scored with approaching obstacle.
    b. Trot – at least 35 ft. and scored with approaching obstacle.
    c. Lope – at least 50 ft. and scored with approaching obstacle and be lead specific.

2. Care must be exercised to avoid setting up of any obstacles that may be hazardous to the horse or rider.

3. No extra verbal instructions may be given to the exhibitors by management or a judge that is not written in course description.

4. Judges must walk the course. Judges may remove or change any obstacle they deem unsafe, non-negotiable, or unnecessarily difficult. If, at any time, a trail obstacle becomes unsafe during a class, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

5. The actual trail course cannot be made available to exhibitors or posted prior to the day of competition but must be posted at least one hour prior to competition.

6. The course may be walked on foot by the exhibitor, but no horse/rider exhibitors are allowed on the actual course after it has been set until their trail run begins.

7. Course must be designed using the mandatory obstacles and maneuvers plus optional obstacles. Combining of two or more of any obstacles is acceptable.

8. Prohibited obstacles: Tarps, water obstacles with slick bottoms, PVC pipe used as a jump or walk over, tires, rocking or moving bridges, logs or poles elevated in a manner that permits such to roll in a dangerous manner. Animals live or stuffed (Exception: Animals which would normally be encountered in a ranch setting and which are not used in an attempt to "spook" a horse could be used).

9. Mandatory obstacles or maneuvers:
    a. Ride over obstacles on the ground – usually logs or poles. It is recommended that all three gaits (walk, trot, and lope) be used; however, only two gaits are required.
    b. Walk-Overs – Walk over no more than five logs or poles. The space between logs for walkovers should be 20-24" apart and no more than 10" high. These can also be in a straight line, curved, zigzagged, or raised.
    c. Trot–Overs – Trot over no more than five logs or poles. The space between trot-overs should be 36-42". Poles may be elevated a maximum of 10". These can also be in a straight line, curved, zigzagged, or raised.
    d. Lope-Overs – Lope over no more than five poles. The space between lope-overs should be 6' to 7'. Poles may be elevated a maximum of 10". These can also be in a straight line, curved, zigzagged, or raised.
    e. Opening, passing through, and closing gate. A gate should be used that will not endanger horse or rider and requires minimum side passing.
    f. Ride over wooden bridge. (Suggested minimum width shall be 36" wide and at least six feet long). Bridge should be sturdy, safe, and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge.
    g. Backing obstacles – Backing obstacles are to be spaced a minimum of 28" spacing. If elevated, 30" spacing is required. Back through and around at least three markers. Back through L, V, U, straight or similar shaped course. May be elevated no more than 24".
    h. Side-pass obstacle – Any object which is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Raised side-pass obstacles should not exceed 12".

10. Optional obstacles: Following is a list of optional obstacles from which selections can be made, but not limited to:
    a. Jump – An obstacle whose center height is not less than 14" or more than 24" high. Holding the saddle horn is permissible for this obstacle.
    b. Carry object from one part of the arena to another
    c. Remove and replace materials from mailbox
    d. Trot through cones – spacing to be minimum of 6'
    e. Cross natural ditches or up embankments
    f. Step in and out of obstacle
    g. Put on slicker or coat
    h. Pick up feet
    i. Walk through brush
    j. Ground tie
    k. Lead at the trot

## COW BOXING:

**Standard Entry Fee: $20**
**Additional Cattle Fee: $40**

1. The Cow Boxing class is offered to encourage younger exhibitors or those who may be riding a less experienced cow horse, which are not ready to go down the fence, to show in a cow horse class.

2. Horses can be shown in a snaffle bit with two hands on the reins or can be shown in a curb bit with only one hand on the reins.

3. At the contestant's signal, the cow will be released, and the contestant shall "box' the cow on the end of the arena. There shall be no schooling between the cows if a new cow is awarded. The penalty for this is -0-.

4. Each contestant, upon receiving a cow, shall hold that cow on the prescribed end of the arena for 50 seconds, demonstrating the ability of the horse and rider to control the cow. It is legal to hold the saddle horn, and if using a romal, to hold the reins and romal in one hand (rein hand) while boxing. Time shall begin when the gate closes behind the cow, after being let into the arena. The announcer or judge will signal the completion of the 50 seconds with a whistle or horn.

