

# 2024 SPEED EVENTS DIVISION

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**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.

# SPEED EVENTS DIVISION CLASSES

## Speed Events

### GENERAL SPEED EVENTS CLASS RULES:

1. All speed events classes will be timed with an electric timer and at least one stop watch. If the timing device fails, the contestant will be given the option of either a rerun or to use the time recorded by the backup timer. If the contestant chooses the rerun, they will have an option of an immediate rerun or a run at the end of the run order. If two (2) stop watches are used, the average time of the two (2) watches serves as the official time.

2. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

3. **Contestants may start their runs from a designated point defined by cones (depending on location). For safety purposes the handler may enter holding pen with rider but cannot enter the show ring. Once contestant enters the show ring, the adult must leave the holding pen.** The end gate will be closed once the horse enters the show ring and will not be opened until the contestant has concluded his or her run and has the horse under control. Two contest stewards will be assigned to work the end gate.

Riders must make a willful attempt to slow their horse down or stop their horse at the conclusion of the pattern. Contestants that use the end gate or arena wall to stop their horse, showing a lack of control, will receive a warning at the first occurrence and will be disqualified at the second occurrence. Crashing into the end gate or other indicators of lack of control may result in disqualification. An obvious change of pace and speed needs to be displayed at the conclusion of the pattern.

Once the contestant's name has been called to enter the arena, the horse and rider must make reasonable progress toward the gate. If the horse is refusing to enter the show ring or the rider is not making an attempt to enter the judge may start a 30 seconds timer. At the end of the 30 seconds if the judge believes that the contestant is not making progress the contestant may be dismissed. At any time, either in the holding pens or as the contestant is making their way into the show ring, if the horse and rider are out of control, rearing, or in any other way deemed unsafe by the judge or show management, they will be dismissed and receive a no time.

4. Once the gate is closed contestants will have 45 seconds to break the timer, if not done so contestants will be excused and receive a no time.

5. In the case of a tie, the horse declared the winner in the runoff must run the pattern in not more than two (2) seconds over the original time or the runoff is held again.

6. Contestants are not permitted a rerun if handicapped by equipment failure and/or an accident to either the rider or the horse. Should a horse cast a shoe, the run may continue as long as it is not harmful to the horse. Otherwise, the contestant shall be excused from the competition.

7. Contestants are not permitted any assistance beyond the end gate. A handler on foot, designated by the rider/parent/guardian, at their own risk, may assist the rider/horse in any area outside of the end gate. However, once contestant enters the show ring, the handler must exit the holding pen.

8. Western type equipment must be used on all horses. Mechanical hackamores and tie downs are permitted. However, show officials or contest stewards may inspect and prohibit any horse and rider from competing if any equipment is considered too severe and/or if any contestant is observed abusing his or her horse. **Whips may not exceed 24" in length, the use of dressage whips is prohibited. See Addendum for a listing of all approved and prohibited equipment.**

9. The judge must disqualify any contestant for excessive use of a whip, rope, crop, bat or reins anywhere on the horse. A whip may not exceed two feet in length excluding over and under ropes which must be attached to the saddle.

10. Contestants must wear western attire including boots, long trousers and a long sleeve shirt with a collar or a turtleneck. The shirt must not allow midriff skin to show, must be buttoned or snapped, and must be tucked in and stay in as the run begins. **All riders MUST wear an ASTM-SEI Equestrian Helmet. Please refer to the Helmet Guidelines in the General Rules.**

11. No aids will be allowed to keep the contestants in the saddle (i.e. no rubber bands, Velcro, etc.) Such aids will be considered illegal equipment and be grounds for disqualification.

12. An official judge(s) will be designated to make calls and judgments on contest classes.

13. If a horse breaks pattern and the judge rules a no time, the contestant must exit the arena and will not be allowed to finish the pattern. **Schooling of a horse in the arena will not be permitted.**

14. In the Speed Events Division, high points will not be awarded according to number of entries in the class, but instead on a time basis. Regardless of placing or number of entries, the points will be awarded to the ten fastest times when times are combined from both pony and horse classes. Therefore, riders in the pony and horse divisions are eligible for high point awards based on the 10 fastest times for the pattern. Each class will still give out placing ribbons for 1<sup>st</sup>-10<sup>th</sup>.

