



# 2021 Nueces County Junior Livestock Show

## Horse Show Rules and Regulations

Supplement to the 2021 Nueces County Junior  
Livestock Show Rule Book

NCJLS Horse Show 2021

## NCJLS Rule Book; pages 67 – 70

**HORSE**

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**RULES: HORSES**

1. **ENTRY REQUIREMENTS:** In accordance with item 1 of the General Rules, the horse entered shall be approved by the exhibitor's supervisor as to complete eligibility. Should the entry be determined ineligible, the entry fee will not be refunded.

**2. ELIGIBILITY OF PARTICIPANTS:**

a. The exhibitor must manage at least one horse of any age or breed as a horsemanship project. The horse must be owned by the member, member's parents, brother, sister, grandparent or guardian by October 31, 2020. This horse must be under management of the exhibitor by October 31, 2020.

b. The horse must be owned and certified as a 4-H, FFA or FCCLA project.

3. **Age Groups:** Exhibitors will be divided into Junior Classes, age 13 and under as of August 31, 2020 and Senior Classes, age 14 and over as of the date. (See General rule #3 for age requirements)

**4. ENTRY DEADLINE:**

a. Validation Entries Must be turned into the Nueces County Junior Livestock Show Office along with proof of ownership (October 31, 2020) by the NCJLS entry deadline, October 23, 2020. An exhibitor may validate as many horses as they wish. **There is a \$10.00 validation fee per exhibitor**, no matter how many horses are listed by that individual.

b. Exhibitors **MUST** sign NCJLS Entry form verifying they have received a copy of the NCJLS Horse Show Rule Book.

c. Class entries must be postmarked by December 1, 2020. These entries are to be mailed to the official Horse Show Secretary. Entry fees for each class will be \$20.00 per class.

d. **Late class entries or changes will not be accepted. There will be no exceptions.**

**5. DRESS CODE:**

a. Strictly western attire in the arena at all times.

b. Shirts must have a collar and full length buttons, snaps, or zipper in the front or back. Shirts must be long sleeved and cuffed and be worn with sleeves down and cuffs buttoned or snapped with no rolled up sleeves.

c. Shirts must be tucked in pants at the beginning of the run or riding event.

- d. The wearing of western hats shall be left to the discretion of the arena director. When the hat rule is in effect; hat must be on head when attempting the run or riding event.
- e. NO caps or curlers will be worn.
- f. Western boots must be worn in all events with the exception of English events. Lace up tennis shoes with riding heels are NOT considered western boots.

#### **6. HORSE ENTRIES:**

- a. Contestants may enter more than one horse and pay an entry fee for each horse, or two contestants may compete on the same horse, provided each contestant validates and pays an entry fee for that horse. But no contestant or any horse may enter the same class more than one time. Further, a contestant must designate on his/her entry forms, which High Point Award he/she intends to compete for.
- b. Contestant may enter as many horses and events as he/she chooses. However, a contestant may only compete for one High Point Award on one (1) designated horse.
- c. Each horse must be entered on a separate entry form.
- d. If entering more than one (1) Halter Class only one (1) will be eligible to count towards Performance High Point Awards.
- e. In the event a class does not have at least three (3) entries that class will be combined with the other age group. Should there still not be at least three (3) entries the class will be cancelled.
- f. Breaks will now be as follows: 15 minutes between Halter & Performance Classes, 15 minutes between Performance & English Classes and 15 minutes between English & Speed Classes.

#### **7. PERFORMANCE CLASSES:**

Showmanship at Halter  
 Registered Mares under 5  
 Registered Mares 5 and over  
 Grade Mares all ages  
 Registered Geldings under 5  
 Registered Geldings 5 and over  
 Grade Geldings all ages  
 English Pleasure  
 English Equitation  
 Western Pleasure  
 Western Horsemanship  
 Reining  
 Trail  
 Hunter Hack Class

#### **SPEED EVENT CLASSES:**

Ribbon Roping  
 Breakaway Roping  
 Goat Tying  
 Figure 8 Barrels  
 Cloverleaf Barrels  
 Pole Bending  
 Stake Race  
 Tiedown Calf Roping

**Grand & Reserve Halter Classes WILL NOT count toward High Point Speed Event Awards.**

**8. REGISTRATION:**

a. Registration for Performance Classes will begin at 8:00 AM and their first class will begin at 9:00 AM on Sunday, January 3, 2021.

b. Registration for Speed Classes will be held throughout the day of the show. Registration will close one (1) hour prior to the end of the last Performance Class.

c. Required forms of registration will include current proof of Negative Coggins Test, Proof of Ownership and participant 's eligibility voucher.

9. **Rules:** The Texas 4-H Horse Show Rules and Regulations will apply to all Performance Events on an individual event basis. See Performance Event Rules in NCJLS Horse Show Rule Book. Speed Events shall be class specific and are listed in the NCJLS Horse Show Rule Book.

