

2024 HUNTER HORSE DIVISION

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High Point Calculation:

For calculation of High Point: Showmanship is mandatory, all Hunter Classes are considered. Open Invitational classes and Walk/Trot classes are not eligible for High Point Awards.

All 4-H'ers riding or driving horses at 4-H events or activities are required to wear an ASTM-SEI Equestrian Helmet at all times.

Cruelty, abuse or inhumane treatment of any horse in the show ring or in the stable area will not be tolerated by the show management, and the offender will be barred from the show area for the duration of the show.

Evidence of any inhumane treatment to a horse including but not limited to blood, whip marks that raise welts or abusive whipping, in or out of the show ring, shall result in disqualification of that horse and that exhibitor for the entire show and shall result in the forfeiture of all ribbons, awards and points won.

DIVISION CLASS ENTRY OPTIONS:

Youth can show in 1 Showmanship class and up to 4 Performance Classes. Walk/Trot entries will not be eligible for High Point awards.

High Point Awards will be calculated based on Age Division

Walk/Trot Division (any age)

- Showmanship
- Dressage-Introductory Test B (Walk/Trot)
- Hunter Under Saddle Walk/Trot
- Hunt Seat Equitation Walk/Trot
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Hunter Classes for Calculation of High Point:

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HUNTER HORSE DIVISION CLASSES

SHOWMANSHIP JUNIOR - Exhibitors must be between the ages of 9 - 13 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, fitting and grooming and method of showing (See Standards for Showmanship below).

SHOWMANSHIP SENIOR- Exhibitors must be between the ages of 14- 18 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, fitting and grooming and method of showing (See Standards for Showmanship below).

DRESSAGE-USDF INTRODUCTORY TEST B (Walk/Trot) -Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year. If the 4-H member shows in this class, he or she cannot show in any class which asks for a canter. Class judged on the performance of the horse and pony in executing the maneuvers listed in current USDF INTRODUCTORY TEST B. Dressage Test maneuvers can be found below. Exhibitors are eligible for the following riding classes: Hunter Under Saddle Walk/Trot, Walk/Trot over Cross Rails, Hunt Seat Equitation Walk/Trot. Test maneuvers may be ridden from memory or read to exhibitor. For the test, click on:

https://www.usdf.org/docs/showflash/web/tests/2019/Intro_Test_B.pdf

DRESSAGE-USEF TRAINING LEVEL TEST 1 - Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Class judged on the performance of the horse and pony in executing the maneuvers listed in current USEF TRAINING LEVEL TEST 1. The purpose of Training Level dressage is to confirm that the horse is supple and moves freely forward in a clear and steady rhythm, accepting contact with the bit. Dressage Test maneuvers can be found on the 4-H Horse Program web site at <http://www.uky.edu/ag/4hhorse> under 4-H Rules & Resource Material. Test maneuvers may be ridden from memory or read to exhibitor. For the test, click on: https://www.usdf.org/docs/showflash/web/tests/2019/USEF_TLT1.pdf

DRESSAGE-USEF TRAINING LEVEL TEST 2 - Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Class judged on the performance of the horse and pony in executing the maneuvers listed in current USEF TRAINING LEVEL TEST II. The purpose of Training Level dressage is to confirm that the horse is supple and moves freely forward in a clear and steady rhythm, accepting contact with the bit. Dressage Test maneuvers can be found on the 4-H Horse Program web site at <http://www.uky.edu/ag/4hhorse> under 4-H Rule & Resource Material. Test maneuvers may be ridden from memory or read to exhibitor. For the test, click on: https://www.usdf.org/docs/showflash/web/tests/2019/USEF_TLT2.pdf

DRESSAGE SEAT EQUITATION – JR. and SR. RIDER: Exhibitors must be between the ages of 9- 18 years old as of January 1 of the current year. Medium walk, working trot and canter both ways of the ring must be performed. The rider's position, seat and correct use and effect of the aids are to be judged. The movements shall be performed by the exhibitors simultaneously; however, the judge may ask for independent tests. Whips and spurs are allowed. Horses shall be shown in plain snaffle. Judges may limit the number of horses required to canter at the same time, at their discretion. It is recommended that no more than 10 horses

are asked to canter or gallop at the same time. At the judge's discretion, riders may be asked to perform an individual pattern. Pattern will be selected from USEF Dressage Seat Equitation Individual Workouts <https://www.usef.org/forms-pubs/g9DY9SlcpFk/suggested-patterns-for-use-in-dressage>