Example: The 1<sup>st</sup> place finisher for pony barrels wins with a time of 16.5 sec. A time of 16.5 sec is the third fastest time of the day for the barrels pattern in both horse and pony classes, thus the pony ride will receive 8 points for the barrels classes.

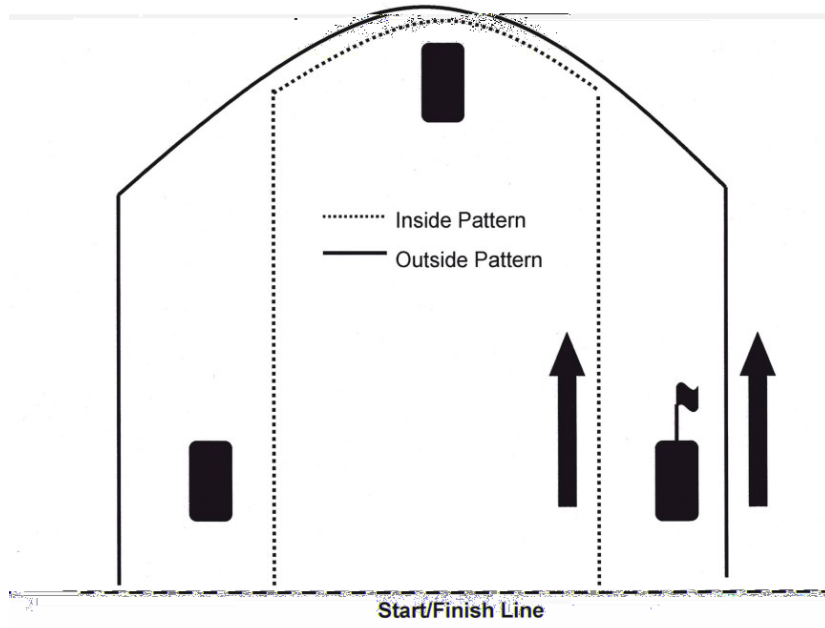
## **SPEED EVENTS DIVISION CLASSES**

**FLAG RACE PONY** - Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade mares and geldings 14 hands and under. The flag race pattern will consist of three (3) barrels arranged in a triangle similar to that of the barrel race with all three (3) barrels situated a safe distance from the arena fence. Contestants may initially pick up the flag (17 3/4" in length; green & yellow in color) at either the right or the left barrel, but must ride either an inside or an outside (FIGURE 1) pattern. Riders may touch the barrels or buckets (3.5 gallon buckets filled to the top with sand). Riders that pick up the flag, but fail to permanently place the flag in the receiving bucket will receive a five (5) second penalty in addition to their final time. Riders that miss picking up the flag, drop the flag once it has been picked up, run off pattern, and/or knock over any barrel or bucket will receive a "no time." Riders striking any part of their pony with the flag will be disqualified.