**Ground Rules:**

a. Horses will enter Speed Events from a designated entry gate and exit the same gate.

b. All speed contestants will run in through an open gate back to a closed gate.

c. In any Performance event, the number of horses in the arena at one time will be left to the judge 's discretion.

d. No stallions will be allowed.

e. General Drag Rule - Drag the arena after every 10 runs in speed events and drag between age groups.

f. **Contestants need to be ready to go when their event starts. If a contestant is not present when their event/class starts, they will be called 3 times and if they are not present at the gate they will be disqualified.**

10. **POINT SYSTEM:** Points will be kept on the contestant for the award they have chosen to compete for.

**11. HIGH POINT AWARD:**

a. There will be four (4) High Point Awards given:

High Point Junior Performance      High Point Junior Speed

High Point Senior Performance      High Point Senior Speed

(Reserve High Point Awards will be given if donors are available.)

b. Points will be kept on one (1) contestant/horse combination. Performance events are eligible for consideration towards the High Point Performance Award. The same will be in effect for Speed Event High Point Awards.

c. Points received in Halter Classes & Showmanship at Halter shall NOT be eligible for Speed High Point Awards.

12. **In the event of an unbreakable tie, the Champion prize will be split equally between Champions and this will be determined by the Committee.**

13. **RIBBONS/BANNERS:** Rosettes will be given 1st – 2nd places and tack awards will be given for 1st through 3rd place contestants in each class. Ribbons will be given 3<sup>rd</sup> – 10<sup>th</sup> placings. These awards will be chosen by

the Horse Committee based on financial resources available at show time. Banners only will be given to the Grand Champion and Reserve Grand Champion of each sex in the halter division.

14. **JUDGE:** The selection of a judge must be approved by majority vote of the NCJLS Horse Committee.

15. **Gail Cardwell Shanahan Sportsmanship Award:** Awarded to an individual displaying outstanding sportsmanship during the NCJLS Horse Show.

16. **APPEALS COMMITTEE** - If a contestant feels he/she has a legitimate complaint; he/she will be required to file a PROTEST FEE of \$200 with the arena director before the end of the event in which the incident in question occurred. The appeals committee will be comprised of the Horse Division Superintendent and General Superintendent and one (1) NCJLS Board member. Ruling on the complaint will be final.

#### AWARDS - HORSE

Highpoint Junior Performance .....	Award
Highpoint Senior Performance.....	Award
Highpoint Junior Speed.....	Award
Highpoint Senior Speed.....	Award
Reserve High Point .....	Buckles if donor is available
Champion and Reserve Halter Gelding & Mare.....	Banners
1 <sup>st</sup> -3 <sup>rd</sup> Class Placings.....	Tack
1 <sup>st</sup> – 2 <sup>nd</sup> Class Placings.....	Rosettes
3 <sup>rd</sup> – 10 <sup>th</sup> Class Placings .....	Ribbons
Gail Cardwell Shanahan Sportsmanship Award.....	Trophy

## Performance Rules

### 1. Halter Division

A halter class is defined as a class where the horse is judged based upon its conformation. The purpose of the class is to select individuals in the order of their resemblance to the breed ideal and that are the most positive combination of balance, structural correctness, breed and sex characteristics and muscling. The ideal halter horse has eye appeal that is the result of a harmonious blending of an attractive head; refined throat latch; well-proportioned, trim neck; long, sloping shoulder; deep heart girth; short back; strong loin and coupling; long hip and croup; and well-defined and muscular stifle, gaskin, forearm and chest. These characteristics should be coupled with straight and structurally correct legs and feet that are free of blemishes. The horse should be a balanced athlete that is muscled uniformly throughout. Conformation is defined as the physical appearance due to the arrangement of muscle, bone and other body tissues. One of the most important criteria in selecting a horse is conformation, or its physical appearance. While it could be assumed that most horses with several years seasoning and past performance have acceptable conformation, the goal in selection should always be to find the best conformed horse possible. Rating conformation depends upon objective valuation of four traits: balance, structural correctness, breed and sex characteristics, and degree of muscling. Of the four, balance is the most important and refers to the structural and aesthetic blending of body parts. Balance is influenced almost entirely by skeletal structure.

### **Equipment**

Lip chains: Mares and geldings may not be shown with any chain through the mouth including but not limited to lip chains.

### **Judging Procedure**

Horses will walk to the judge one at a time. As the horse approaches, the judge will step to the right (left of the horse) to enable the horse to trot straight to a cone placed at 50 feet (15 meters) away. It is at the judge's discretion whether horses will trot straight past this cone or turn left and continue trotting. After trotting, horses will be lined up head to tail for individual inspection by the judge. The judge shall inspect each horse from both sides; front and rear. The judge should line the horses to be placed in a head-to-tail order according to preference. When judging of all classes in a halter division has been completed, all first and second-place class winners of that sex division shall return to the ring, with first place class winners in one line and second place horses from each class in another line. The judge must select a Grand Champion and Reserve Champion in each sex division. The judge(s) shall select the Grand Champion mare or gelding from the first place class winners in the respective sex division. If the first-place horse does not return for any reason, the second-place horse will move up to the first-place line and be considered for Grand and Reserve. The third-place horse cannot move up to second place in the class. The second-place horse in the class from which the Grand Champion had been selected will be judged with the first-place class winners for the title of Reserve Champion mare or gelding in the respective sex division.