CROSS RAILS Walk/Trot - Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year. If the 4-H member shows in this class, he or she cannot show in any class which asks for a canter or any other jumping class. Registered and grade mares and geldings of any size. Class judged on the horse's or pony's manners, style of jumping, hunting pace and way of moving over the designated jumping course. Trotting in the class will be permitted, and cantering will not be penalized if exhibitor trots into related line and canters out. In this case, he or she must return to a trot within 3 or 4 strides. Jumps consist of 18" cross-rails. The course must contain at least four (4) jumps. Horses and ponies must take at least eight (8) jumps with all obstacles at least 48 feet apart. Exhibitors are eligible for the following riding classes: Dressage-USDF Introductory Test B Walk/Trot, Hunt Seat Equitation Walk/Trot and Hunter Under Saddle Walk/Trot.

LOW HUNTER 2'- Open to registered and grade mares and geldings of any size. Exhibitors 9 - 18 years of age as of January 1 of the current year are eligible in their first or second year of showing in any class over fences. Class judged on the horse's or pony's manners, style of jumping, hunting pace and way of moving over the designated jumping course. Jumps consisting of 2 foot vertical poles. The course must contain at least four (4) jumps which simulate obstacles found in the hunting field. Horses and ponies must take at least eight (8) jumps with all obstacles at least 48 feet apart. Trotting on course will not be penalized. **Horses entered into Low Hunters may enter in Hunt Seat Equitation Over Fences 2', and Jumpers 2'.**

HUNT SEAT EQUITATION OVER FENCES 2'- Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Contestants must take eight (8) fences in order with horses and ponies jumping 2' obstacles. A change of direction in the jump course is required. Riders cannot enter into any class where fences are higher than 2'. See Standards for Judging Hunt Seat Equitation for an explanation of judging. **Horses entered into Hunt Seat Equitation Over Fences 2' may enter in Low Hunter 2' and Jumpers 2'.**

HUNTER – 2'3" - Open to registered and grade mares and geldings of any size. Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Class judged on the horse or pony's manners, style of jumping, hunting pace and way of moving over the designated course. The course will contain at least eight (8) jumps set at a height of 2'3". Horses will make at least eight (8) jumping efforts with all obstacles at least 48 feet apart. **Horses entered in Hunter 2'3" may enter in Hunt Seat Equitation 2'3" and Jumpers 2'3" – 2'6".**

HUNT SEAT EQUITATION OVER FENCES (2'3") - Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Contestants must take eight (8) fences in

order with horses and ponies jumping 2'3" obstacles. A change of direction in the jump course is required. See Standards for Judging Hunt Seat Equitation for an explanation of judging.

Horses entered into Hunt Seat Equitation Over Fences 2'3" may enter in Hunter 2'3" and Jumpers 2'3" – 2'6".

JUMPERS (2')- Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Open to registered and grade mares and geldings of any size. Height of obstacles will be 2'. See Judging Jumper class below. Class will follow Table II, Sec. 2 (b) of the current USEF rules.

JUMPERS (2'3" - 2'6")- Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. Open to registered and grade mares and geldings of any size. Height of obstacles must be a minimum of 2'3" and not to exceed 2'6". See Judging Jumper class below. Class will follow Table II, Sec. 2 (b) of the current USEF rules.

HUNTER UNDER SADDLE WALK/TROT -Exhibitors must be between the ages of 9 - 18 as of January 1 of the current year. If the 4-H member shows in this class, he or she cannot show in any class which asks for a canter. Class judged on horse/pony's performance. Horses/ponies will be asked to work both ways of the arena at a walk and a trot. Entries may be asked to back. **Exhibitors are eligible for the following riding classes: Dressage – USDF Introductory Test B Walk/Trot, Hunt Seat Equitation Walk/Trot, and Walk/Trot Over Cross Rails.**

