



2025-2026 Rules & Guidelines

**The objectives of the Texas 4-H Horse Program
include providing means for 4-H members to:**

- 1) Acquire horsemanship and horse training skills.
- 2) Gain knowledge concerning science related subjects including horse production, management, training, evaluation and use.
- 3) Prepare for citizenship responsibilities and community service.
- 4) Develop leadership, initiative, self-reliance, sportsmanship, and other desirable life traits.

4-H Horse Point Show Dates for 2025-2026

January 24, 2026 - First Point Show
February 21, 2026 - Second Point Show
May 9, 2026 - Third Point Show

4-H Horse Fundraiser Dates for 2025-2026

To be determined

The Brazoria County 4-H Horse Advisory Committee (HAC) reserves to its leaders the final right to interpret all rules to settle and determine all matters, questions and differences in regard to, or otherwise arising out of, aligned with, or incident to the Brazoria County 4-H Horse Shows. The HAC reserves the right to pass judgment on such rules. If necessary, the HAC will give an on-the-spot decision that shall be accepted as final.

If you see an issue with the on-the-spot judgment you can protest such a decision. If for some reason you would like to protest the judgment you can see page 7 for more information.

The 4-H Horse Point Shows will be conducted according to the official rules of the 2025 edition of the Texas 4-H Horse Show Rules and Regulations, plus additional rules outlined here. It is the responsibility of the 4-H member and their parents to become familiar with the rules and to abide by them.

Horse Project Participation

To be considered a member of the Brazoria County 4-H Horse Project, individuals must meet the following requirements:

1. **Become a member of Brazoria County 4-H:** Members must have completed a 4-H membership profile on 4-H Online. Link to 4-H Online: <https://v2.4honline.com/#!/user/sign-in>
2. **Be enrolled with their Brazoria County 4-H Club:** To be eligible to participate in a 4-H Horse Point Show or other 4-H contests/events, each 4-H'er must be enrolled with his/her 4-H club. This will be determined by the County Extension Agent before each show.
3. **Galveston County 4-H Members:** Members enrolled in clubs of Galveston County 4-H are welcomed to participate in Brazoria County Horse Point Shows. Galveston County 4-H members will show alongside Brazoria County 4-H members and are required to fulfill all requirements to be eligible for end-of-year awards.
4. **Fort Bend County 4-H Members:** Members enrolled in clubs of Fort Bend County 4-H are welcomed to participate in Brazoria County Horse Point Shows. Fort Bend County 4-H members will show alongside Brazoria County 4-H members and are required to fulfill all requirements to be eligible for end-of-year awards.

4-H Horse Project Age Divisions

Members must compete in their appropriate age categories based on grade as of August 31, 2025.

Clover Kids: Kindergarten, Grades 1 and 2

Junior/Intermediate: Grades 3, 4, 5, 6, 7, and 8

Senior: Grades 9, 10, 11, and 12

Please Note: Due to a Texas 4-H rule, Clover Kids are NOT eligible to show at our 4-H Horse Point Shows, including Performance and Speed classes. However, they are able to participate in non-riding events. They can also still be members in the Brazoria County 4-H Horse Program, learn from other members, and participate in non-riding horse activities.

2025-2026 RULES UPDATES (as of 9/05/2025)

1. Office fee has been changed to one fee per show day
2. Books opening times have changed. Show start times have changed. Speed show will start at the conclusion of the performance show, no earlier than 1:00 PM
3. Invitational classes will be \$15 per class
4. Drill/Quad have been eliminated
5. Novice western pleasure has been eliminated (will run with age group)
6. Invitational classes must have a minimum of 3 participants to be held
7. Halter classes will be divided by horse sex and age based on number of entries.
8. Invitational Timed classes have been eliminated
9. Clover Kid Stick horse classes updated to include only cloverleaf barrels and pole bending
10. Show attire requirements have been updated to specify the requirement for button-down, collared or zippered performance shirts in Performance Classes
11. Show attire requirements have been updated to specify the requirement for button-down, collared shirts in Speed Classes
12. Protest fee increased to \$250
13. Sportsmanship expectations expanded to include visitors and trainers
14. Tie-breaker methodology for shows have been added
15. Contestants must display numbers on their backs only
16. Contestants will have 3 minutes to complete their run once their name has been called
17. The arena gate will remain closed during each run. Horses must stop in the arena during speed events
18. Stakes will be held as an exhibition only
19. Exhibition times have been updated
20. Mandatory sponsorship has been increased to \$150
21. Clarification on earning work points for each show (Performance and Speed) has been added
22. End of year awards changed to Top 5 per division/show
23. End of year awards tie-breakers will align with show tie-breakers
24. HAC meeting time moved to 6:00 pm

4-H Horse Point Show Requirements

1. **Horse Ownership/Lease Requirement:** Horses must be owned or leased 30 days prior to the first points show the horse will participate in. Documentation of this will need to be provided with horse validation (such as registration papers, bill of sale and/or lease agreement).
2. **Horse Validation:** The Horse Validation process for the horse that will be shown at a 4-H Horse Point Show must be completed 30 days prior to the first points show the 4-H member will participate in. ****Due to the delayed announcement of show days, validation for the 1st Point Show will be due by January 9th.**** It is encouraged that members validate any eligible horses that may serve as secondary horses in the case of unfortunate illness or death of the primary project horse. *Links for validation are inserted here.* Validation will include the three pictures of the horse (front, left side, and right side) along with the following:
 - a. **For Registered Horses –** registration papers front and back showing current owner of the horse
 - i. If current owner is not listed on the registration papers, a Bill of Sale showing current owner must be provided to demonstrate ownership of the horse
 - b. **For Grade Horses –** Bill of Sale showing current owner of the horse
 - c. **For horses that are leased,** the current lease agreement must also be submitted as part of the validation process
3. **Scholastic Eligibility (House Bill 72 “No Pass/No Play”):** Brazoria County 4-H Horse Point Shows are no longer requiring eligibility forms to be turned in for shows.
4. **Validation Requirements only for District and State 4-H Horse shows.** Each horse that is to be entered in the District and/or State 4-H Horse Shows (including any possible substitution horses and futurity projects) must meet the validation requirements set forth in the current year’s Texas 4-H Horse Show Rules and Regulations.
5. **Coggins Test:** This is a Texas Animal Health Commission ruling and is not negotiable. Effective January 1, 1997, all equines, regardless of origin, entering any show, fair and/ or exhibition must have a negative test for EIA conducted within the previous 12 months (Coggins or AGID test). A current copy of these test results will need to be submitted with validation.
6. **Other Documents Required by the First 4-H Point Show:** During the 4-H Online enrollment process, members should verify that they have completed the following:
 - a. Acknowledgment of Rules
 - b. Minors Release Acknowledgement and Consent

4-H Horse Point Show Registration, Fees, and Classes

1. **Show Registration Entries:** Show entry will be due by Wednesday at 4pm the week of the 4-H Horse Point Show via the online web-form found on the Brazoria County 4-H website. Any entry after Wednesday at 4pm, will be assessed a \$40 late fee. Fully signed paper entries with both participant and parent signatures can also be submitted to the 4-H Office by the deadline in lieu of submitting the web-form. Registration forms are found on the Brazoria County 4H Horse Project Website.
2. **Office Fee:** There will be a \$10 office fee per contestant per show day.