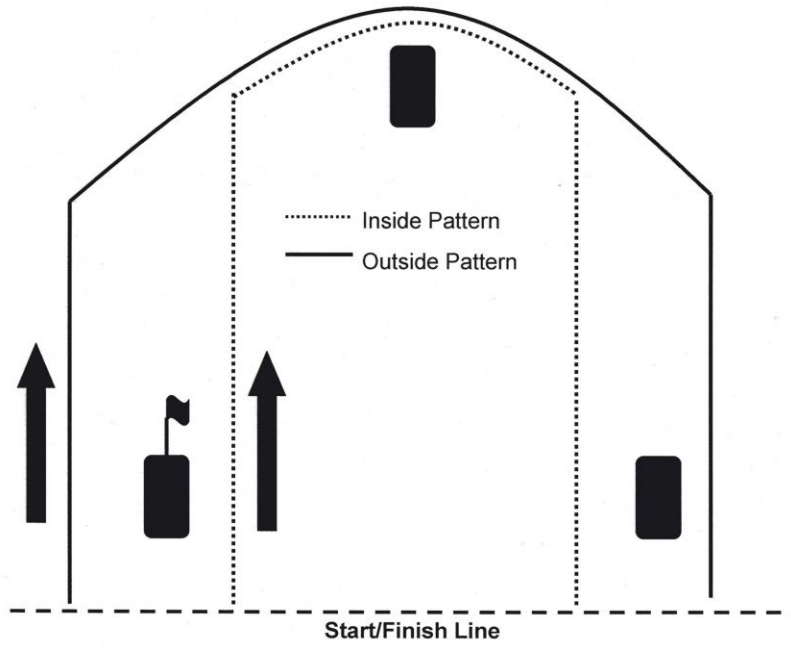
**FLAG RACE HORSE Jr** - Exhibitors must be between the ages of 9-13 years old as of January 1 of the current year (see General Rules #10). Registered and grade horses over 14.0 hands. The flag race pattern will consist of three (3) barrels arranged in a triangle similar to that of the barrel race with all three (3) barrels situated a safe distance from the arena fence. Contestants may initially pick up the flag (17 3/4" in length; green & yellow in color) at either the right or the left barrel, but must ride either an inside or an outside (FIGURE 1) pattern. Riders may touch the barrels or buckets (3.5 gallon buckets filled to the top with sand). Riders that pick up the flag, but fail to permanently place the flag in the receiving bucket will receive a five (5) second penalty in addition to their final time. Riders that miss picking up the flag, drop the flag once it has been picked up, run off pattern, and/or knock over any barrel or bucket will receive a "no time." Riders striking any part of their horse with the flag will be disqualified.

**FLAG RACE HORSE Sr** - Exhibitors must be between the ages of 14-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade horses over 14.0 hands. The flag race pattern will consist of three (3) barrels arranged in a triangle similar to that of the barrel race with all three (3) barrels situated a safe distance from the arena fence. Contestants may initially pick up the flag (17 3/4" in length; green & yellow in color) at either the right or the left barrel, but must ride either an inside or an outside (FIGURE 1) pattern. Riders may touch the barrels or buckets (3.5 gallon buckets filled to the top with sand). Riders that pick up the flag, but fail to permanently place the flag in the receiving bucket will receive a five (5) second penalty in addition to their final time. Riders that miss picking up the flag, drop the flag once it has been picked up, run off pattern, and/or knock over any barrel or bucket will receive "no time." Riders striking any part of their horse with the flag will be disqualified.

Figure 1



OR



**BARREL RACE PONY** - Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade mares and geldings 14 hands and under. The barrel race pattern will consist of three (3) barrels arranged in a triangle. The left and right barrels will be spaced thirty (30) yards apart and twenty (20) yards from the start/finish line. The third barrel will be spaced thirty-five (35) yards from both the left and right barrels. All three (3) barrels will be placed a safe distance from the arena fence. If the pattern is too large for a given arena, then the pattern will be reduced five (5) yards at a time until the pattern fits the arena. Contestants may initially ride to the left or right (FIGURE 2) barrel and then ride the remainder of the pattern accordingly. Riders may touch the barrels. However, riders knocking over a barrel shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification.

**BARREL RACE HORSE Jr** - Exhibitors must be between the ages of 9-13 years old as of January 1 of the current year (see General Rules #10). Registered and grade horses over 14.0 hands. The barrel race pattern will consist of three (3) barrels arranged in a triangle. The left and right barrel will be spaced thirty (30) yards apart and twenty (20) yards from the start/finish line. The third barrel will be spaced thirty-five (35) yards from both the left and right barrels. All three (3) barrels will be placed a safe distance from the arena fence. If the pattern is too large for a given arena, then it will be reduced five (5) yards at a time until the pattern fits the arena. Contestants may initially ride to the left (FIGURE 1) or right (FIGURE 2) barrel and then ride the remainder of the pattern accordingly. Riders may touch the barrels. However, riders knocking over a barrel shall carry a five (5) second penalty per barrel. Failure to follow the course shall cause disqualification.

**BARREL RACE HORSE Sr.** - Exhibitors must be between the ages of 14-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade horses over 14.0 hands. The barrel race pattern will consist of three (3) barrels arranged in a triangle. The left and right barrel will be spaced thirty (30) yards apart and twenty (20) yards from the start/finish line. The third barrel will be spaced thirty-five (35) yards from both the left and right barrels. All three (3) barrels will be placed a safe distance from the arena fence. If the pattern is too large for a given arena, then it will be reduced five (5) yards at a time until the pattern fits the arena. Contestants may initially ride to the left or right (FIGURE 2) barrel and then ride the remainder of the pattern accordingly. Riders may touch the barrels. However, riders knocking over a barrel shall carry a five (5) second penalty per barrel. Failure to follow the course shall cause disqualification.