HUNTER UNDER SADDLE-JR- Exhibitors must be between the ages of 9 - 13 years-old as of January 1 of the current year are eligible (see General Rules #10). This class is for horses and ponies. Class judged on the horse's manners and performance at the walk, trot and canter both ways of the ring. Judges may limit the number of horses required to canter at the same time, at their discretion. It is recommended that no more than 10 horses are asked to canter at the same time. Light contact with the horse's mouth is required. Horses should be obedient, alert, and responsive and move freely. They should not be eliminated for slight errors. Judges may ask horses to hand gallop collectively one way of the ring. No more than 8 horses will be asked to gallop at a time. Horses should back easily and stand quietly. Judges may reverse horses at the walk and trot only, and may ask for extension of the trot. Judges may ask for additional work and may use conformation in cases of extremely close performances.

HUNTER UNDER SADDLE-SR- Exhibitors must be between the ages of 13 – 18 years-old as of January 1 of the current year. (See General Rules #10). This class is for horses and ponies. See Hunter Under Saddle Horse-JR for judging criteria. Judges may ask for additional work and may use conformation in cases of extremely close performances.

HUNT SEAT EQUITATION WALK/TROT -Exhibitors must be between the ages of 9 - 18 as of January 1 of the current year. If the 4-H member shows in this class, he or she cannot show in any class which asks for a canter. Class judged on appointments, basic position and class routine. Horses/ponies will be asked to work both ways of the arena at a walk and a trot. Entries will be required to back. Contestants will follow USEF rules for all Hunt Seat Equitation classes.

Exhibitors are eligible for the following riding classes: Dressage - USDF Introductory Level Test B Walk/Trot, Hunter Under Saddle Walk/Trot and Walk/Trot Over Cross Rails.

HUNT SEAT EQUITATION-JR - Exhibitors must be between the ages of 9 - 13 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, basic position, mounting and dismounting (optional) and class routine. Judges may ask exhibitors for one or more of the following additional tests: halt (four to six seconds) and back, hand gallop, figure eight at a trot demonstrating change of diagonal, figure eight at canter on the correct lead demonstrating a simple change of lead, and work collectively at the walk, trot and canter. Judges may limit the number of horses required to canter at the same time, at their discretion. It is recommended that no more than 10 horses are asked to canter or no more than 8 horses are asked to gallop at the same time. Pattern is optional and all contestants will follow current USEF rules for all Hunt Seat Equitation classes.

HUNT SEAT EQUITATION-SR- Exhibitors must be between the ages of 14 - 18 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, basic position and class routine. Judges may ask exhibitors for one or more of the following additional tests: halt (four to six seconds) and back, hand gallop, figure eight at a trot demonstrating change of diagonal, figure eight at canter on the correct lead demonstrating a simple change of lead, and work collectively at the walk, trot and canter. It is recommended that no more than 10 horses are asked to canter or no more than 8 horses are asked to gallop at the same time. Pattern is optional and all contestants will follow current USEF rules for all Hunt Seat Equitation classes.

BAREBACK HUNT SEAT EQUITATION OI- Exhibitors must be between the ages of 9 - 18 years-old as of January 1 of the current year. (See General Rules #10). Class judged on appointments, basic position and class routine. Judges may ask exhibitors for one or more of the following additional tests: halt (four to six seconds) and back, hand gallop, figure eight at a trot demonstrating change of diagonals, figure eight at canter on the correct lead demonstrating a simple change of lead, and work collectively at the walk, trot and canter. It is recommended that no more than 10 horses are asked to canter or no more than 8 horses are asked to gallop at the same time. Pattern is optional and all contestants will follow current USEF rules for all Hunt Seat Equitation classes.