3. **Book Close and Show Times:**

- a. **Invitational and Performance:** Books open at 7:00 am. Books close at 8:00 am – Show Start at 9:00 am.
- b. **Stick Horse:** Books open at 11:30 am. Books close at 12:30pm and the show will start at the conclusion of the Performance Show.
- c. **Invitational Timed and Speed:** Books open at 11:30 am. Books Close at 12:30 pm, will not start before 1:00 pm.

4. **Class Fees:**

- a. **Qualifying Classes:** Flat fee of \$40 per horse/rider team
- b. **Invitational Classes:** \$15 per class
- c. **Special Needs:** \$10 per class
- d. **Exhibitions:** (To be run before each qualifying event) \$5 each
- e. **Stick Horse Events:** \$10 each

5. **Classes:**

a. **Performance Qualifying Classes**

- Showmanship
- Western Pleasure
 - Junior/Intermediate (Walk/Trot/Lope)
- Western Horsemanship

b. **Invitational Judged Classes (3 pre-registrations must be received for a class to be held):**

- Yearling Halter
- Halter Mares (by age classes Under 5 years and 5+ years; if under 10 horses ages will be combined)
- Halter Geldings (by age classes Under 5 years and 5+ years; if under 10 horses ages will be combined)
- Stock Horse Pleasure
- Reining
- Trail
- Hunter Under Saddle
- Hunt Seat Equitation
- Hunter Hack

c. **Speed Qualifying Classes**

- Cloverleaf Barrels
- Pole Bending
- Straight-away Barrels

d. **Special Needs Classes**

- Halter
- Western Pleasure
- Barrels

e. **Clover Kid Stick Horse Classes**

- Stick Horse Cloverleaf Barrels
- Stick Horse Pole Bending

4-H Horse Point Show General Rules and Regulations

1. **SAFETY IS OUR UTMOST RESPONSIBILITY!!!** Please bring any concerns regarding safety to the show office immediately so that it can be addressed. Concerns must also be emailed or presented in writing to the County Extension Office within **five** days after the show. Complaints will be reviewed by the County Extension Agent and other parties as deemed appropriate.
2. No two 4-H members may ride the same horse in the same class. Exceptions to this rule may be requested based on the Hardship Clause (see page 12).
3. Show attire is determined by the then current, Texas 4-H Horse Show Rules and Regulations guidelines, with the following exceptions:
 - a. Tank tops should not be visible during the Horse Show.
 - b. During Performance Classes, riders must wear a long-sleeved button-down collared or zippered collared performance shirt, along with a belt, and either a hat or helmet.
 - c. During Speed Classes, riders must wear a long-sleeved button-down collared shirt, belt, heeled boots. Outerwear can be worn during speed events runs.
 - d. Exhibitors must be fully attired while competing. Wearing a jacket, if the judge allows in cool weather, is permissible during Performance Classes. Fat Baby Boots are discouraged at 4-H Horse Shows.
4. Rules regarding appropriate bits and equipment can be found in the 2025 Texas 4-H Horse Show Rules and Regulations and is summarized in Appendix D. Please review to ensure that all equipment is within the rules. If there are any questions, please ask a 4-H Club Leader or HAC member for clarification prior to showing. (link to the State rules)
5. While helmets are not required, wearing a helmet is strongly encouraged.
6. The use of a small rubber band to aid in holding rider's boots in stirrups is allowed. However, any such aids deemed excessive, deemed by the HAC, will not be allowed at any time. No exhibitor may be tied, buckled, or fastened in the saddle in any manner or by any means. 4-H exhibitors need to be aware that this practice may or may not be allowed at District and State 4-H Horse Shows and train accordingly.
7. During the show, exhibitors, parents, and visitors are not allowed to approach a judge until after all judged events are done and performance overall awards have been announced, with a HAC Member present (if the judge is willing to answer any questions). Approaching a judge during the Point Show to discuss an exhibitor's performance will be considered a protest and will be subject to the rules regarding protests. See Rule #13 (Protests).
8. Small children that are not competing in the 4-H show will not be allowed in the alleyway, the back pens, or the arena.
9. Visitors will be the responsibility of the 4-H family they are with. If a visitor is warned more than once, it could result in the exhibitor being excused from the show. Please be conscious of anyone being brought to the show.
10. No dogs are allowed under the covered stands and arena. Failure to comply will result in a \$100 fine. If the fine is not paid within 30 days, it will result in a disqualification of the exhibitor for the respective show. If it is necessary to bring a dog to a horse show, the dog **MUST** be restrained on a leash at all times and stay at the trailers. The only exception will be Trained Service dogs; however, an owner may be asked to leave if the service dog becomes disruptive or poses a direct threat to the health and safety of others. For example, if a service dog barks repeatedly or growls at others.

11. Judges for 4-H Horse Point Shows shall be determined by the Brazoria County 4-H HAC Performance Committee. A maximum of \$400 will be allowed for judges for each show. A copy of 4-H rules will be sent to all judges by the County Extension Agent. All patterns will be sent to the Brazoria County 4-H Extension Office and the Performance Chair.

12. **Protests:** All protests must be filed in writing, accompanied by a \$250 cash fee, during or immediately upon conclusion of the event. If the protest is upheld by the Protest Committee, the deposit shall be refunded to the protester. If the protest is overruled, the deposit shall be forfeited. The Protest Committee will be composed of leaders from each 4-H Club with Horse Project participants. The “one vote per member” voting policy will be exercised by the Protest Committee in making decisions. Protests on year-end awards must be made at the conclusion of the banquet.
We will NOT be posting placings.

13. Points shall be accumulated in this manner for participation in Qualifying Classes:

Contestants Per Class	1st Place	2nd Place	3rd Place	4th Place	5th Place	6th Place	7th Place	8th Place	9th Place	10th Place
1	1									
2	2	1								
3	3	2	1							
4	4	3	2	1						
5	5	4	3	2	1					
6	6	5	4	3	2	1				
7	7	6	5	4	3	2	1			
8	8	7	6	5	4	3	2	1		
9	9	8	7	6	5	4	3	2	1	
10	10	9	8	7	6	5	4	3	2	1

14. In case of death, injury, or illness of a 4-H member's Primary Project Horse:

- The 4-H member may use a secondary, eligible, and validated horse providing a certified, dated letter from a veterinarian stating that the Primary Project Horse is unable to perform at the 4-H Horse Point Show in question. The letter from the veterinarian must be submitted to the HAC and County Extension Agent within 7 business days of the 4-H Horse Point Show in question. Once this is complete and approved the secondary horse may acquire points at said show.
- In the event that the Primary Project Horse is still unable to perform at future 4-H Horse Point Shows, a new certified, dated letter from a veterinarian will need to be provided following the same process in 15a) for the secondary horse to be used and points be acquired.
- In the event of the death of the Primary Project Horse, the 4-H Member may substitute the primary horse, upon validation, and veterinarian note, with a secondary horse with approval from the voting body of the HAC as outlined in the

Horse Advisory Committee of Brazoria County Bylaws.