5. The class will be scored 60-80, with a 70 representing an average performance. The contestant is judged from the time they enter the arena until they complete the pattern.

6. A judge may blow his/her whistle at any time to terminate the work. A score of zero will be given if the work is not complete at that time.

7. Specific penalties are as follows:

    a. **1 point penalties:**
        A - Loss of working advantage
        P - Working out of position
        W - Excessive whipping, spurring, or hollering
    b. **3 point penalties:**
        C - Loss of control and animal leaves the end of arena
    c. **5 point penalties:**
        B - Spurring or hitting in front of cinch at any time
        C - Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate
    d. **-0- Score:**
        A - Turn tail
        B - Using 2 hands on the reins when using a bridle or two rein
        C - Fingers between the reins, except when using a two rein
        D - Balking
        E - Out of control
        F - Bloody mouth (inside)
        G - Illegal equipment
        H - Leaving the work area before the work is complete
        I - Fall of horse or rider
        J - Schooling of the horse between cows if a new cow is awarded
        K - Failure to pull up immediately after a new cow has been awarded
        L - Improper Western Attire
        M - Failure to work in the proper working order.
    e. **No Score**
        A - Lameness of the horse
        B - Abuse
    f. **Credits:**
        A - Maintaining control of cow at all times
        B - Maintaining proper position
        C - Degree of difficulty
        D - Eye appeal
        E - Time worked

## RANCH ROPING

The goal of this class is to show the ability of the horse and rider's skill in handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Entry does not have to separate the cow from herd and should not receive credit for separation from herd. If the cow is separated from the herd, there should be no running or cutting of the cow. This is a judged event with a 2-minute time limit. There shall be a 30 second warning given prior to the end of the run. The rope must be thrown, and the contestant may rebuild and throw an unlimited number of loops. No credit will be given for additional loops after a successful catch of any part of the animal. The honda on the rope used must be of a breakaway design. Ropes may not be tied hard and fast to the saddle horn. The exhibition area should typically be normal width of the arena (usually 100 to 150') by 45' – 75'. Show management or the judge may adjust the size of the arena to allow for the temperament of the cattle. Horse and rider must start from an entrance gate which will be opposite from where ten (10) calves/yearlings are held as a herd with each bearing a number 0 - 9. A random draw will be used to select the calf to be roped, which will be announced to the contestant when the horse enters the arena gate. The contestant should make a desired catch, position their horse in an appropriate manner and dally up. A desired catch is defined as one in which the animal is roped, and the rope comes tight in front of the animal's shoulders. A catch of any other part of the animal shall be considered legal but the exhibitor will receive a penalty. When the calf breaks free from the honda, the Flag Judge will signal the end of the run. To receive a score, the exhibitor must have a dally (full wrap) in place at the time the animal breaks free from the Honda. The show committee will provide 2-4 herd holders. The sole duty of the herd holders is to settle the cattle prior to the event and between runs. If the exhibitor completes a legal catch (correct cow), but the honda breaks before a dally can be completed, then the exhibitor may reset within their time limit and try again. However, if the catch is illegal (wrong cow, more than one cow in loop) the rider may not start again. If the honda breaks prior to roping, the exhibitor may reset and proceed.

**Scoring:**

Scoring will be on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will be scored from a plus three to minus three in ½ point increments.

**Maneuvers to be scored:**

1. Ability to sort
2. Stopping
3. Ability to rope out of the herd without disturbing other cattle
4. Dallying
5. Ability to manage coils
6. Ability to manage rope and position of horse while dallying
7. Difficulty of a throw that results in a successful catch

**Penalties:**

**1 Point Penalty**

a. Loss of working advantage

**3 Point Penalty**

b. Too much time in the herd without roping
c. Loss of cow (re-cut in the herd)

**5 Point Penalty**

d. Multiple loop run (penalty may be assessed for each rebuild with a maximum of 15 points taken).
e. Running/scattering of the herd
f. Blatant disobedience of the horse including kicking, biting, rearing or striking

## STOCK HORSE PLEASURE:

This class serves to measure the ability of the horse to be functional and a pleasure to ride while being used as a means of conveyance from one task to another. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long, floppy reins will not be given extra credit. The horse should be responsive to the rider and make all required transitions smoothly, timely, and correctly. The horse should be soft in the bridle and yield to contact.