## **2. 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.

### **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 in showmanship.

### **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 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 the 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. The 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, stop, back, and pose the horse as shown in the posted pattern or by the judge's instructions.
2. The horse is always led from the left side. The exhibitor's right hand is held closest to the halter, with the distance being highly dependent upon the mannerisms of the horse, the size of both the horse and the 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 the 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 the trot, the exhibitor's shoulder should be about even with the horse's throatlatch. 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 the 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 the exhibitor's feet. In addition, turning to the right allows the horse to use the right hind foot as a pivot point. 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 reasons, 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 constant 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. Exhibitors should keep their proper position in line and allow reasonable space (at least 5 feet) between horses on either side. Keep horses from making contact with a competitor or encroaching on space rightfully belonging to another exhibitor.

### **Some Showmanship Class Faults**

1. Allowing the horse to remain out of position.
2. Standing directly in front of the horse.
3. Kicking the horse's feet to move them.
4. Failure of the horse to lead properly.
5. Failure to stop before turning when showing at a walk or trot.
6. Failure to back.
7. Loud voice commands to the horse or other unnecessary actions.
8. Picking up the horse's feet for positioning purposes.
9. Tracking crooked.
10. Posing incorrectly.

### **Class Routine**

1. 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.
2. At many shows, exhibitors will be asked to enter the arena individually and work a pattern designed by the judge.
3. Regardless of the manner used, judges should draw patterns clearly and make instructions that are easily understood by exhibitors.
4. Where patterns are posted, such instructions should be available for the exhibitor to review prior to the start of this class (at least 1 hour before, if possible).

## **3. 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. An extended jog is a definite two-beat lengthening of stride and covering more ground. Cadence and balance with smoothness is more essential than speed. Lope with forward motion will be the only gait recognized as a lope. Horses may be required to reverse at the walk or jog and to go from any gait to another 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 exhibitors being eliminated individually be used. A positive approach should be used, the winners or finalists being announced and the remainder of the class 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.

#### **4. Western Horsemanship**

This class recognizes the exhibitor's 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 the 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 the reins. The hand is to be around the 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. The rider should sit in a comfortable, balanced, relaxed, and flexible manner. The lower leg should hang straight down from the knee or forward to the stirrups with a slight bend in the knee, depending on the type of saddle. In either position, stirrups should be just long enough for heels to be lower than toes. The feet should be placed in the stirrups with the boot heel touching the stirrup or slightly less deep. Riding with the weight on the toes will be penalized. The toes should be turned only slightly out, with the 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 jog 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, jog, and lope, and circles in both directions.
  - b. stop.
  - c. back straight, in an "L", and in 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. pick up leads from standstill, walk, or jog.
  - 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 at least 1 hour before the class begins, if possible.

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. Rail work is optional for the State Show and may or may not be held.
4. Rail work will include walk, jog, and lope in one or both directions of the ring at the discretion of the judge.

## **5. Western Trail**

This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed. Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it and willingly responding to the rider's cues on more difficult obstacles.

1. Horses shall be penalized for any unnecessary delay while approaching or negotiating the obstacles. Horses with artificial appearance over obstacles should be penalized.
2. 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, lope) somewhere between obstacles as a part of its work, and quality of movement and cadence should be considered as part of the maneuver score. While on the line of travel between obstacles, the horse shall be balanced, carrying his head and neck in a relaxed, natural position, with the poll level with or slightly above the withers. The head should not be carried behind the vertical, giving the appearance of intimidation, or be excessively nosed out, giving a resistant appearance. Gait between obstacles shall be at the discretion of the judge.
3. The course to be used must be posted at least one hour before scheduled starting time of the class.
4. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1½ to minus 1½: -1½ extremely poor, -1 very poor, -½ poor, 0 correct, +½ good, +1 very good, +1½ excellent. Obstacle scores are to be determined and assessed independently of penalty points.

### **Penalties should be assessed per occurrence as follows:**

A. The following deductions will result:

#### **0 – SCORE**

- 1) Use of more than one finger between reins
- 2) Use of two hands or changing hands on reins; only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle.
- 3) Illegal use of romal
- 4) Performing the obstacles incorrectly or other than in specified order
- 5) No attempt to perform an obstacle
- 6) Equipment failure that delays completion of pattern
- 7) Excessively or repeatedly touching the horse on the neck to lower the head
- 8) Fall to the ground by horse or rider
- 9) Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than 1/4 turn

- 10) Failure to work an obstacle in any manner other than how it's described by the course
- 11) Riding outside designated boundary marker of the arena or course area
- 12) Third refusal
- 13) Failure to demonstrate correct lead or gait, if designated
- 14) Faults that occur on the line of travel between obstacles, which will be cause for disqualification, which shall be faults scored according to severity:
  - a) head carried too low (tip of ear below the withers consistently)
  - b) over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.