15. At each 4-H Horse Point Show, awards will be given for class placings and overall Top 5 high point exhibitors in each division (Performance & Speed) and age group (Jr./Int. & Sr.). Special Needs and Clover Kids showing in their respective classes will also receive participation awards.
16. When an exhibitor, exhibitor's parent, exhibitor's visitors, exhibitor's trainer, or leader is guilty of poor sportsmanship, the Brazoria County 4-H Office Representative may suspend such exhibitor's rights to participate in future classes and/or shows for such a period as deemed appropriate. This includes instances of animal abuse (deemed so by the HAC).
17. When an exhibitor, exhibitor's parent or guardian, leader, or other attendee of a Horse Project activity displays poor sportsmanship, complaints must be emailed or presented in writing to the County Extension Office within five (5) days after the show. Complaints will be reviewed by the County Extension Agent and other parties as deemed appropriate. The Texas 4-H Rules of Conduct will be followed.
18. The 4-H Volunteer code of conduct must be reviewed and signed annually by all Horse Advisory Committee Members. It is available online and required from all 4-H members who sign up to volunteer.
19. Tiebreakers (Overall): Break ties as follows: 1) placing in greater number of classes within the division; 2) greater number of horses placed over in all classes within the division; 3) times from all classes will be totaled with the lowest total prevailing. No-times in speed classes will receive a time of 99 seconds.

4-H Horse Point Show Performance Rules

1. No contestant's name shall be called during the judging on performance events. Contestants shall be identified by numbers.
2. Contestants must display their numbers on their backs for performance events or the rider will be disqualified for the class where it is not displayed.
3. A member can enter an individual horse in only one Western Pleasure Class.
4. No stallions shall be allowed on show grounds on the day of the show, unless competing in the yearling halter class.
5. Invitational classes do not count in accumulating points for the Top 5 Awards. Junior/Intermediate and Senior members will both compete in the same invitational class unless age breaks are designated.
6. If a member has two or more halter horses entered in the yearling halter class, he/she may have another member of the Brazoria County 4-H Horse Project show one of his/her horses for him/her.

4-H Horse Point Show Speed Rules

1. Contestants will be called by name for all speed events. Once the rider's name is called, they have 3 minutes to complete their run or they will receive a "no time" for the class.
2. The arena gate will remain closed during each run.
3. Contestants will enter and exit through the alleyway, unless advised otherwise.
4. Exhibitions will run before each speed event. Stakes Race will be exhibition only. Tickets for exhibitions must be pre-purchased in office prior to run.
5. Exhibitions will be run for up to 30 minutes for Cloverleaf Barrels, up to 30 minutes for Pole Bending, and 15 minutes for Straights Race, and 15 minutes for Stakes Race. Exhibitors should be in line waiting to run. No new tickets will be accepted and the line will be closed 10 minutes prior to the end of exhibition time.
6. During the exhibitions the alley way must remain clear.
7. Participation in exhibitions is not required, recorded, or put towards points for awards; it is strictly practice.

4-H Horse Point Show Special Needs Classes

1. **Participation:** Any 4-H member who requires assistance or accommodation to participate in the 4-H Horse Point Shows will enter the Special Needs classes. Special Needs participants may not cross entry in other classes.
2. **Accommodations:** Any accommodations required for participation need to be communicated to the 4-H Extension Office (via Cassidy Smolik) and the HAC (via bc4hhac@gmail.com) at least ten (10) days prior to the show. Please provide specific needs so that the HAC can facilitate the participation of our Special Needs members.

3. **Awards:** Classes will not be judged/timed. Awards will be based on participation in each class. Sponsorship (\$125/member) and participation (three of four point shows) are required for eligibility for end-of-year awards.

4-H Horse Point Show End-of-Year Awards Program

1. **Participation:** To be eligible for End-of-Year awards, a 4-H horse/rider team must show in **three out of four** 4-H Horse Point Shows **and** secure a sponsorship.
2. 4-H Horse/rider team must participate in three of the four performance shows to be eligible for End-of-Year performance awards.
3. 4-H Horse/rider team must participate in three of the four speed shows to be eligible for End-of-Year speed awards.
4. Attendance at Performance shows and Speed shows cannot be combined to qualify for year-end awards.
5. **Mandatory Sponsorship:** Each 4-H member must secure and submit sponsorships of at least \$150 to be eligible for End-of-Year awards. Sponsorship forms are available on the Brazoria County 4-H website – please use the current year's form. **Sponsorship money will be due to the show secretary or Brazoria County 4-H Office before the exhibitor's first competitive class at the Third Horse Point Show held.** Sponsorship money may be turned in late at the Fourth Horse Point Show but must include a \$50 late fee. You can turn any amount over the \$150 at any time but the amount turned in after June 1st will not count towards Sponsorship awards.

Sponsorship funds support our ENTIRE 4-H Horse Project! Without these funds, we would not be able to put on four horse shows, two play days, and end-of-year awards. Funds are used for ribbons and high-point trophies, insurance coverage, arena rental, tractor drivers, judges, equipment (barrels, timers, poles, trailer, etc.), and everything else that goes into a successful and vibrant 4-H Horse Project. Although the minimum requirement is \$150 at the Third Horse Point Show, we welcome any additional sponsorship funds at any time throughout the year.

6. **Work Points:** Each contestant is required to accumulate two work points for each division (Performance and Speed) they compete in per show to be eligible for End-of-Year awards. Members must sign up the day of the show prior to book close. Work points may be satisfied by the contestant, his/her parents, associated friends, relatives, or kindly benefactors! **Don't Forget!!** Please note, Jr./Int. 4-H members are not allowed to work within the arena due to safety concerns but can fulfill work point requirements with other responsibilities outside of the arena.
 - A. **For example, a contestant competing in both the Performance and Speed shows will need to complete two work points during the Performance show and two work points during the Speed show.**
7. **Awards:**
 - A. End-of-Year Awards based on total points accumulated from four 4-H Horse Point Shows: Top 5 Awards for Jr./Int. and Sr. Speed and Jr./Int. And Sr. Performance participants. These awards may include saddles, belt buckles, or other awards if funds permit.
 - B. Invitational Event Awards: Appropriate awards will be given to participants in the invitational classes based on available funds and overall participants in those classes.
 - C. Special Needs Events: Appropriate awards will be given to participants based on available funds.
 - D. Sponsorship Awards: Depending on availability of funds, awards are given to 4-Hers who bring in sponsorship funds totaling \$300 or more. We encourage members to reach out to

family members, friends, local businesses, and other individuals for support of our 4-H Horse Project!

20. **Tie Breakers:** Tie breakers will be based on 1) placing in greater number of classes within the division; 2) greater number of horses placed over in all classes within the division; 3) times from all classes will be totaled with the lowest total prevailing. No-times in speed classes will receive a time of 99 seconds.
8. **Perseverance Award:** This Award will be presented at the 4-H Awards Banquet if warranted. Each club may nominate up to two 4-H members by writing a small essay explaining why that 4-Her should be chosen. A final voting on Perseverance Award will be made before the Awards Program. Awards nominations must be received by the HAC before by May 31st.
9. **Sportsmanship:** To be nominated by their peers at each show. The award will be presented at the end of Brazoria County 4-H Horse Point Show.
10. **Senior Scholarships:** To recognize the achievements of our 4-H Horse Project Seniors, the HAC strives to recognize graduating seniors with scholarships with an amount depending on availability of funding. The graduating senior must be an active member of the Brazoria County 4-H Horse Project in good standing with their club for the past two years, and be eligible for End-of-Year Awards. Scholarship application forms can be found on the Brazoria County 4-H website and are due via e-mail to bc4hhac@gmail.com by May 16th.
 - a. Scholarship recipients will be required to write a speech about their 4-H experience to be shared at the End-of-Year Awards Program.