Horses shall be shown individually at the walk, trot, and lope in both directions. The walk, trot, and lope will be extended in one direction only. Markers set up in the arena will designate gait changes. The pleasure course shall be set to make approximately one pass of the arena in each direction. The pattern may be started either in the left or right direction. The order of gaits shall be:

1) Extended walk
2) Trot
3) Extended trot
4) Lope
5) Stop and reverse
6) Walk
7) Lope
8) Extended lope
9) Trot
10) Stop and back

**Description of Ideal Pleasure Gaits:**

The ideal pleasure horse will have a level head carriage at each gait – neither too high nor too low.

- **Walk –** The walk should be straight, square, flat footed, relaxed, and should move out freely with horse looking ahead.
- **Extended Walk –** The extended walk should be straight, square, flat footed, relaxed, and should move out freely with horse looking ahead, it should show more length of stride than the ordinary walk.
- **Trot –** This gait should be a square two-beat diagonal trot. The trot should be steady, soft, and slow enough for riding long distances. Trots which are too fast, rough and hard to sit should be penalized. Excessively slow and un-cadenced trots should also be penalized.
- **Extended Trot –** The extended trot should show a definite lengthening of stride from the regular trot with the same cadence, which will cause an increase in speed. This trot should be level, flat, and steady with the appearance that the horse could hold this gait for an extended distance. The method riders chose to ride the extended trot is optional. It is acceptable to either post at the trot, sit, or stand in the stirrups, while holding the saddle horn, at the extended trot only.
- **Lope –** This gait should be a three-beat gait that is collected, cadenced, straight and steady, and is comfortable to ride.
- **Stop –** (from both lope and trot) – The horse should be in the correct stopping position – both hocks engaged and stopping on the hindquarters.
- **Reverse –** A horse should turn briskly and flat with front feet on the ground and holding an inside rear pivot foot.
- **Extended Lope –** This gait should be an obvious lengthening of stride from the previous lope, be at the same cadence, and cause an increase in speed. The gait needs to be steady, quiet, and holding the increased speed while being under complete control.

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Would like to express their
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every year to make the
Show a great Success.

**THANKS!**

## TIMED EVENT CLASSES:

**CLASSES:** Cloverleaf barrels, straight-away barrels, pole bending, and stakes race.

**Attire.** Exactly like judged classes. "Western hat is optional, but not required and if worn, should be affixed in a manner to keep it from coming off the rider. Protective headgear is suggested."

**Equipment.** Western-type equipment must be used. The use of a mechanical hackamore, gag bit or other type of bridle is the contestant's choice. However, the judge may require the removal or alteration of equipment considered severe, dangerous, or inhumane. Contestants may use tie downs.

## CLOVERLEAF BARRELS

1. Failure to follow the pattern is a disqualification.

2. Knocking over a barrel shall carry a five-second penalty.

3. The course must be measured exactly. If the pattern is too large for the available space, the pattern should be adjusted by the superintendent to fit the arena. Remember to leave adequate space between barrels and arena fence (approximately 20 feet), and set course to allow ample room for stopping.

4. The exhibitor is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

5. At a signal from the starter or timer, the exhibitor will go to barrel number 1, turning to the right around this barrel then on to barrel number 2, this time turning to the left. At barrel number 3, the same left turn around the barrel is made. As soon as the turn is completed around the third barrel, the exhibitor sprints horse to the finish line.

6. This barrel course may also be run to the left. For example, the exhibitor will start to barrel number 2, turning to the left around the barrel, then to barrel number 1, turning to the right, then to barrel 3, turning to the right, followed by the sprint to the finish line.