**1/2 POINT**

- 1) Each tick of log, pole, cone or obstacle

**1 POINT**

- 1) Each hit of or stepping on a log, pole, cone or obstacle
- 2) Incorrect gait at walk or jog for two strides or less
- 3) Both front or hind feet in a single-strided slot or space
- 4) Skipping over or failing to step into required space
- 5) Split pole in lope-over
- 6) Failure to meet the correct strides on jog over and lope over log obstacles

**3 POINT**

- 1) Break of gait at walk or jog for more than 2 strides
- 2) Out of lead or break of gait at lope (except when correcting an incorrect lead)
- 3) Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle
- 4) Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot

**5 POINT**

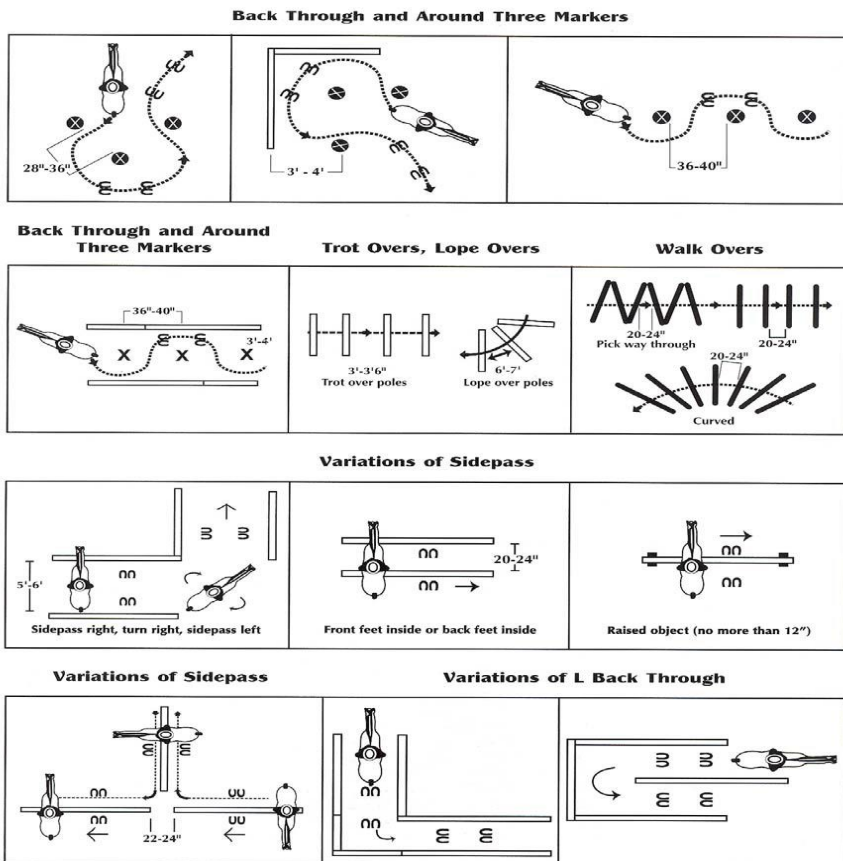
- 1) Failure to follow the correct line of travel within or between obstacles
- 2) Dropping slicker or object required to be carried on course
- 3) First refusal, balk, or attempting to evade an obstacle by shying or backing more than 2 strides away
- 4) Second refusal
- 5) Letting go of gate or dropping rope gate
- 6) Use of either hand to instill fear or praise
- 7) Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot
- 8) Blatant disobedience (kicking out, bucking, rearing, striking)
- 9) Failure to complete obstacle
- 10) Faults, which occur on the line of travel between obstacles, scored according to severity:
  - a) excessive nosing out
  - b) opening mouth excessively
- 5. Management, 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. When the distances and spaces are measured between all obstacles, the inside base to inside base measurement of each obstacle considering the normal path of the horse should be the measuring point. Enough space must be provided for a horse to jog (at least 30 feet) and lope (at least 50 feet) for the judges to evaluate these gaits.