4-H Horse Advisory Committee (HAC)

1. All are welcome and encouraged to support the Brazoria County 4-H Horse Project! This includes 4-H Horse Project member's family, friends, and other interested individuals who support the mission and purpose of the 4-H Horse Project.
2. The HAC will meet on the 3rd Wednesday of every month at 6:00 pm; other meetings are scheduled on an as-needed basis. Please check the Brazoria County 4-H and Brazoria County 4-H Horse Project Facebook pages to verify dates of meetings. Individuals do not need to be an HAC member to attend the HAC meetings. ALL 4-H Horse Project member parents are encouraged to attend these meetings.
3. **Hardship Clause:** The HAC has the authority to rule if a hardship exists or to clarify any situation that may arise that is not specifically covered by these rules. If such an event occurs, the 4-H member must notify the 4-H County Extension Office in writing providing information on the hardship/situation and the resolution being requested. The HAC will review the provided information, requesting additional information, if needed, and make a decision. Special situations may be considered under the hardship clause. Exhibitors must contact the county agent regarding hardship situations before the show deadline.
4. Financial year for Brazoria County 4-H Horse Project will be from September 1st through August 31st. HAC leaders will also serve September 1st through August 31st.

2025 – 2026 Brazoria County 4-H Horse Advisory Committee (HAC) Leaders

Chair Person: Grant Coffman	Co-Chair Person: Natalie Hoelscher	Social Media: Haley Biggers and Typhany Smithey
Show Secretary: Tonya Young	Treasurer: Katrina Reno	Speed / Invitational Speed Committee: Haley Biggers
Banquet/Awards Committee: Tonya Young and Typhany Smithey	Performance / Invitational Judged Committee: Lauree Walker and Amber Elliot	County Extension Agent: Cassidy Smolik
	Fundraising Chairman: Typhany Smithey	



Appendix B
Stock Horse Pleasure
(Texas State 4-H 2025 Rules and Regulations)

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 uncadenced 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.



Appendix C **Patterns**

Reining Patterns #1-10

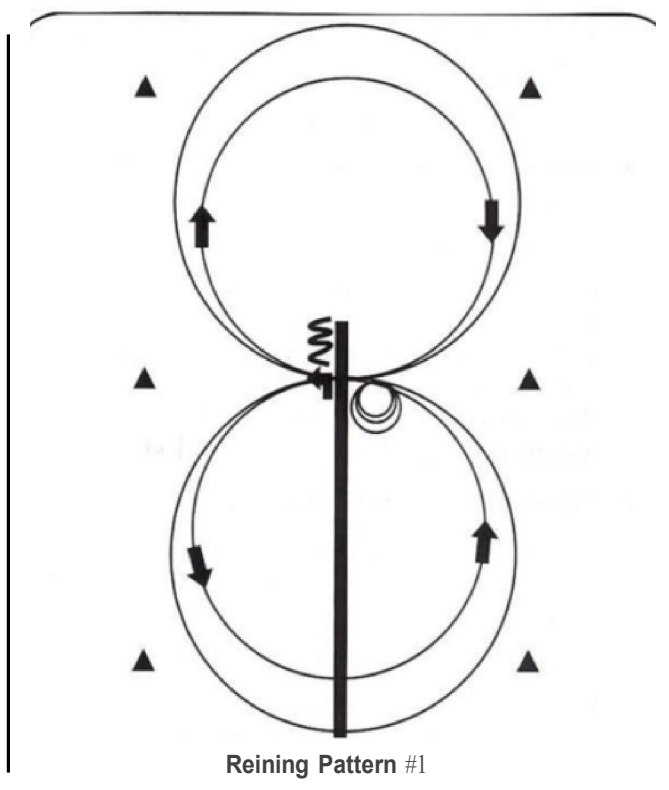
Cloverleaf Pattern

Pole Bending

Stakes Race

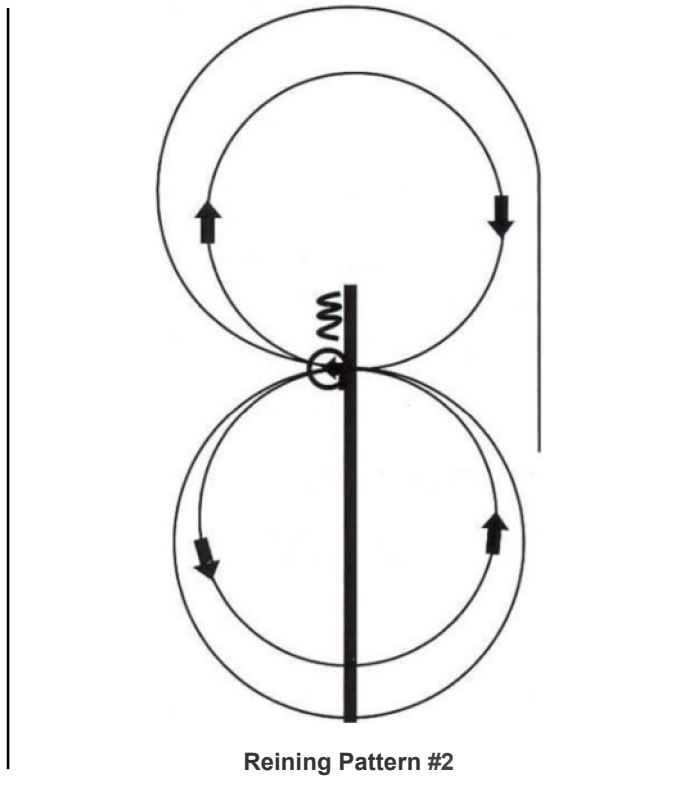
(These patterns are set by
Texas State 4-H 2025 Rules and Regulations)

Reining Pattern #1



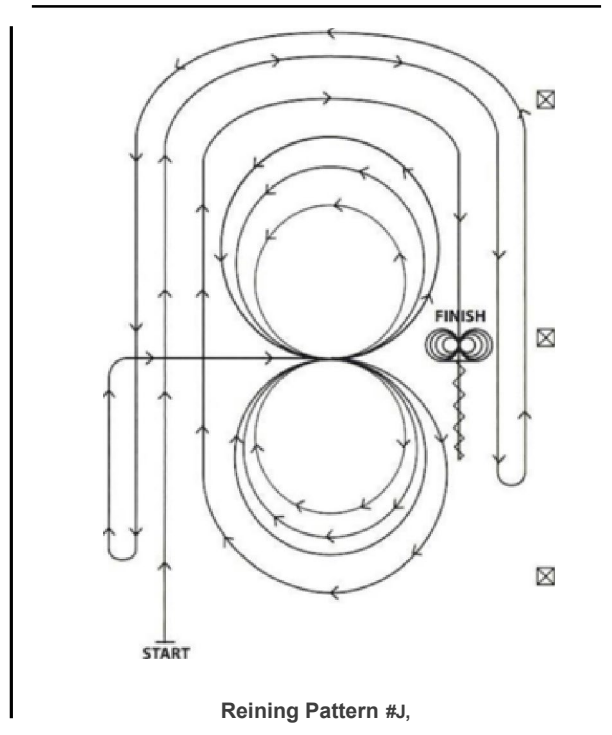
1. Run down center of arena past center marker, stop and back up.. Hesitate.
2. Make a quarter turn to the left.
3. Lope a large, fast circle to the right, followed by a small, slow circle to the right. Change leads.
4. Lope a large, fast circle to the left, followed by a small, slow circle to the left.
5. Stop.
6. Complete four spins one direction. (Choose to spin four times to either the left or the right, your choice.)
7. Pattern complete. Exit the arena.