**3D BARREL RACE – OI:** Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year (see General Rules #10). Open to registered and grade horses or ponies. The barrel race pattern will consist of three (3) barrels arranged in a triangle. The left and right barrel will be spaced thirty (30) yards apart and twenty (20) yards from the start/finish line. The third barrel will be spaced thirty-five (35) yards from both the left and right barrels. All three (3) barrels will be placed a safe distance from the arena fence. If the pattern is too large for a given arena, then it will be reduced five (5) yards at a time until the pattern fits the arena. Contestants may initially ride to the left or right barrel and then ride the remainder of the pattern accordingly. Riders may touch the barrels. However, riders knocking over a barrel shall carry a

five (5) second penalty per barrel. Failure to follow the course shall cause disqualification. **Refer to the Addendum for equipment guidelines.**

All riders run, no matter their ability. The divisions are then determined by the times run, with the fastest horse setting the 1D time. The 2D horses are then determined by the riders that ran 1 second off the 1D fastest time. Just as an example, if the fastest horse ran a 16.0 second run, then the horses that ran between 16.1 and 16.9 seconds are 1D horses. A horse that ran a 17.0 second or slower would be at the top of the 2D, and any horses that ran between 17.1 and 17.9 slower would be in the second division. The 3D is 1 second slower than the 2D time, or 2 seconds slower than the 1D time. So this would put the horses that ran 18.0 seconds or slower in the 3D.

**AWARDS:** Rosettes and Danish ribbons will be distributed to the top 3 times on each division (1D, 2D and 3D), plus payouts at the **STATE SHOW ONLY**.

**Up to 60 entries:** the winner of the 1D will receive \$100 cash, the winner of the 2D will receive \$75 cash, and the winner of the 3D will receive \$50 cash.

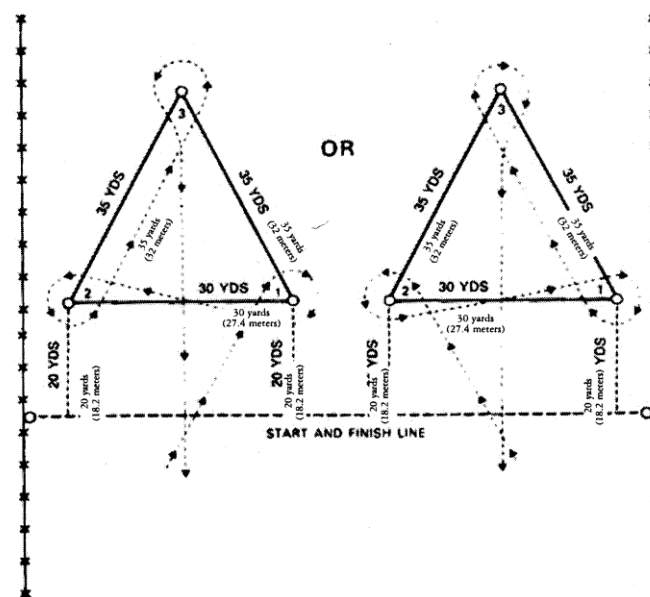
**Between 60-100 entries:** the winner of the 1D will receive \$150 cash, the winner of the 2D will receive \$100 cash, and the winner of the 3D will receive \$75 cash.

**If there are 101 entries or more:** the second place winners will also receive \$100, \$75, and \$50, respectively for 1D, 2D and 3D.

**If there are 115 entries or more:** the third place winners will also receive \$75, \$50, and \$30, respectively for 1D, 2D and 3D.