6. If disrupted, the course shall be reset after each horse has worked. In the 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.
7. At least six obstacles must be used, three of which must be from the mandatory list of obstacles, and at least three others selected from the list of optional obstacles.
8. 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. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.
  - B. Ride over at least four logs or poles. These can be in a straight line, curved, zig-zag or raised. The space between the logs is to be measured, and the path the horse is to take should be the measuring point. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for walk overs, jog overs, and lope overs should be as follows or increments thereof.
    - 1) The spacing for walk overs shall be 20" to 24" (40 cm to 60 cm) and may be elevated to 12" (30 cm). Elevated walkovers should be set at least 22" (55 cm) apart.
    - 2) The spacing for jog overs shall be 3' to 3'6" (90 cm- 105 cm) and may be elevated to 8" (20 cm).
    - 3) The spacing for lope overs shall be 6' to 7' or increments thereof and may be elevated to 8".
    - 4) It is highly recommended that patterns for District Horse shows contain both jog overs and lope overs in order to better prepared trail class exhibitors for state show.
  - C. Backing obstacle. Backing obstacles to be spaced a minimum of 28" (70 cm). If elevated, 30" (75 cm) spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
  - D. Back through and around at least three markers.
  - E. Back through L, V, U, straight or similar-shaped course. May be elevated no more than 24" (60 cm).
9. 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' (1.8 meters) for jog.
  - C. Carry object from one part of arena to another. (Only objects which reasonably might be carried on a trail ride may be used.)
  - D. Ride over wooden bridge. (Suggested minimum width shall be 36" (90 cm) wide and at least six feet long). Bridge should be sturdy, safe and negotiated at a walk only.
  - E. Put on and remove slicker.
  - F. Remove and replace materials from mailbox.
  - G. Side pass (may be elevated to 12" (30 cm) maximum).
  - H. An obstacle consisting of four logs or rails, each 5' to 7' (1.5 to 2.1 meters) long, laid in a square. Each contestant will enter the square by riding over log or rail as designated. 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 obstacles is acceptable.
10. 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

11. The judge must walk the course prior to the start of the class and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle they deem unsafe or non-negotiable. If at any time a trail obstacle is deemed to be unsafe by the judge, 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.

**Trail Examples**



**6. Reining**

1. Each contestant will individually perform the required pattern.

2. Each horse will be judged on the neatness, dispatch, ease, calmness, and speed with which it performs the pattern.
3. Excessive jawing, open mouth, or head raising on stop; lack of smooth sliding stops on haunches; breaking gaits; refusing to change lead; anticipating signals; stumbling or falling; wringing tail; backing sideways; changing hands or reins; losing the stirrup; holding on to the saddle, two hands on reins; or any unnecessary aid (such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.) given by the rider to the horse to induce the horse to perform, will be considered a fault and scored accordingly.
4. The horse should rein and handle easily, fluently, and effortlessly and with reasonable speed through the pattern.
5. Any horse not following the pattern will be disqualified.
6. Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance.
7. Reining patterns 1 and 2 may be used at the State Show to determine those contestants who advance to the finals. Final placings are determined on cumulative score.

### Scoring

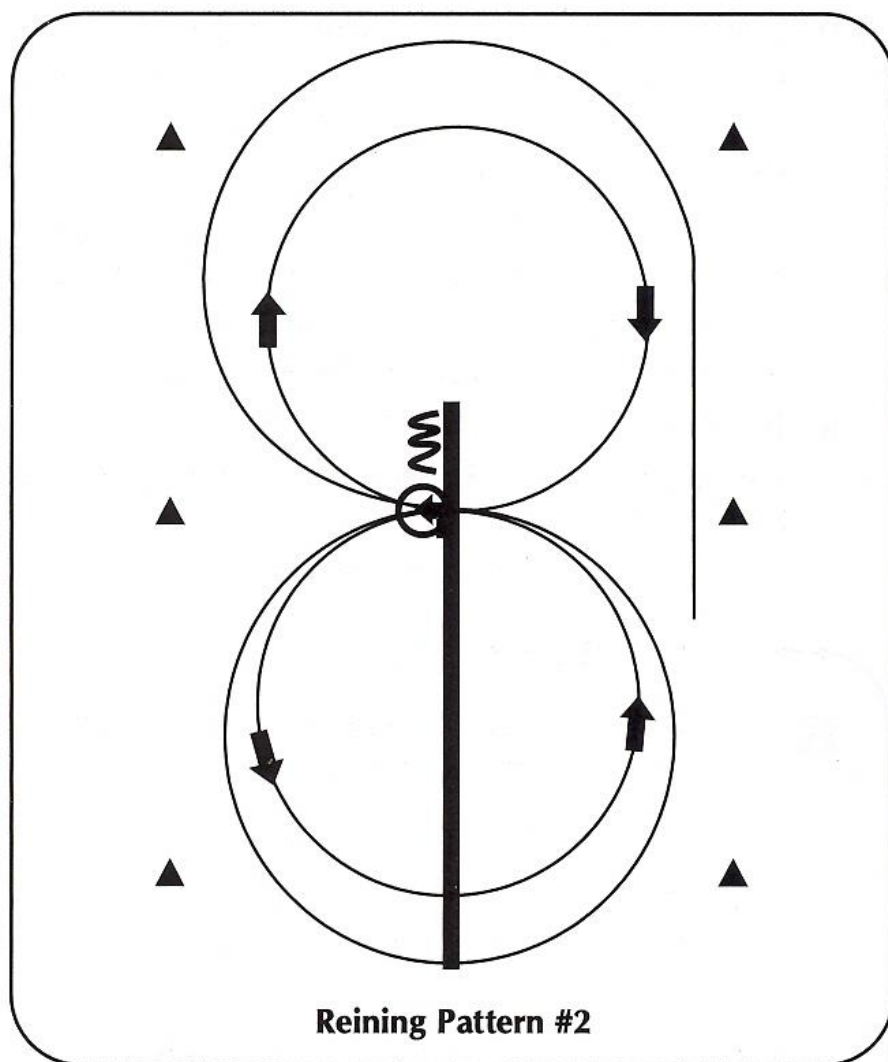
1. Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. The individual maneuvers are scored in  $\frac{1}{2}$  point increments from a low of  $-1 \frac{1}{2}$  to a high of  $+1 \frac{1}{2}$ , with a score of 0 denoting a maneuver that is correct with no degree of difficulty. Scores will be announced after each horse.
2. Any ties for the first place will be worked off, using the same pattern and order of go that was used during the event; however, there will be no more than one run-off. If the score remains tied after the run-off, the entrants will be named co-champions.
3. The following will result in no score:
  - a. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred before or during the exhibition of a horse in competition.
  - b. Use of illegal equipment, including wire on bits or curb chains.
  - c. Use of illegal bits or curb chains.
  - d. Use of tack collars, tie downs or nose bands.
  - e. Use of whips or bats.
  - f. Use of any attachment that alters the movement of or circulation to the tail.
  - g. Failure to dismount and/or present the horse and equipment to the appropriate judge or class superintendent for inspection.
  - h. Disrespect or misconduct by the exhibitor.
  - i. The judge(s) may excuse a horse at any time while in the arena for unsafe conditions or improper exhibition pertaining to both the horse and/or rider.
4. Excess rein may be straightened at any place a horse is allowed to be completely stopped during a pattern.
5. The following will result in a score of 0:
  - a. Use of more than the index or first finger between reins.
  - b. Use of two hands or changing hands.
  - c. Failure to complete the pattern as written.
  - d. Performing the maneuvers other than in the specified order.
  - e. The inclusion of maneuvers not specified, including, but not limited to:
    1. Backing more than 2 strides.
    2. Turning more than 90 degrees.