7. An exhibitor touching a barrel with hand or body is not a disqualification.

## STRAIGHT-AWAY BARRELS

1. Failure to follow the pattern is a disqualification.

2. Knocking over a barrel shall carry a five-second penalty.

3. The course must be measured exactly. If the pattern is too large for the available space, the pattern should be adjusted by the superintendent to fit the arena. Remember to leave adequate space between barrels and arena fence (approximately 20 feet.) and set course to allow ample room for stopping.

4. The exhibitor is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

5. At a signal from the starter or timer, the exhibitor will go to barrel number 1, passing to the right of this barrel, then on to barrel number 2, this time passing to the left of the barrel. At barrel number 3, make a left turn around the barrel. Go to barrel number 2, passing it to the left of the barrel, then on to barrel number 1, this time passing to the right of the barrel. As soon as barrel number 1 is passed the second time, the exhibitor sprints horse to the finish line.

6. This course may also be run to the left. For example, the exhibitor will go to barrel number 1, passing to the left of this barrel, then on to barrel number 2, this time passing to the right of the barrel. At barrel number 3, make a right turn around the barrel. Go to barrel number 2, passing it to the right of the barrel, then go to barrel number 1, this time passing to the left of the barrel. As soon as barrel number 1 is passed the second time, the exhibitor sprints horse to the finish line.

**POLE BENDING**

1. The pole bending pattern is to be run around six poles. Each pole is to be 21 feet apart with the first pole 21 feet from the starting line.

2. The exhibitor is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

3. An exhibitor may start to the right or left of the poles. The exhibitor sprints horse to the pole farthest from the starting line, turning around the pole, then pass the remaining poles on alternating sides. At the pole closest to the starting line, make a turn around the pole, then pass the remaining poles on alternating sides. Turn around the pole farthest from the starting line and sprint horse to the finish line.

4. Failure to follow the pattern shall result in disqualification.

5. Knocking over a pole shall carry a five-second penalty.

6. It is recommended that all poles have at least a 14-inch base. A contestant touching a pole with hand or body is not disqualified.

**STAKES RACE**

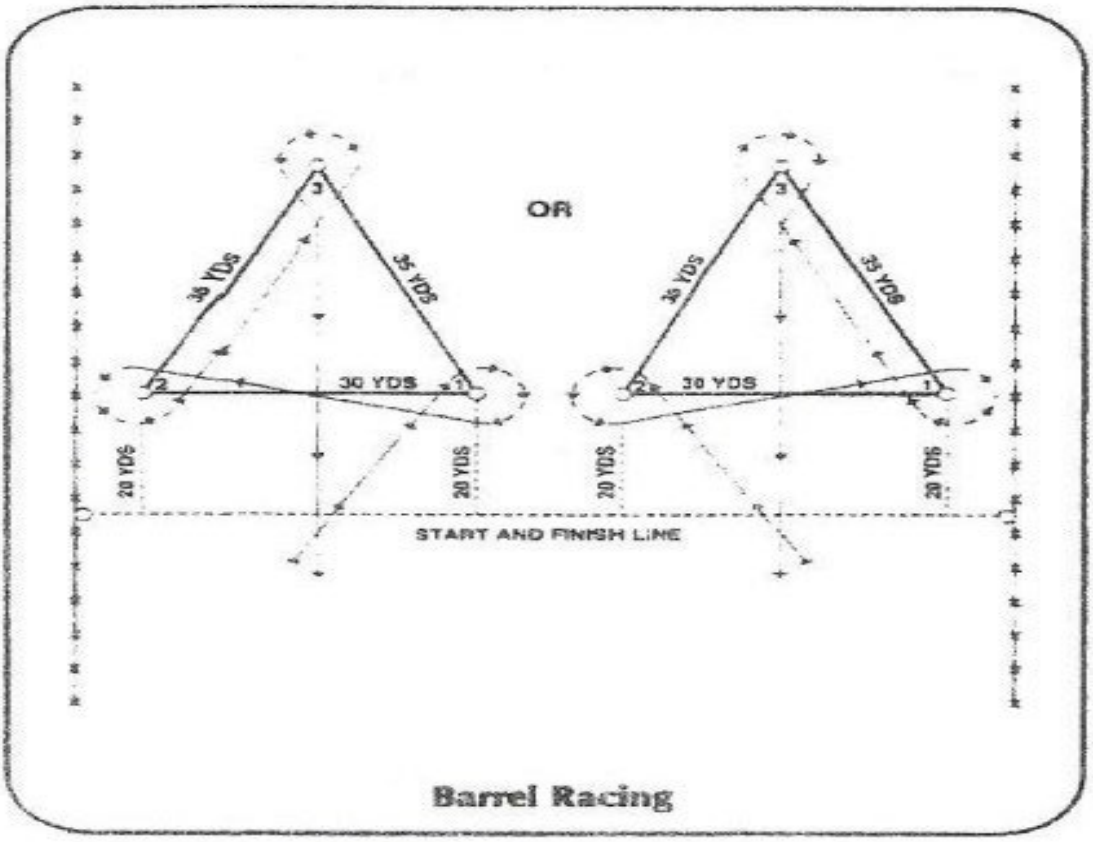
1. Two poles are set 80 feet apart at opposite ends of the course. Two markers designate the start-finish line 20 feet apart mid-way between the two end poles.