**All 4-H Rules still apply to this class.**

**Figure 2**

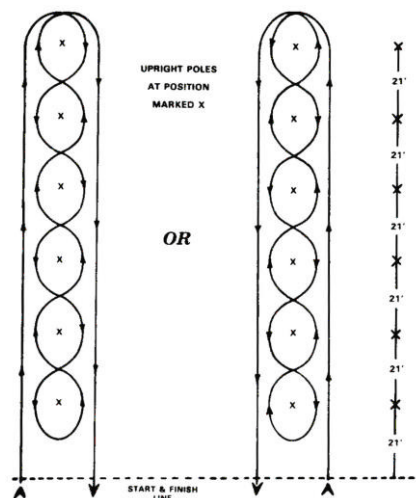


**POLE BENDING PONY** - Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade mares and geldings 14 hands and under. The pole bending pattern will consist of six (6) poles arranged in a straight line and spaced twenty-one (21) feet apart. The first pole will be spaced at least twenty-one (21) feet from the start/finish line. All poles will be placed a safe distance from the arena fence. Contestants may ride initially to either the left or right (FIGURE 3) of the first pole and follow the remainder of the pattern accordingly. Riders may touch the poles. However, riders knocking over a pole shall carry a five (5) second penalty per pole. Failure to follow the course shall cause disqualification.

**POLE BENDING HORSE Jr.** - Exhibitors must be between the ages of 9-13 years old as of January 1 of the current year (see General Rules #10). Registered and grade horses over 14.0 hands. The pole bending pattern will consist of six (6) poles arranged in a straight line and spaced twenty-one (21) feet apart. The first pole will be spaced at least twenty-one (21) feet from the start/finish line. All poles will be placed a safe distance from the arena fence. Contestants may initially ride to either the left or right (FIGURE 3) of the first pole and follow the remainder of the pattern accordingly. Riders may touch the poles. However, riders knocking over a pole shall carry a five (5) second penalty per pole. Failure to follow the course shall cause disqualification.

**POLE BENDING HORSE Sr.** - Exhibitors must be between the ages of 14-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade horses over 14.0 hands. The pole bending pattern will consist of six (6) poles arranged in a straight line and spaced twenty-one (21) feet apart. The first pole will be spaced at least twenty-one (21) feet from the start/finish line. All poles will be placed a safe distance from the arena fence. Contestants may initially ride to either the left (FIGURE 3) or right (FIGURE 4) of the first pole and follow the remainder of the pattern accordingly. Riders may touch the poles. However, riders knocking over a pole shall carry a five (5) second penalty per pole. Failure to follow the course shall cause disqualification.