3. Exception: a complete stop in the first quarter of a circle after a lope departure is not to be considered an inclusion of maneuver; a 2-point break of gait penalty will apply.
  - f. Equipment failure that delays completion of pattern, including dropping a rein that comes in contact with the ground while the horse is in motion.
  - g. Balking or refusal of command where pattern is delayed.
  - h. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
  - i. Jogging in excess of one half circle or one-half the length of the arena.
  - j. Over spins of more than  $\frac{1}{4}$  turn.
  - k. Fall to the ground by horse or rider.

Note: Neither a no score nor 0 is eligible to place in a go-round nor class, but a 0 may advance in a multi-go event while a no score may not.

6. The following will result in a penalty of 5 points:
  - a. Spurring in front of cinch.
  - b. Use of either hand to instill fear or praise.
  - c. Holding the saddle with either hand.
  - d. Blatant disobedience including kicking, bucking, rearing and striking.
7. The following will result in a 2point penalty:
  - a. Break of gait.
  - b. Freezing up in spins or rollbacks.
  - c. On walk-in patterns, failure to stop or walk before executing a lope departure.
  - d. On run-in patterns, failure to be in lope before reaching the first marker.
  - e. If a horse does not completely pass the specified marker before initiating a stop position.
8. Starting or performing circles or figure eights out of lead will be judged as follows:
  - a. Each time a horse is out of lead, a judge must penalize by 1 point. The penalty for being out of lead is cumulative, and the judge will add 1 penalty point for each  $\frac{1}{4}$  of the circumference of a circle or any part thereof that a horse is out of lead.
  - b. A judge is required to penalize a horse  $\frac{1}{2}$  point for a delayed change of lead by one stride.
9. Deduct  $\frac{1}{2}$  point for starting circle at a jog or exiting rollbacks at a jog up to two strides. For jogging beyond two strides but less than  $\frac{1}{2}$  circle or  $\frac{1}{2}$  length of arena, deduct 2 points.
10. Deduct  $\frac{1}{2}$  point for over or under spinning up to  $\frac{1}{8}$  of a turn; deduct 1 point for over or under spinning up to  $\frac{1}{4}$  of a turn.
11. In patterns requiring a run-around, failure to be on the correct lead when rounding the end of the arena will be penalized as follows: for  $\frac{1}{2}$  the turn or less, 1 point; for more than  $\frac{1}{2}$  turn, 2 points.
12. There will be a  $\frac{1}{2}$  point penalty for failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback.
13. The judge shall have the authority to remove any contestant from a show he or she is judging if the contestant shows any disrespect or misconduct as to render him- or herself or the show in an unprofessional manner.
14. Judges shall be the sole person(s) responsibility for determining if a rider has correctly completed the pattern.

## 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.
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.
9. The bridle may be dropped at the judge's discretion. Change leads at the center of the arena.
10. Begin a large fast circle to then 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.
11. 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.
12. 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.
13. The bridle may be dropped at the judge's discretion.