Reining Pattern #2



1. Run down center of arena past center marker, stop and back up. Hesitate.
2. Do four and one-quarter spins to the left.
3. Lope a small, slow circle to the left, followed by a large, fast circle to the left. Change leads.
4. Lope a small, slow circle to the right.
5. Begin a large, fast circle to the right, but do not close circle.
6. Run straight down the right side of the arena past center marker and stop.
7. Pattern complete. Exit the arena.

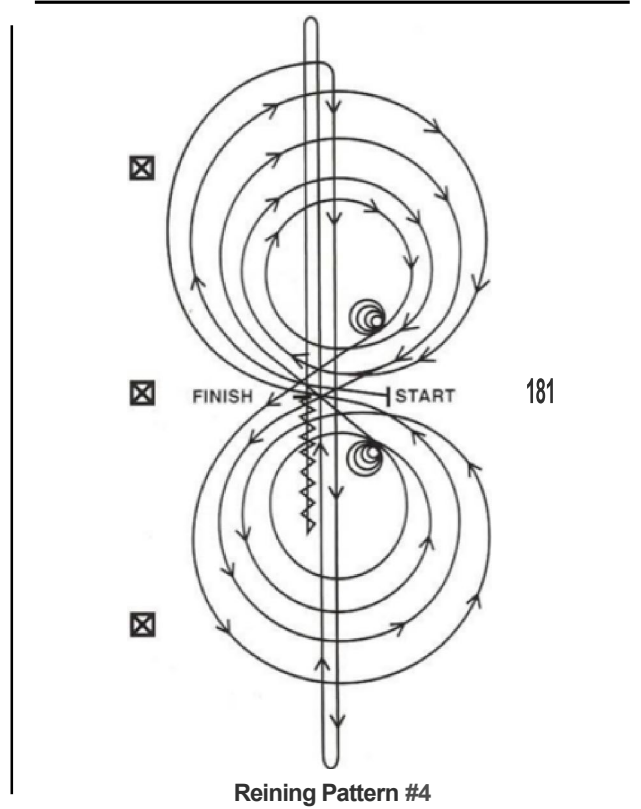
Reining Pattern #3



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

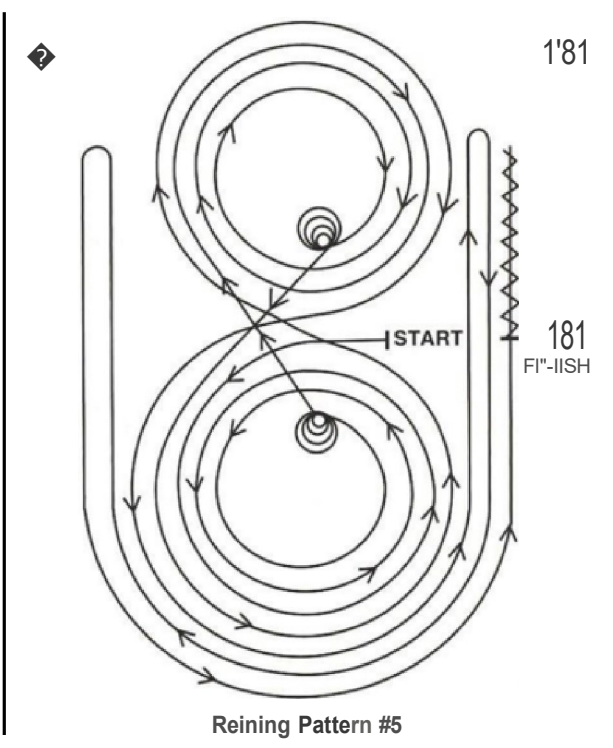
Begin at the center of the arena facing the left wall or fence.

Reining Pattern #4



1. Beginning on the right lead, complete three circles to the right the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker, and do a right rollback - no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker, and do a left rollback - no hesitation.
8. Run past the center marker, and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate to demonstrate completion of the pattern.

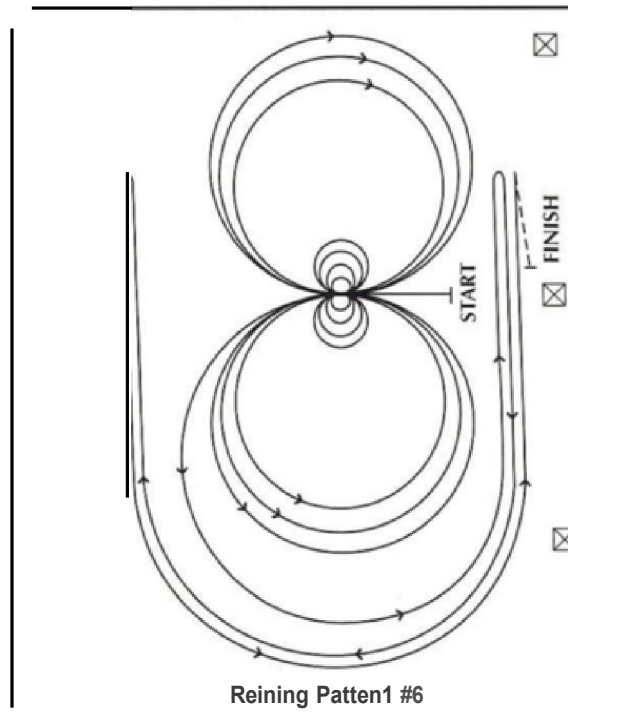
Reining Pattern #5



Begin at the center of the arena facing the left wall or fence.

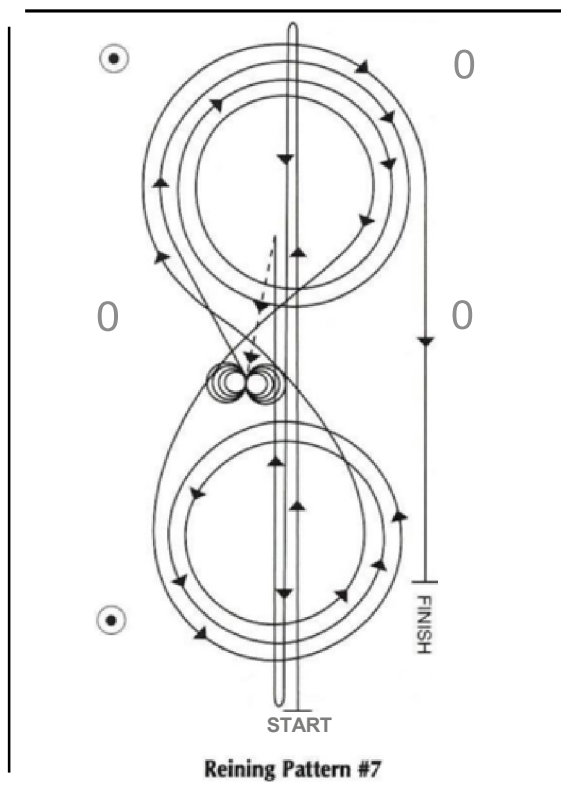
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four S1Pins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four S1Pins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker, and do a right rollback at least 20 feet from the wall or fence - no hesitation.
7. Continue around previous circle to the right, but do not close this circle. Run up the left side of the arena past the center marker, and do a left rollback at least 20 feet from the wall or fence.
8. Continue back around previous circle to the left, but do not close this circle. Run up the right side of the arena past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

Reining Pattern #6



1. Walk to the center of the arena; the horse should be facing the left wall or fence.
2. Complete four spins to the right.
3. Complete four spins to the left.
4. Beginning, on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
6. Begin a large fast circle to the left, but do not close this circle. Run up the right side of the arena past the center marker, and do a right rollback at least 20 feet from the wall or fence - no hesitation.
7. Continue back around the previous circle to the right, but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet from the wall or fence - no hesitation.
8. Continue back around the previous circle to the left, but do not close this circle. Run up the right side of the arena past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate, to demonstrate a completion of the pattern.
9. The bridle may be dropped at the judge's discretion.