Figure 3



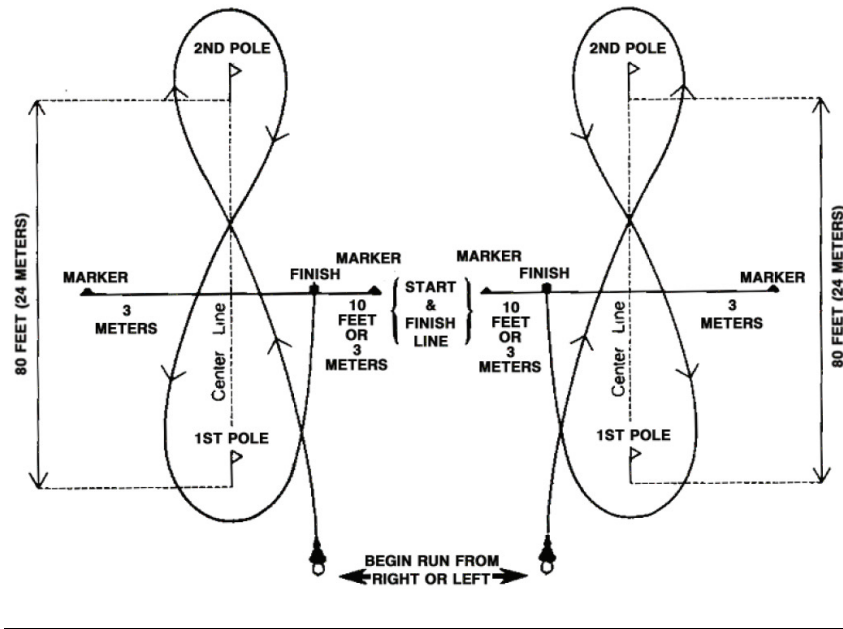


**STAKE RACE PONY** - Exhibitors must be between the ages of 9-18 years old as of January 1 of the current year (see General Rules #10). Registered and grade mares and geldings 14 hands and under. See Figure 4 for example Stake Race pattern. The start and finish line is 20 feet wide and marked by two upright markers 10 feet on each side of the center line and short enough so as to not interfere with the timer. Short pylons or cones are recommended. The first and second poles marking the center line are each 40 feet from the start and finish line, marking them a total of 80 feet apart. The contestant is allowed a running start and may begin his run from either the left or right side of the first pole. Start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line. Failure of a contestant to cross the start and finish line between the markers shall result in no time. Failure of contestant to cross over the center line between the markers before turning the second pole and cross back over the center line after turning the second pole shall result in no time. If an upright marker or pole is knocked down, it shall result in a no time. All ponies must start from the same end of the arena.

**STAKE RACE HORSE Jr.** - Exhibitors must be between the ages of 9-13 years old as of January 1 of the current year (see General Rules #10). See Figure 4 for example Stake Race pattern. Registered and grade horses over 14.0 hands. The start and finish line is 20 feet wide and marked by two upright markers 10 feet on each side of the center line and short enough so as to not interfere with the timer. Short pylons or cones are recommended. The first and second poles marking the center line are each 40 feet from the start and finish line, marking them a total of 80 feet apart. The contestant is allowed a running start and may begin his run from either the left or right side of the first pole. Start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line. Failure of a contestant to cross the start and finish line between the markers shall result in no time. Failure of contestant to cross over the center line between the markers before turning the second pole and cross back over the center line after turning the second pole shall result in no time. If an upright marker or pole is knocked down, it shall result in a no time. All horses must start from the same end of the arena.

**STAKE RACE HORSE Sr.** - Exhibitors must be between the ages of 14-18 years old as of January 1 of the current year (see General Rules #10). See Figure 4 for example Stake Race pattern. Registered and grade horses over 14.0 hands. The start and finish line is 20 feet wide and marked by two upright markers 10 feet on each side of the center line and short enough so as to not interfere with the timer. Short pylons or cones are recommended. The first and second poles marking the center line are each 40 feet from the start and finish line, marking them a total of 80 feet apart. The contestant is allowed a running start and may begin his run from either the left or right side of the first pole. Start by crossing the center line between the upright markers, turn around the second pole, cross over the center line again between the markers, then around the first pole and run back across the finish line. Failure of a contestant to cross the start and finish line between the markers shall result in no time. Failure of contestant to cross over the center line between the markers before turning the second pole and cross back over the center line after turning the second pole shall result in no time. If an upright marker or pole is knocked down, it shall result in a no time. All horses must start from the same end of the arena.

Figure 4



**SHOWMANSHIP 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, fitting and grooming and method of showing (See Standards for Showmanship below). Contest exhibitors can not cross-enter in Western Judged Showmanship I.

**SHOWMANSHIP 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, fitting and grooming and method of showing (See Standards for Showmanship below). Contest exhibitors can not cross-enter in Western Judged Showmanship II.

## 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. Western attire including a Western hat and boots.
- **Equipment:** Clean and properly adjusted equipment should be used. Halters (leather, nylon or rope) must be used in the Western division. A lead shank of adequate length should be used with the chain portion doubled through the snap ring on the halter or either run under the chin or over the nose and snapped to the right side of the halter.

### 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.
- Horse or pony may be shown with either a full or clipped mane. Full manes should be thinned by pulling out the excess hair. Tails should hang well down below the hocks. The feet should be neatly trimmed or properly shod. The use of hoof polish or dressing is 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:** Western Horses/Ponies should always be set up with their front and rear feet set squarely under them.

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.

## ADDENDUM

### AQHA GUIDELINES

**Speed Events:** SHW305.9.1 In roping, speed events, team penning and ranch sorting and cowboy mounted shooting western - type equipment must be used. Use of rawhide or mechanical hackamores or other type of bridles is the optional choice of the contestant. However, mechanical hackamore nosepieces must be covered in leather and cannot have visible or bare metal in contact with the horse's head. The judge or steward may prohibit the use of any bit or equipment they consider inhumane or would tend to give a horse/rider an unfair advantage.