HUNTER, JUMPER & DRESSAGE ATTIRE AND TACK GUIDELINES

Hunter Appointment:

- Exhibitors and judges should realize that all times entries are being judged on the ability of the horse/pony or rider rather than on personal attire. However, riders should have a neat, clean and well groomed appearance.
- Riders must wear appropriate hunter attire including coat, traditional riding shirt and choker or tie, breeches or jodhpurs and tall field boots, dress boots or paddock boots (with jodhpurs). When wearing jodhpurs and paddock boots, garter straps should be worn. In lieu of tall boots, riders may wear half-chaps, gaiters or leggings in solid black or brown, without fringe, matching the color of their boots, and made of leather or leather-like material.
- An ASTM-SEI Equestrian Helmet is required for all riding or driving at all times during the District and State 4-H Horse Shows (See General Rules).
- Spurs, gloves, crops (no longer than 30”) and bats are optional.
- Horses/ponies should be well groomed and properly clipped. Braiding of the horse/pony's mane and tail is encouraged

Hunter Tack:

- Most importantly, tack should be clean, well serviced and properly adjusted to fit the horse/pony.
- Regulation snaffles, pelhams and full bridles, all with cavesson nose bands, are recommended.
- A judge may penalize for non-conventional bits (kimberwick) and nosebands (including dropped, figure-eight or flash nosebands).
- Equipment should also include a forward seat or hunter type English saddle.
- Standing martingales are permitted in over fences classes but are prohibited in all under saddle and Dressage classes. All other types of martingales may be considered unconventional and may be penalized.
- Bosals, mechanical hackamores, boots, wraps and bandages are prohibited in all Hunter classes, except in the case of inclement weather when management may permit the use of bellboots.
- **In Jumper classes**, standing or running martingales (used in a conventional manner), boots, wraps and bandages are permitted. When using a curb with any leverage bit, it must be constructed of loose links, joints, and/or lie smooth against the jaw of the horse and be free of twists, sharp objects or anything inhumane. A curb may be wrapped or inserted into a cover for the comfort of the horse.
- Whips must be no longer than 30 inches. Whips that are weighted at the end are prohibited at any time.
- Draw reins are prohibited.

See current USEF Rulebook for a complete description of bits and tack.

Dressage Attire:

- The dress code for Introductory and Training Levels is a short riding coat of conservative color, with tie, choker or stock tie, white or light-colored breeches or jodhpurs, boots or paddock boots (with jodhpurs). When wearing jodhpurs and paddock boots, garter straps should be worn.
- A cutaway coat (modified tailcoat) with short tails is permitted.
- Riders through First Level may wear half-chaps, gaiters or leggings in solid black or brown, without fringe, matching the color of their boots, and made of smooth leather or leather-like material.
- Gloves of conservative color are recommended.
- Spurs must be made of metal. The shank must be either curved or straight pointing directly back from the center of the spur when on the rider's boot. If the shank is curved, the spurs must be worn only with the shank directed downwards. However, swan necked spurs are allowed. The inside arm of the spur must be smooth and one or both arms may have rubber covers. If rowels are used, they must be blunt/smooth and free to rotate.
- An ASTM-SEI Equestrian Helmet is required for all riding or driving at all times during the District and State 4-H Horse Shows (See General Rules).

Dressage Tack:

- An English type saddle with stirrups is compulsory for at all Dressage Levels.
- One whip no longer than 47.2 inches (120 cm) including lash may be carried in all classes
- For introductory and Training Level tests, a plain snaffle bridle is required with a regular cavesson, a dropped noseband, a flash noseband (a combination of a cavesson noseband and a dropped noseband attachment) or a crossed noseband.
- All bits must be smooth and with a solid surface. Twisted, wire and roller bits are prohibited. A mouthpiece with more than one rolling part is prohibited. Bits permitted include: Ordinary snaffle with single-jointed mouthpiece, Ordinary snaffle with double-jointed mouthpiece (French-link Snaffle), D-Ring Snaffle, Full-cheek Snaffles - with or without keepers, Egg Butt Snaffle, Snaffle with solid mouth-piece (Mullen mouth), Snaffle with cheeks (Baucher), Fulmer, Snaffle with 1 rotating mouthpiece (Myler Level 1 and Level 2), Happy Mouth with roller.
- Any of these bits may be covered with rubber or leather.
- Bits with mouth pieces made of synthetic material are permitted, provided that the contours of the bit conform to the contours of bits listed above.
- Martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, tongue tied down, etc.), any kind of boots (including "easy-boots") or bandages (including tail bandages) and any form of blinkers, ear muffs or plugs, nose covers, seat covers, hoods are, under penalty of elimination, strictly forbidden.
- Fly hoods (ear covers) are permitted for competitions held outdoors in order to protect horses from insects. The fly hoods should be discreet and should not cover the horse's eyes. After completion of the test, the rider or his representative is responsible for removing the fly hood to present to the designated ring steward for inspection.