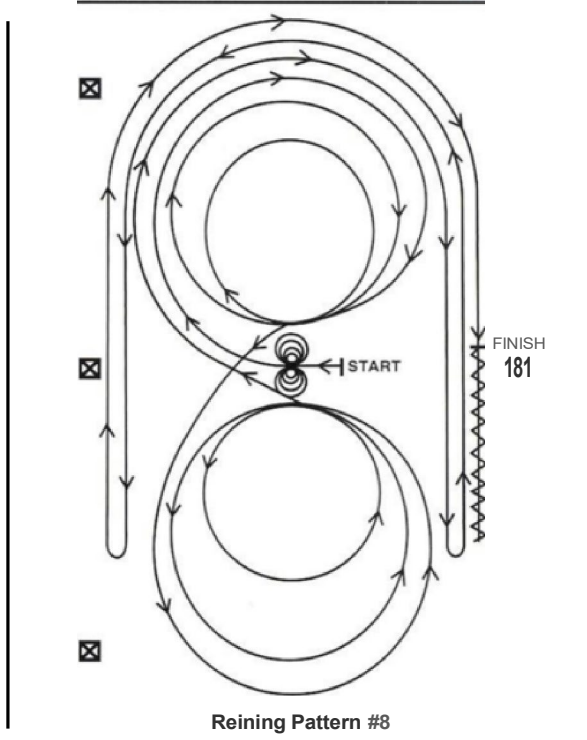
Reining Pattern #7



The judge shall indicate with markers on the arena fence or wall the length of the pattern. Markers within the area of the pattern are permitted.

1. Run with speed to the far end of the arena past the end marker, and do a left rollback. Do not hesitate.
2. Run to the opposite end of the arena past the end marker, and do a right rollback. Do not hesitate.
3. Return past the center marker of the arena, do a sliding stop and back straight to the center of the arena. Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left. Hesitate.
6. Beginning on the right lead, complete three circles to the right, the first two circles large and fast, the third circle small and slow. At the center of the arena, change leads.
7. Complete three circles to the left, the first two circles large and fast, the third circle small and slow. At the center of the arena, change leads.
8. Begin a large fast circle to the right. Do not close this circle, but run straight down the side of the arena past the center marker, and do a sliding stop approximately 20 feet from the wall or fence. Hesitate, to demonstrate the completion of the pattern.
9. The bridge may be dropped at the judge's discretion.

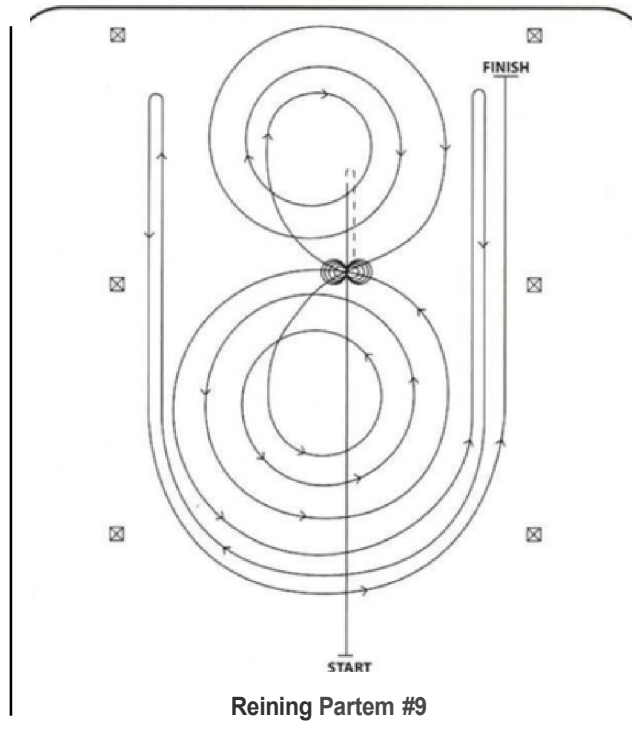
Reining Pattern #8



Begin at the center of the arena facing the left wall or fence.

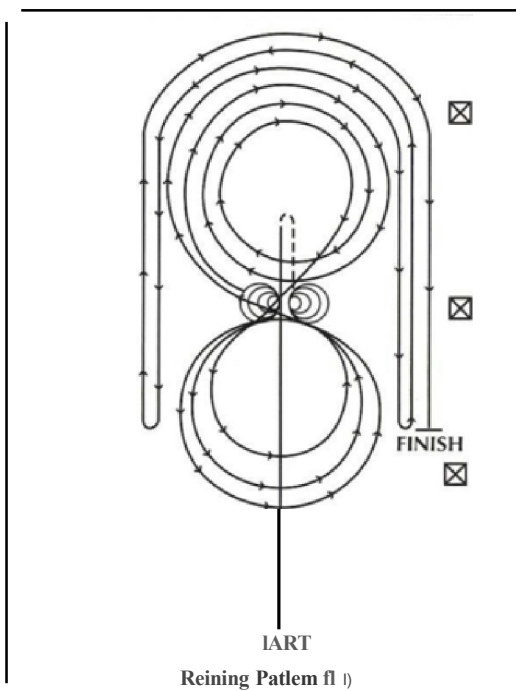
1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin in a large fast circle to the right, but do not close this circle. Run straight down the right side of the arena past the center marker, and do a left rollback at least 20 feet from the wall or fence - no hesitation.
6. Continue back around the previous circle to the left, but do not close this circle. Run down the left side of the arena past the center marker, and do a right rollback at least 20 feet from the wall or fence - no hesitation.
7. Continue back around the previous circle to the right, but do not close this circle. Run down the right side of the arena past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Reining Pattern #9



1. Run past the center marker, and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate.
2. Complete four spins to the right
3. Complete four and one-quarter spins to the left, so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large, fast circle to the left, but do not close this circle. Run up the right side of the arena past the center marker, and do a right rollback at least 20 feet from the wall or fence - no hesitation.
7. Continue back around the previous circle to the right, but do not close this circle. Run up the left side of the arena past the center marker, and do a left rollback at least 20 feet from the wall or fence - no hesitation.
8. Continue back around previous circle to the left, but do not close this circle. Run up right side of the arena past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate to demonstrate completion of the pattern.