SHW305.9.2 Tie-downs, used for roping, speed events and team penning, ranch sorting, and cowboy mounted shooting must be leather, flat nylon or rope a minimum of 3/8 inch in diameter.

SHW305.9.3 Bonnets (tie-down that goes over the poll and/ or across the forehead) are NOT permitted in the Kentucky 4-H Horse Program.

SHW305.9.4 Martingales and draw reins are permitted for speed events, team penning, ranch sorting and cowboy mounted shooting. However, martingales used with curb bits must have rein stops. Draw reins may not be attached between or around the front legs.

SHW306.4 Protective boots, leg wraps and bandages are allowed in reining, working cow horse, boxing, team penning, barrel racing, pole bending, stake racing, jumping, tie-down roping, breakaway roping, dally team roping - heading, dally team roping - heeling, cutting, western horsemanship, ranch riding, versatility ranch horse classes and ranching heritage classes. The use of slip on (easy care) horse boots or related footwear are not considered as protective boots and are permissible to be worn in all classes. SHW306.5 Spurs; not to be used forward of the cinch.

### SHW307. PROHIBITED EQUIPMENT

SHW307.2 Wire curb straps, regardless of how padded or covered, or curb strap with tacks/rivets.

SHW307.3 Any curb strap narrower than one-half inch.

SHW307.4 Chain, wire, or metal tie-down or bonnets are prohibited, regardless of how padded or wrapped.

SHW307.5 Belly Bands, saw tooth bits; hock hobbles; tack collars; tack curb straps or tack hackamores; whips used for showmanship; war bridles or like devices; riding in a curb bit without a curb strap; wire or solid metal curb straps no matter how padded; wire cavesson; wire or cable tie-downs; bumper bits; metal bosals (no matter how padded); chambons; headstalls made of metal (no matter how wrapped or padded), twisted rawhide, or rope may not be used on a horse's head (3/8 inch rope may be used with a slip/gag bit); running martingales used with curb bits used without rein stops; draw reins attached between or around the front legs will not be allowed.

SHW307.9 Fenders may not be connected by string or any other material

**INHUMANE TREATMENT.** No person shall treat any horse in an inhumane manner. Inhumane treatment shall include, but not be limited to, the prohibited conduct specified below. For purposes of this rule, a person responsible for the care of a horse is also responsible for and may be disciplined for the inhumane conduct of their trainers, agents, representatives and employees. For violation of this rule, an individual may be disqualified from the show and expelled from show grounds.

Inhumane treatment includes, but is not limited to:

- placing an object in a horse's mouth so as to cause undue discomfort or distress
- leaving a bit in a horse's mouth for extended periods of time so as to cause undue discomfort or distress
- tying a horse up or around in a stall or anywhere at the show in the manner as to cause undue discomfort or distress
- lunging or riding a horse in a manner as to cause undue discomfort or distress to the horse
- tying or fastening any foreign object onto a horse, halter, bridle and/or saddle in order to de-sensitize the horse
- use of training techniques or methods such as poling or striking a horse's legs with objects
- excessive spurring or whipping
- excessive jerking of reins
- excessive fencing
- excessive spinning (defined as no more than eight (8) consecutive turns in either direction)
- schooling over ramped oxers in reverse order (i.e., from highest to lowest instead of lowest to highest)
- schooling using rails higher than four (4) feet
- use of prohibited equipment, including, but not limited to: saw tooth bits; hock hobbles; tack collars; or tack hackamores; whips used for showmanship; war bridles or like devices; riding in a curb bit without a curb strap; wire or solid metal curb straps no matter how padded; wire cavesson; wire or cable tie-downs; bumper bits; metal bosals (no matter how padded); chambons; headstalls made of metal (no matter how wrapped or padded), twisted rawhide, or rope may not be used on a horse's head (3/8 inch rope may be used with a slip/gag bit); running martingales used with curb bits used without rein stops; draw reins attached between or around the front legs.
- use of any item or appliance that restricts movement or circulation of the horse's tail
- exhibiting a horse which appears to be sullen, dull, lethargic, emaciated, drawn or overly tired
- intentional or negligent treatment which results in any bleeding
- applying excessive pressure on or excessively jerking of a halter lead shank or an allowed lip chain
- Any other treatment or conduct deemed by a show official to be inhumane or abusive