- Any decoration of the horse/pony with extravagant items, such as ribbons or flowers, etc. in the mane, tail, etc., is strictly forbidden.
- Braiding of the horse/pony's mane and tail is encouraged.

Refer to current USEF Rulebook for Dressage for complete description of bits and tack.

STANDARDS FOR SHOWMANSHIP

The real purpose of showmanship is to learn the best way to fit and train a horse or pony so that the best attributes of the horse/pony can be seen by the judge or potential buyer. Showmen are reminded that they are being judged on the fitting, training and showing of their horse/pony. The horse/pony's conformation is not to be considered in the judging of this class. Showmen must wear the appropriate attire for the division in which they are participating.

The procedure for judging large classes and the pattern to be used will be left to the discretion of the judge.

SCORING FOR SHOWMANSHIP CLASS

I. Appointments - 25%

- **Personal Appearance:** Youth should be neat, clean, well groomed, attentive, courteous and wearing appropriate attire for the type of horse being shown. Hunter: Appropriate English riding habit.
- **Equipment:** Clean and properly adjusted equipment should be used. A Hunter type bridle is to be used in the Hunter division.
- When a double or full bridle is used, youth may show with either both reins down or with the snaffle rein secured at the withers and the curb rein down.

II. Horse and Pony (fitting and grooming) - 25%

- The horse or pony should be clean and well groomed. Fitting for show is a year-round job. Daily grooming and good nutrition are very important to the hair coat and fitness of the horse/pony. Just before entering the ring, the showman should rub the horse/pony down with a grooming cloth to remove any dust which may have accumulated since brushing. Avoid using an oily grooming cloth since oil will attract dust. Wipe the ears, around the eyes, nostrils, lip, sheath and anus with a damp cloth or sponge; or with a cloth that has a small amount of baby oil or Vaseline on it to add luster to these areas.
- Horses and ponies should be clipped approximately one week before showing to allow for some regrowth to cover up any minor mistakes. The long hairs inside the ears, around the muzzle, under the chin and jaw, on the bridle path, fetlocks and lower legs should be clipped.

- The mane should be thinned and shortened to approximately four inches in length by pulling out the excess hair. However, full manes are permitted. Tails should hang well below the hocks. Braiding the mane and tail and checker boarding the croup and banging the tail are all optional.

III. Method of showing - 50%

- **Leading:** Youth must be able to walk, trot, turn, stop and back as directed by the pattern or ring officials.
- Always lead from the left side at an alert walk following the judge's direction, never in front of the horse/pony. The horse/pony's head should be about even or slightly in front of your shoulder. The horse/pony should travel willingly with his body in a straight line in the same direction being traveled. Youth must have the right hand on the lead when leading their horse/pony. The left hand will contain the remainder of the reins or lead in a loosely coiled loop or in a figure eight. The youth should walk in a brisk, alert manner and give the appearance that you and your horse or pony are a team.
- Run by the left side of the horse/pony when you are showing him at trot. The horse/pony should be traveling alertly and willingly with his head up (not too high). The youth should run with good posture and vitality.
- The horse/pony should always be reversed by turning to the right. Turn in as small an area as possible and attempt to keep his hind legs in one place while turning (this allows you to keep the horse/pony lined up with the judge). Any turn requiring more than 90 degrees should also, be made to the right.
- Always move your horse/pony directly toward or away from the judge unless specific instructions are otherwise given by the judge.
- **Working the Judge:** When setting up your horse/pony, stand out diagonally from the horse/pony's shoulder but never directly in front of the horse/pony. Always be in a position where you can observe your horse/pony and the judge at the same time. As the judge moves around the horse, the youth must respond accordingly. When the judge is in front of the horse/pony the youth should be on the opposite side away from the judge, so as not to block the judge's view. When the judge moves down one side of the horse/pony and passes the middle of the withers the youth should cross over in front of the horse/pony so that he/she is now on the same side as the judge. This allows you to see your horse/pony and continue to have eye contact with the judge. As the judge passes behind the horse/pony and crosses over to the other side, the youth should cross in front of the horse/pony to remain on the same side with the judge. Once again when the judge approaches you and crosses the middle of the withers the youth should cross over to be on the opposite side from the judge, so as not to obstruct his/her vision of the horse/pony. This procedure allows the judge an unobstructed view of the horse/pony and allows the youth to show their horses/ponies to the best of their ability. It also will allow youth to keep an eye on their horse/pony and the judge without having to look through, under or over their horse/pony.
- **Stance of the horse/pony:** Hunter Type Horses/Ponies can be set up with their front and rear feet set squarely under them or with the back feet offset.