Reining Pattern #10



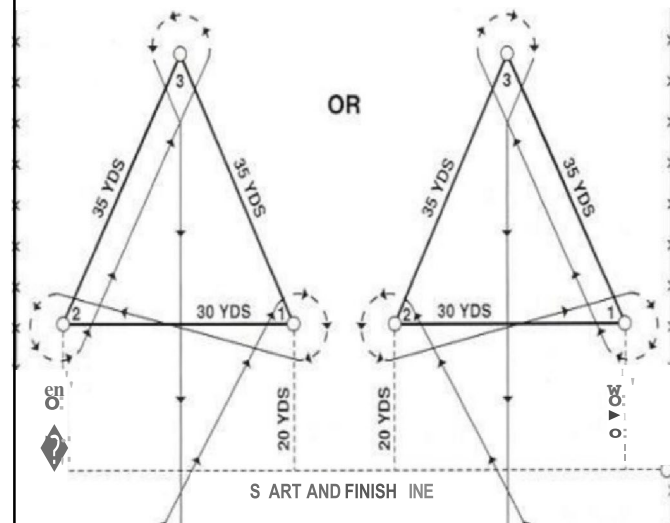
1. Run past the center marker, and do a sliding stop. Back up to the center of the arena or at least 10 feet.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left, so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, and the next two circles large and fast. Change leads at the center of the arena.
6. Begin in a large fast circle to the right, but do not close this circle. Run down the right side of the arena past the center marker, and do a left rollback at least 20 feet from the wall or fence - no hesitation.
7. Continue back around the previous circle to the left, but do not close this circle. Run down the left side of the arena past the center marker, and do a right rollback at least 20 feet from the wall or fence - no hesitation.
8. Continue back around the previous circle to the right, but do not close this circle. Run down the right side of the arena past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate, to demonstrate a completion of pattern.
9. The bridle may be dropped at the judge's discretion.

Barrel Racing

1. Failure to follow the pattern is a **Disqualification**, backing is considered a broken pattern.
2. Knocking over a barrel shall carry a 5 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 show officials to fit the arena. Remember to leave adequate space between the barrels and the arena fence (approximately 20 feet), and set the course to allow ample room for stopping.
4. The barrel racing contest is strictly a timed event. An electric timer should be used for official time. If one is not available, the average time of at least two watches will be the official time.
5. In the event of a tie, the horse declared the winner in the runoff must run the pattern in not more

than two seconds more than its original time, or the runoff must be held again.

6. 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.
7. 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 exhibitor makes the same left turn around this barrel.
8. As soon as the turn is completed around the third barrel, the exhibitor sprints the horse to the finish line.
9. 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 this barrel, then to barrel number 1, turning to the right, then to barrel number 3, turning to the right, followed by the final sprint to the finish line. (See barrel racing pattern.)
10. An exhibitor touching a barrel with hand or body is NOT a disqualification.



Barrel Radng

Pole Bending

1. The pole bending pattern is to be run around six poles. The poles are to be 21 feet apart, with the first pole 21 feet from the starting line.
2. A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly (see the Pole Bending diagram).
3. Failure to follow the pattern shall cause **Disqualification**, Backing is considered a broken pattern
4. Knocking over a pole shall carry a 5 second penalty.
5. Pole bending is a timed event. Each contestant will begin from a running start. A clearly visible starting line should be provided. An electric timer should be used when possible. Otherwise, at least two watches should be used with the average time of the watches to be the official time.
6. In the event of a tie, the horse declared the winner in the runoff must run the pattern in no more than 2 seconds more than its original time, or the runoff must be held again.
7. It is recommended that all poles have at least a 14-inch base.
8. Touching a pole with hand or body is NOT a disqualification.

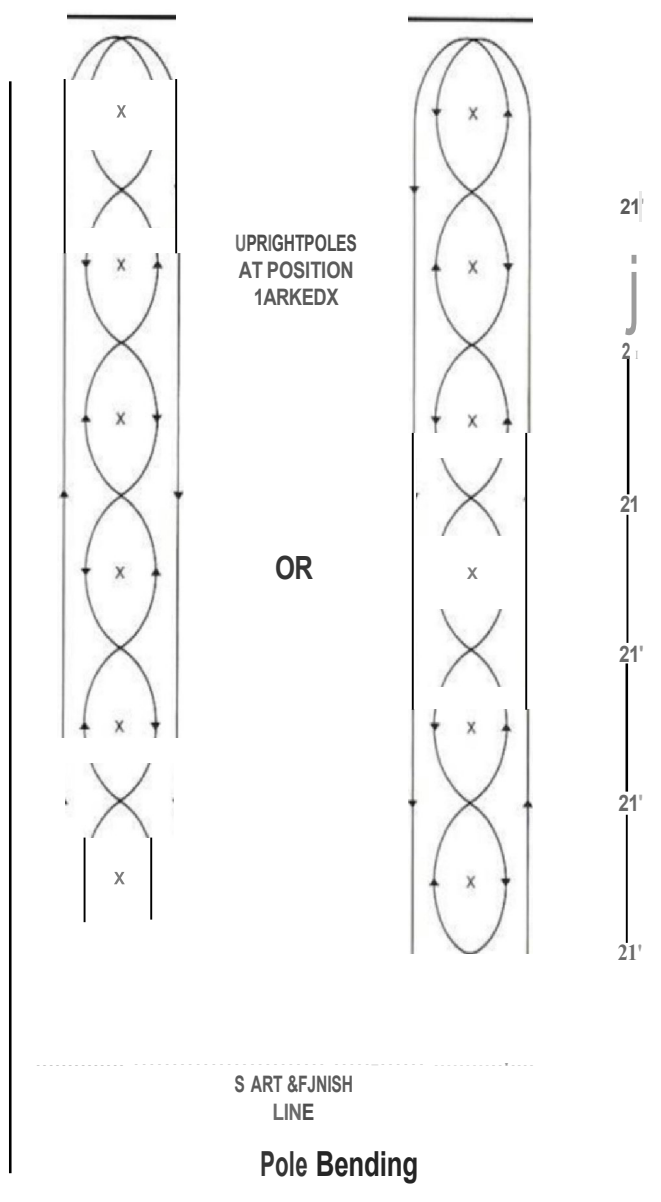


Diagram illustrating the layout of a Stake Race. The race is conducted on a track defined by two poles (1st Pole and 2nd Pole) and a center line. The track is 80 feet (24 meters) wide. The distance between the poles is 30 feet (9 meters). The race starts at the 1st Pole and proceeds to the 2nd Pole, then returns to the 1st Pole. The race is divided into two sections, each 30 feet (9 meters) long. The first section is labeled "10 FEET OR 3 METERS" and the second section is labeled "3 METERS". The race begins at the 1st Pole, marked "BEGIN RUN FROM". The race ends at the 2nd Pole, marked "FINISH".

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Appendix D Bits & Equipment

Bits and Equipment

Texas State 4-H Horse Show Rules and Regulations

NOTE: Rules and regulations regarding 2-year old and 3-year old futurity classes offered at District and State have been removed from these slides, please see full information on the State 4-H Horse Show website.