## **7. Hunter Under Saddle – English Pleasure**



1. Riders are encouraged to display their number on both sides of their saddle.
2. The class will be judged on the horse's functional correctness, way of going, manners, and condition.
3. 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.
4. 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.
5. 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.
6. The judge may ask finalists to hand gallop but never more than eight horses to gallop at one time.
7. Horses should back easily and stand quietly. The judge may ask that only the finalists be backed.
8. 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.
9. Any portion of a class or heat may be placed on the rail for extra work by the judge at any time.
10. Horses with a low head carriage and/or head set behind the vertical and/or a sullen, lethargic, emaciated, drawn or tired look will be penalized.

## **8. Hunt Seat Equitation – English Equitation**

1. Riders are encouraged to display their number on both sides of their saddle.
2. Riders will be judged on their 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.
3. Scores on individual works will be based on the rider's skills and execution of the pattern.
4. Riders will not be required to jump.

### **Position**

1. General appearance. The 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. The hands should be over and in front of the horse's withers, the knuckles 30 degrees inside the vertical, with the hands making a straight line from horse's mouth to rider's elbow. The hands should not be held tightly together. The method of holding the reins is optional, and the bite of the reins may fall on either side, but it is more acceptable for the bite of the reins to lie on the offside. 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, the reins should be picked up at the buckles by the right hand, then straightened and separated in the correct order by the fingers of the left hand, pulled taut, and adjusted to even pressure in both hands.
4. Basic position. The eyes should be up and the shoulders back. The toes should be out at an angle best suited to the rider's conformation; the ankles fixed in; the heels down; the calf of the leg in contact with the horse and slightly behind the girth. The iron may be either under the toe or the ball of the foot or slightly behind the ball of the foot.

### **Position in motion**

At the walk and slow trot, the body should be vertical; at the posting trot, inclined forward; at the canter, halfway between the positions for the posting trot and walk; when galloping, inclined forward the same as for the 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 his or her 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 counter-clockwise. 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 straightaway.
2. The pattern should be posted at least 1 hour before the class begins, if possible.
  3. The judge will use the 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 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. The riders may be requested to gallop in safe groups and/or perform additional tests.

## Hunter Hack Class

### 1. To be determined

## Speed Event Rules – NCJLS Horse Show 2021

### 1. Ribbon Roping

#### Stock

1. While calf is in chute, a short length of ribbon about 1/2 inch wide and 10 inches or more in length must be fastened with a rubber band to the tailhead of the calf's tail.
2. Stock will be chute run.

#### Roper/Runner :

1. Only the roper will pay the entry and receive points.
2. It will be the up to the roper to secure a runner.

3. After the calf is roped only the runner will remove the ribbon from the calf's tail and run back across the flag line for a time.
4. Ribbon flag line will be at the discretion of the arena director.
5. If a ribbon is removed on the chute side of the flag line, the runner must cross the line going in the opposite direction.
6. Catch as catch can with rope while mounted on horse.
7. Roper must be dismounted with both feet on the ground prior to runner removing ribbon from stock.

## **2. Breakaway Roping**

### **Stock - will be chute run**

1. A legal catch is defined as when the loop passes over the calf's head first, then breaks string.
2. The rope must be tied with string to the saddle horn **at end of rope**.
3. A rag or handkerchief of contrasting color must be attached to rope at rope's end.
4. Contestant must stay mounted until calf breaks string.
5. Arena Director shall furnish string.

## **3. Tiedown Calf Roping**

### **Stock - will be chute run**

1. Tie down roping shall be timed in one hundredths (7.89). Rope may be dallied or tied hard and fast. Contestant must rope calf, dismount, go down rope and throw calf by hand, cross and tie any 3 feet. To qualify as a legal tie, there shall be at least one (1) wrap around all three legs with a three bone cross and half hitch (hooey). If calf is down when roper reaches it, the calf must be let up to a vertical position with feet dangling underneath and re-thrown by hand. If roper's hand is on calf when calf falls, calf is considered thrown by hand. Rope must be on calf when roper touches the calf. Calf must remain crossed and tied for 6 seconds. Time begins when roper rides up and provides slack in the rope. After calling for time, the roper may not touch the rope, tie, or the calf until the judge has completed his examination. The field judge will use a stop watch timing six (6) seconds which will begin when roper rides forward providing slack in the rope. In the event a rope comes off calf while competing, the six (6) second time period will begin after roper calls for time and clears calf. **FLAG JUDGE MUST WATCH CALF** during the 6 second period and will stop watch if calf kicks free, using the time on the watch to determine whether calf was tied long enough to qualify.

2. A contestant may have someone push their calf out of the chute. No pusher will be allowed to follow the calf out of chute in the act of tailing calf. This will incur an immediate disqualification.
3. If barrier jerks calf around and knocks the calf down, a re-run will be awarded. Roper will receive first extra calf, if extras are available, or will use miss-draw procedure.
4. No re-run for faking a judge into giving an early flag.
5. In any case that a permanent fixture fouls the roper, no re-run will be awarded.