IV. Keep your position in line and allow reasonable space between your horse/pony and others. Never allow your horse/pony to interfere with other horses/ponies.

V. If asked to change positions in line, back your horse/pony out of line and approach the new position from the rear. Be careful when walking up behind other horses/ponies and allow yourself plenty of room to enter.

VI. Quickly recognize and correct any faults in your horse/pony. All communication between the youth and the horse/pony shall be through the lead shank or reins which may be accompanied by subtle voice commands. Youth cannot directly touch any part of their horse/pony unless the judge touches (i.e. disturbs the mane or moves the halter or bridle) the horse in front of the shoulder. At such time, the youth should correct the disarray created by the judge.

VII. Remember - Move quickly, quietly and with confidence when showing your horse/pony. Be courteous, respond promptly to directions and display good horsemanship at all times.

JUDGING OF DRESSAGE CLASSES:

The objective of dressage is the development of the horse into a happy athlete through harmonious education. As a result, it makes the horse calm, supple, loose and flexible, but also confident, attentive and keen, thus achieving perfect understanding with the rider.

- All movements and certain transitions from one to another which have to be marked by the judge(s) are numbered on the judge's sheets. They are marked 0 to 10, 0 being the lowest mark and 10 being the highest.
- The scale of marks is as follows: 10 Excellent, 9 Very Good, 8 Good, 7 Fairly Good, 6 Satisfactory, 5 Marginal, 4 Insufficient, 3 Fairly Bad, 2 Bad, 1 Very Bad, 0 Not executed. All half marks from 0.5-9.5 may also be used both for movements and collective marks, at the discretion of the judge, and scores given must be recorded with a decimal (i.e., as 6.0 instead of 6).
- "Not executed" means that practically nothing of the required movement has been performed.
- Collective marks are awarded (from 0 to 10) after the competitor has finished his performance for: Gaits, Impulsion, Submission, The rider's position and seat, correctness and effect of the aids.
- The collective marks as well as certain difficult and/or infrequently repeated movements can be given a co-efficient.
- The mark for each movement should first establish the fact of whether the movement is marginal (5 or below) or higher. The judge should state the reason for his judgment, at least when giving marks of 6 and below. Accuracy (moderate) should be a factor only if

the inaccuracy avoids the difficulty of the movement, i.e., a larger circle avoids the difficulty of a 10 meter circle. In a movement which must be carried out at a certain point of the arena, it should be done at the moment when the competitor's body is above this point, except in transitions where the horse approaches the letter from a line diagonal or perpendicular to the point where the letter is positioned. In this case, the transition must be done when the horse's nose reaches the track at the letter so that the horse is straight in the transition.