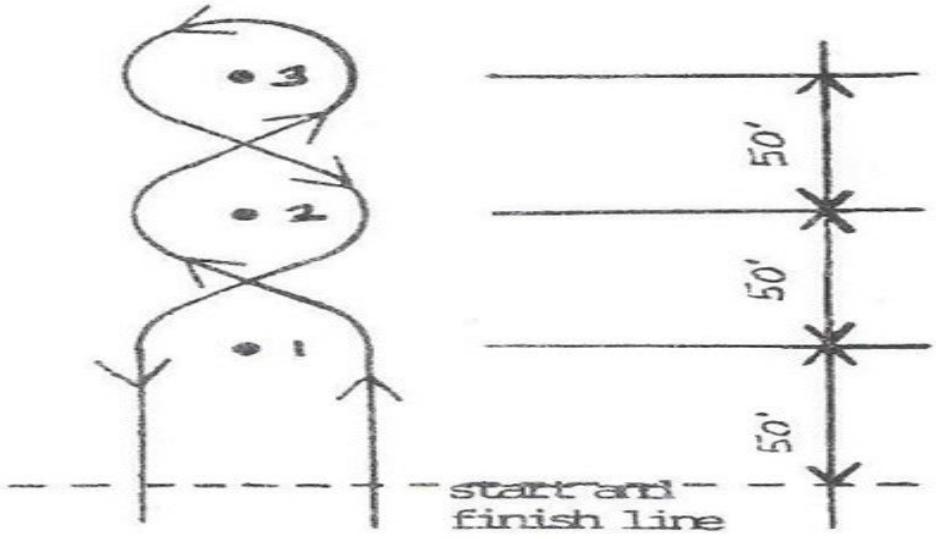
2. The exhibitor is allowed a running start. The exhibitor starts between the two center markers and runs around the two end poles. The contestant must make a left and a right turn or a right and left turn.

3. The exhibitor must start and finish between the center's markers. Failing to do so is a disqualification. An exhibitor may touch the end poles with his/her hand.