6. Roper will be disqualified by removing rope from the calf after signaling for time, until the tie has been ruled on by the field Judge.
7. Neck ropes must be tied with string or rubber bands. No metal snaps or hardware shall be used on neck rope in the timed events.
8. If in the opinion of barrier judge the contestant is fouled (including any penalties) by barrier, roper shall get calf over, provided contestant declares himself immediately by pulling up horse. Hitting a stationary object such as fence, pole, chute, etc. is roper's responsibility. No re-runs.
9. If roper intentionally abuses a calf, roper will be disqualified.
11. All judges' decisions will be final.

## **4. Goat Tying**

### **Stock**

1. Goat shall be staked with a rope 10 feet in length.
2. Goat is to be held at the end of the rope facing the starting line and released when the contestant crosses starting line.
3. Goat will be changed after every 5 contestants.

### **Arena**

1. Stake is to be driven into ground so that none of it is visible.
2. Goat is to be staked 105 feet from timer line.

### **Run**

1. The contestant must be mounted on a horse and must ride from starting line to goat, dismount, throw goat by hand and tie any 3 feet together with leather string or pigging string, and stand clear of goat.
2. Goat must remain tied for at least 5 seconds. Time will begin when contestant has moved at least 3 feet away from goat and rope.
3. Legs must be crossed and tied. To qualify as a legal tie, there will be one or more wraps around all 3 feet, then a half hitch or tied.
4. If goat is down when the contestant reaches it, the goat must be let up to a vertical position with at least 3 feet dangling underneath and then be thrown by hand.
5. Time will start when the mounted contestant crosses the starting line and will stop when the flag judge signals completion of the tie.
6. Horse may not step over rope at any time during the run.

## **5. Figure 8 Barrels**

### **Barrels**

1. The first barrel is a minimum of 21 feet from the starting line and the 3 barrels are spaced 60 feet apart.
2. No barrel may be closer than 20 feet from any fence.
3. Locations must be permanently marked for the entire event.
4. Barrels must be metal and painted so as to be easily seen by horse and rider.
5. **All barrels are to be placed on the timer side of the stake.**

### **Pattern**

1. Contestants will start from behind the starting line, run to the left or the right of the first barrel then continues the figure 8 pattern. **Pattern run must be in all forward motion.**
2. **If the contestant backs up, it is considered a broken pattern.**
3. The time starts when a contestant crosses starting line and stops when he/she crosses it on the way

back after running pattern.

4. Contestant must handle his or her own horse.

#### Penalties

1. A 5 second penalty for each barrel knocked over.

## 6. Cloverleaf Barrels

#### Barrels

1. The barrels must be placed by the arena director at distances at least 15 feet from the fences but will conform with the arena and arena conditions as decided by the arena director. Location will be permanently marked for the duration of the event.
2. Barrels must be metal and painted so as to be easily seen by horse and rider.
3. All barrels must be placed inside of stake.

#### Pattern

1. Contestants will start from behind the starting line, run around barrel #1, then around barrel # 2, and continue around barrel # 3, finishing by crossing the starting line on the way back. This pattern may be altered by starting at # 2 barrel, then to # 1 barrel, and continue around to barrel # 3, and back to the finish line. **Pattern run must be all in a forward motion.**
2. **If the contestant backs up, it is considered a broken pattern.**

#### Penalties

1. A 5 second penalty for each barrel knocked over.
2. Contestant must remain mounted & handle his/her own horse for the duration of the run, deviating from this will result in disqualification.

## 7. Pole Bending

#### Poles

1. The 1st pole is to be placed 21 feet from the starting line, and each of the 6 poles shall be 21 feet apart.
2. Location shall be permanently marked for the duration of the event.
3. Horse and rider must easily see Poles.
4. Poles will be mounted to a base unit.
5. Poles must be 6 feet from the base to the top of the pole.
6. Poles are to be to the side of the stake.

#### Pattern

1. Contestants may start either to the left or the right of the first pole and then run the remainder of the pattern accordingly. **Pattern must be run in a forward motion.**
2. **If the contestant backs up, it is considered a broken pattern.**
3. If the contestant's horse breaks the plane by stepping across anywhere between the first and last pole while going from the start line to the last pole or from the last pole to the start line, it is considered a broken pattern.
4. Contestant must handle his or her own horse & remain mounted during the entire run.

#### Penalties

1. A 5 second penalty for each pole knocked over.
2. Disqualification and No Times are the same as cloverleaf barrels.

## 8. Stake Race

1. This is a timed event, run with the gate closed.
2. Two poles are set 80 feet apart at opposite ends of the course. Two markers designate the start-finish line 20 feet apart midway between the two poles.
3. 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 a left turn.

- The exhibitor must start and finish between the center markers. Failing to do so is a disqualification. An exhibitor may touch the end pole(s) with his or her hand in the stakes race. Knocking over any of the poles or markers is a disqualification.

*At the Show, exhibitors will ride to a closed gate.*