- If a problem appears once it may be treated lightly by the judge; if it appears successively he will score it more harshly each time, i.e., nodding, stumbling, shying, etc.
- Grinding of the teeth and wringing of the tail are signs of tenseness or resistance on the part of the horse and should be considered in the marks for each movement where they appear, as well as in the Collective Marks. Horses which get their tongues over the bit or perform with an open mouth shall be marked down.
- The levels of dressage are offered as a means of evaluating a horse that is changing. The purpose of each test is printed on the cover and the horse shall be considered in light of the degree of training it should have achieved to be shown at that level. In the case of a fall of horse and/or rider the competitor will be eliminated. A competitor is considered to have fallen when he is separated from his horse in such a way as to necessitate remounting or vaulting into the saddle. A horse is considered to have fallen when at the same time both its shoulder and quarters have touched the ground.
- If the horse leaves the arena with or without the rider (all four feet outside the fence or line marking the arena perimeter) between the time of entry and the time of exit at A, the competitor is eliminated.
- A test begins with the entry at A and ends after the final salute, as soon as the horse moves forward, except for leaving the arena as described above.
- The competitor should leave the arena in the way prescribed in the test; however, in Training through Fourth Level tests, the competitor should leave the arena at "A" at a walk, on long or loose rein.
- Horses which enter the arena with their tongues tied down shall be eliminated.
- The judge may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if, in his discretion, some unusual circumstance has occurred to interrupt a test.
- After the sound of the bell, the competitor should enter the arena at A as soon as possible. Exceeding 45 seconds before entering the arena after the bell has sounded will entail elimination. Exceeding 90 seconds will entail elimination except where a valid reason is accepted by the Judge at "C" (losing a shoe, etc). No competitor can be required to ride prior to his scheduled time
- Any resistance which prevents the continuation of the test longer than 20 seconds is punished by elimination. However, resistance that may endanger the rider, horse, judges or the public will result in elimination for safety reasons earlier than within twenty (20) seconds.

JUDGING OF HUNTER OVER FENCES CLASSES:

- All classes must be judged on performance and soundness and when indicated, conformation, suitability or manners.
- When a horse/pony makes two faults at one obstacle, only the major fault will be counted. (Exception: refusals count in addition.)
- At an in and out, the faults committed at each obstacle are considered separately. In case of a refusal or run-out at the 2nd obstacle of an in and out, the competitor may re-jump both obstacles of the in and out.
- Judges must penalize unsafe jumping and bad form over fences, whether touched or untouched.
- Circling once upon entering the ring and once upon leaving is permissible.

- The following faults are scored according to the judge's opinion and, depending on severity, may be considered major or minor faults:
 - ✓ Rubbing the jump
 - ✓ Swapping leads in a line or in front of a jump
 - ✓ Late lead changes
 - ✓ Kicking up or out
 - ✓ Jumping out of form
 - ✓ Jumping off the center line of the jump
 - ✓ Bucking and/or playing
 - ✓ Adding a stride in a line with a related distance
 - ✓ Eliminating a stride in a line with a related distance
 - ✓ Striking off on a wrong lead on the courtesy circle (May be corrected with either a simple or flying change of lead)
 - ✓ Spooking

- The following should be considered major faults:
 - ✓ Knock down of any part of an obstacle
 - ✓ Refusal
 - ✓ Refusal or stopping while on course
 - ✓ Completely missing a lead change
 - ✓ Breaking stride, or Trotting on course (Exceptions – Where posted on the course diagram i.e. trot jumps, etc. Striking off on a wrong lead on a courtesy circle.)
 - ✓ Dangerous jumping
 - ✓ Addressing a jump – coming to a stop in front of a jump in order to show the jump to the horse.
 - ✓ Adding or eliminating a stride in an in an out.

- The following constitute elimination.
 - ✓ Three refusals
 - ✓ Off course
 - ✓ Jumping course before it is reset

- ✓ Bolting from the ring
- ✓ Fall of horse and/or rider (rider shall not remount)

JUDGING OF JUMPER CLASS:

- A minimum of four obstacles must be used with a minimum of eight jumping efforts.
- A starting line at least 12 feet in front of the first obstacle and a finish line at least 24 feet after the last obstacle must be indicated by markers (at least 12 feet apart.)
- Horses/ponies must start and finish by passing between markers.
- Change of Direction. There must be at least one change of direction in every course including jump-off courses.
- Jump-offs are held over obstacles from the original course that may include obstacles not included in the initial round. In a jump-off, any sequence of obstacles in either direction may be employed. Obstacles may be raised, lowered, broadened or narrowed. In Table II Sec. 2(b) classes, it is recommended that course designers incorporate at least two new obstacles set at jump-off height. There must be at least one change of direction.
- Time is taken from the instant the horse's chest reaches the start line, or upon the expiration of 45 seconds following the sounding of the audible tone, until the horse reaches the finish line.
- The clock shall be stopped when a knocked down jump is being rebuilt (from the moment the rider gets his mount in a position to retake the jump until the proper authority signals that the jump has been rebuilt).
- Jumpers are scored on a mathematical basis and penalty faults.
 - Knock down: 4 faults- An obstacle is considered knocked down when in jumping an obstacle, a horse or rider, by contact changes any part thereof which establishes the height of the obstacle or the height of any element of a spread obstacle, even when the falling part is arrested in its fall by some other portion of the obstacle; or moves any part thereof which establishes the height of the obstacle so that it rests on a different support from the one on which it was originally placed. . Knockdown of automatic timing equipment and other designated markers on start and finish line will also be penalized.
 - Disobedience: 4 faults-Disobedience includes a refusal, run-out, loss of forward movement, and unnecessary circling on course.
 - Elimination-Causes for elimination include: Third cumulative disobedience anywhere on course, jumping an obstacle before it is reset, starting before judges signal to proceed, failure to cross starting line within one minute after an audible signal from the judge, jumping an obstacle before crossing the starting line, off course, deliberately addressing an obstacle, rider and/or horse leaving arena before completing course, and fall of horse or rider, horse resisting for 45 consecutive seconds, taking more than 45 seconds to jump the first obstacle after the time of the round has begun, taking more than 45 seconds to jump the next

- obstacle on course, exceeding the time limit and actions against a horse deemed excessive (excessive use of whip or spurs at any time in the arena).
- Exceeding Time Allowed – 1 fault for each commenced second over the time allowed.

JUDGING OF HUNTER UNDER SADDLE:

Horses are shown at a walk, trot and canter both ways of the ring. Light contact with the horse's mouth is required. Horses should be obedient, alert, responsive, and move freely. They should not be eliminated for slight errors. Judges may ask horses to hand gallop collectively, one way of the ring. It is recommended that no more than 10 horses are asked to canter or no more than 8 horses are asked gallop at the same time.

JUDGING OF HUNT SEAT EQUITATION AND EQUITATION OVER FENCES:

- On the flat: Entries will be scored on the cleanliness and neatness of the horse/pony, rider and tack, the rider's basic position and the method by which the rider executes maneuvers in order to obtain the desired performance.
- The horse/pony and rider should work as a team and show the horse/pony to its best advantage.
- Over Fences: The performance begins when the horse/pony enters the ring or is given the signal to proceed after entering the ring.
- Each competitor may circle once before approaching the first obstacle and then proceeds around the course keeping an even hunting pace throughout.
- Except for refusals, jumping faults of the horse/pony are not to be considered unless it is the result of the rider's ability.
- The following will result in elimination: fall of horse/pony and/or rider, three cumulative refusals, mount bolting from arena with or without rider, failure to complete the course or off course, and jumping an obstacle before it is reset.
- The following constitute major faults and can be cause for elimination: a refusal, loss of stirrup, trotting while on course when not part of a test, and loss of reins.
- Each rider may circle once before approaching the first obstacle.

Basic Position:

- Rider should have a workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise.
- Hands should be over and in front of the horse/pony's withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from the horse/pony's mouth to the rider's elbow.
- Bight of reins may fall on either side. However, all reins must be picked up at the same time. When using full bridles, the snaffle rein should be on the outside while the curb rein is on the inside. The eyes should be up and the shoulders back. Toes should

- be at an angle best suited to the rider's conformation.
- Ankles flexed in, heels down and calf of the leg should be in contact with the horse/pony and slightly behind the girth.
 - Irons should be placed on the ball of the foot and must not be tied to the girth

Position in Motion:

- While in motion, riders should maintain the basic position while keeping contact with the horse/pony's mouth.
- At the walk and sitting trot the body should remain vertical.
- At the posting trot, the body is inclined slightly forward with the rider working from the horse/pony's momentum while on the correct diagonal.
- On the left diagonal, the rider should be sitting in the saddle when the left front leg is on the ground; similarly, on the right diagonal, the rider should be in the saddle when the right front leg is on the ground.
- At the canter, the body should be inclined slightly forward from the hips.
- The half seat position should be used when galloping and jumping and the body should be inclined slightly more forward than at the canter with light contact in the saddle.
- Riders may reverse toward or away from the rail.
- All cues and aids should be applied as inconspicuously as possible. Any or all competitors may be required to execute any appropriate tests included in class requirements.