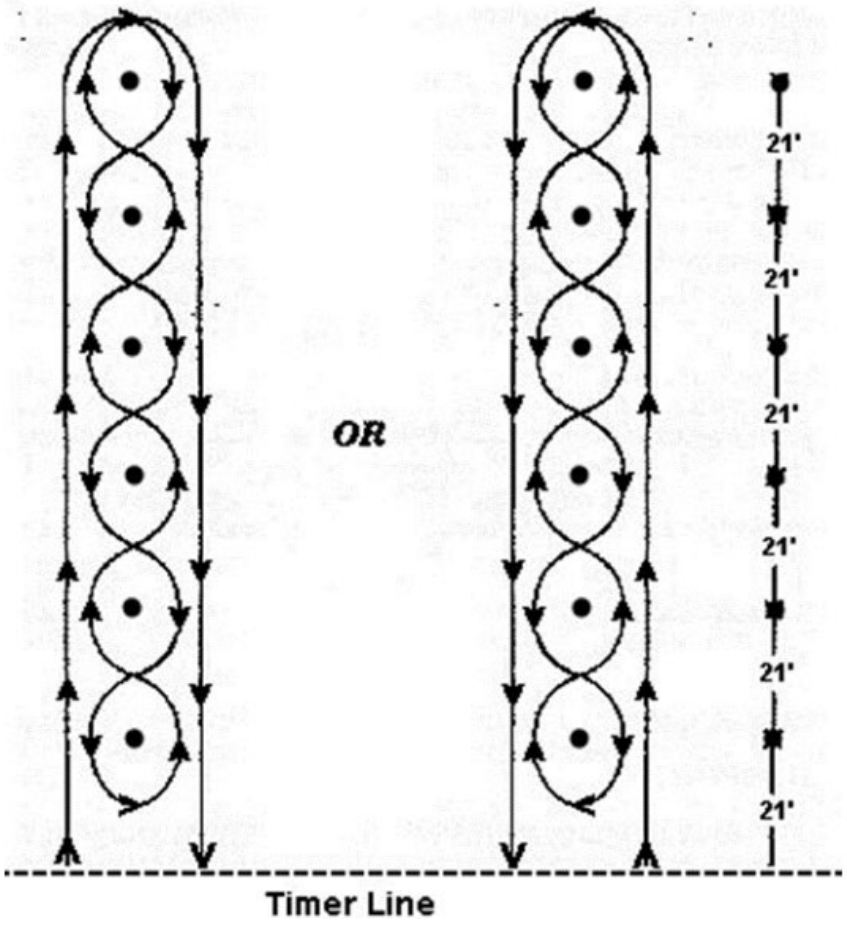
4. Knocking over any of the poles or markers is a disqualification.

# Barrel Racing




STRAIGHTAWAY BARRELS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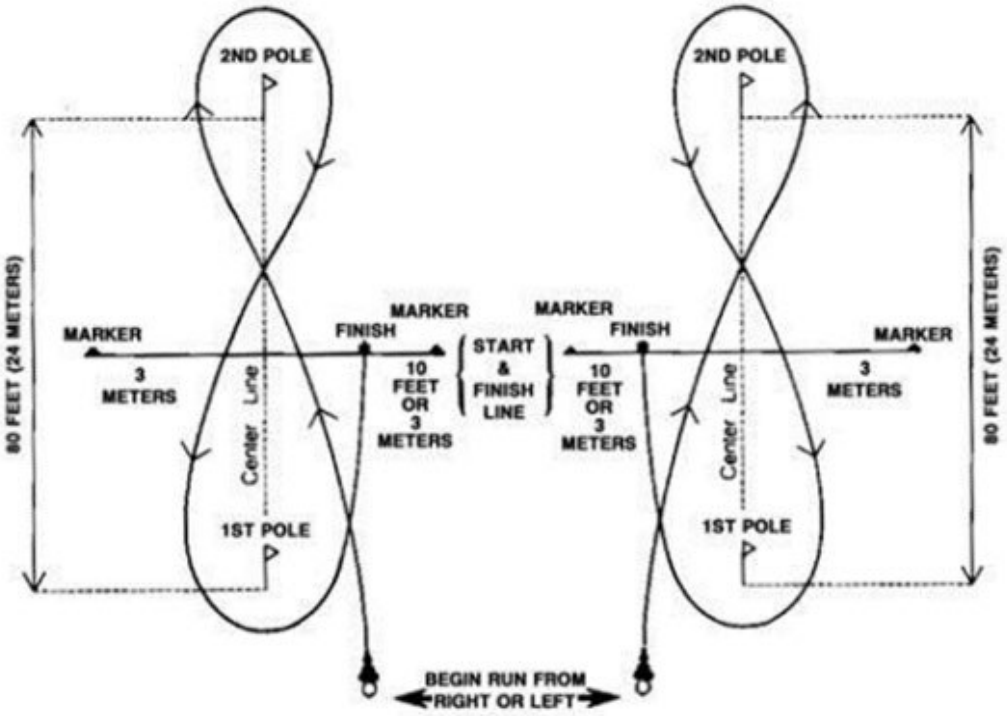
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1ST POLE
1ST POLE
BEGIN RUN FROM
RIGHT OR LEFT