Snaffle Bit

A bit where the headstall, keeper and reins all attach to one ring and are free-moving

Uses direct pressure, not leverage

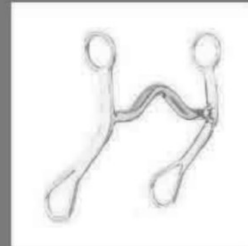
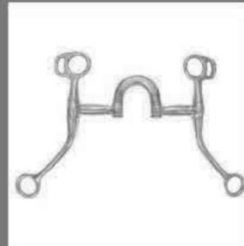


Curb Bit

A bit where the headstall, curb chain and reins attach at different locations



Uses leverage



Western Performance Classes

Legal Bits

Curb



Spade

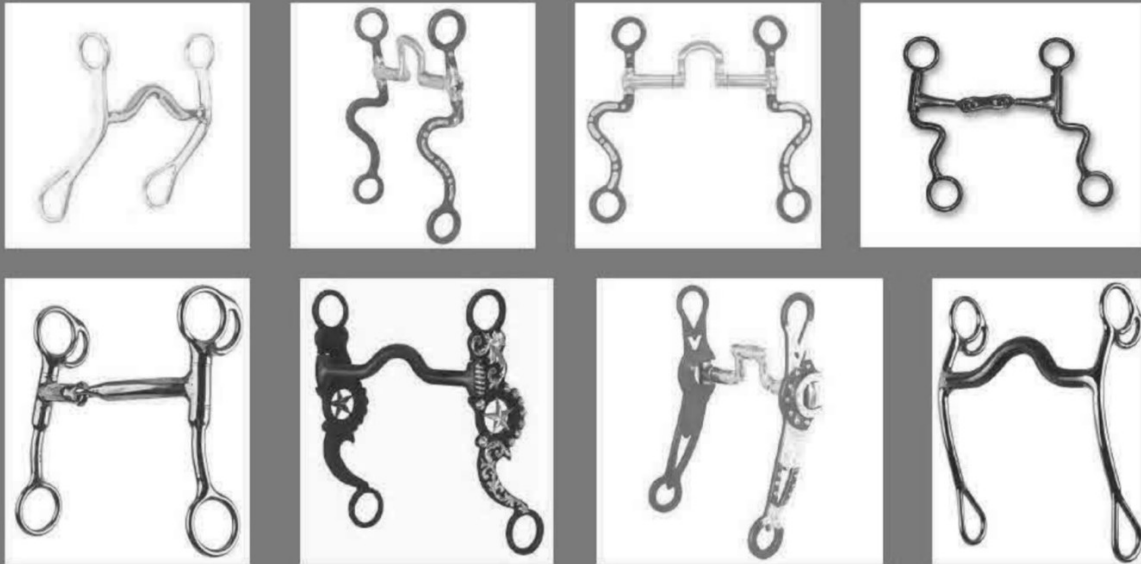


Half-breed



Western Performance Classes

Legal Bit Examples



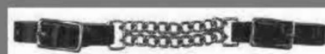
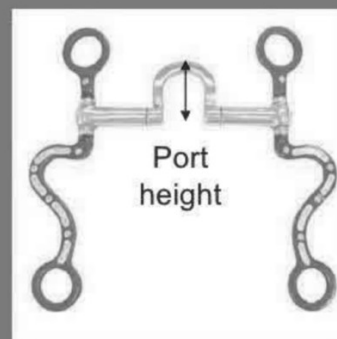
Western Performance Classes

Curb bits

Shanks no longer than 8½" (total of upper and lower shank)

Port no higher than 3"

Curb chains and straps at least ½" wide and lie flat



Western Performance Classes

Curb bits

Mouthpieces

Round, oval or egg shaped

Smooth and unwrapped metal of 5/16" to 3/4" in diameter
measured 1" from the cheek

Nothing may protrude below mouthpiece

(ex: extensions or prongs)

May be 2 or 3 pieces

3 piece connecting ring of 1 1/4" or less in diameter, or a
connecting flat bar of 3/8" or 3/4" (top to bottom) with a
maximum length of 2" which lies flat in mouth is acceptable

Western Performance Classes

Illegal Equipment Snaffles



Western Performance Classes

Illegal Equipment
Bosal



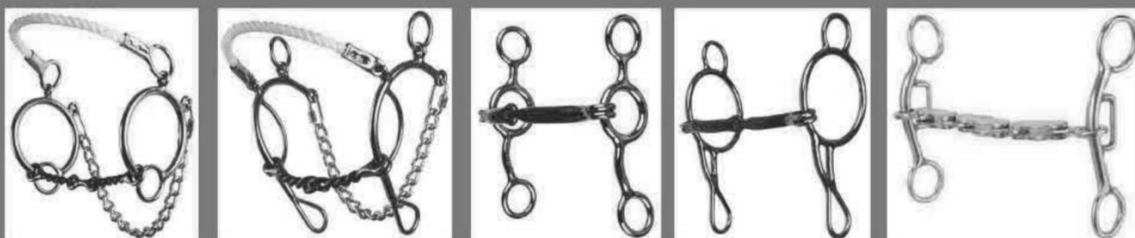
Western Performance Classes

Illegal Equipment
Mechanical hackamore



Western Performance Classes

Illegal Equipment Gag bits



Western Performance Classes

Illegal Equipment Prong Bits



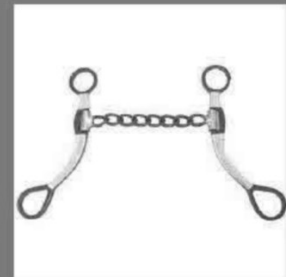
Western Performance Classes

Illegal Equipment
Excessive Port



Western Performance Classes

Illegal Equipment
Twisted mouthpieces



Western Performance Classes

Illegal Equipment

Martingale



Tie down



Noseband



Western Performance Classes

Illegal Equipment

Draw reins



Western Performance Classes

Illegal Equipment Protective boots and leg wraps



Not allowed in halter, showmanship, western pleasure, western riding or trail

Timed Event Classes

Western-type equipment
must be used

Mechanical hackamore,
gag bit or other bridle is
contestant's choice

Tie downs are legal



Hunter Performance Classes

Legal Equipment

Snaffle



Kimberwick



Pelham



Full bridle



Note: Pelham bits and Full bridles must be used with two sets of reins.

Hunter Performance Classes

Legal Equipment

Cavesson noseband
(mandatory)



Breastplate
(optional)



Hunter Performance Classes

Mouthpieces

Nothing may protrude below mouthpiece

Solid and broken mouthpieces must be between 5/16" to 3/4" diameter

May be inlaid, synthetic wrapped, including rubber or plastic or incased, but must be smooth

On broken mouthpieces only, connecting rings of 1 1/4" or less in diameter or connecting flat bar of 3/8" to 3/4" (top to bottom) with max length of 2" which lie flat in mouth are acceptable

Snaffle bit rings no larger than 4"

Any bit with fixed rein requires curb chain

Curb chain must be at least 1/2" in width and lie flat

Hunter Performance Classes

Legal mouthpieces

Smooth round

Slow twist

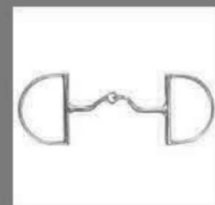
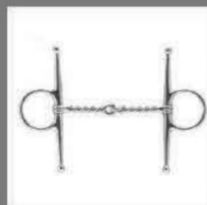
Corkscrew

Single twisted wire

Double twisted wire

Straight bar or solid

Maximum 1 1/2" port



Hunter Performance Classes

Illegal Equipment

Protective boots and leg wraps



Exception: boots or leg wraps are legal in open jumping

Resources

<http://www.avilaproshop.com>

<http://www.bitandbridleshop.com>

<http://www.davismanufacturing.com>

<http://www.greenrivertack.com>

<http://www.horsetackinternational.com>

<http://www.hought.com>

<http://www.kyhorse.com>

<http://www.rein-aid.com>

<http://www.tackranch.com>

<http://www.tackroominc.com>

<http://www.thinklikeahorse.org>

Hunter Performance Classes

Illegal Equipment
Draw reins



Hunter Performance Classes

Illegal Equipment
Mechanical hackamore



Hunter Performance Classes

Illegal mouthpieces

Cathedral bits

Donut bits

Prong bits

Rough or sharp edges

Square stock, metal wrapped

Polo bits

Hunter Performance Classes

Illegal Equipment

Martingales

(not allowed in flat classes or hunter hack)

