

2008 CONTEST DIVISION

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Division Classifications:

Horses are to be divided into two divisions: Western Judged Events and Contest/Speed Events. The Western Judged Division includes showmanship, western pleasure, horsemanship, western riding, hunter under saddle, and reining. Contest/Speed Division includes showmanship, barrels, poles, flag race, and stake race. Cross entering in both divisions is **not allowed!** See General Rule #31 for further high point award details.

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

CONTEST DIVISION CLASSES

Speed Events

GENERAL CONTEST CLASS RULES:

1. All contest classes will be timed with either an electric timer or two (2) stop watches. If the timing device fails, the contestant will be given the option of either 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. Time shall commence when the horse's nose crosses the starting line and will end when the horse's nose crosses the finish line.
3. **Contestants will start their runs from a designated point defined by cones (depending on location). Handler may enter designated area with rider but can not enter the arena.** The arena gate will be closed once the horse enters the arena 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 gate.
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 arena 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 arena gate.
8. Western type equipment must be used on all horses. Mechanical hackamores and tiedowns 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.
9. Contestants may carry whips. The judge or official steward(s), at his or her discretion, may disqualify a contestant for excessive use of a bat, crop, whip, rope or hand, etc. in front of the cinch.
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 General Rule number 22.**

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 judgements on contest classes.
13. All riders will be allowed to finish the pattern within an allowable time limit to be determined by the judge. Schooling of a horse in the arena **will not** be permitted.

CONTEST DIVISION CLASSES

Speed Events

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 Page 5). 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 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 I - Exhibitors must be between the ages of 9-11 years old as of January 1 of the current year (see General Rules Page 5). 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 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 II - Exhibitors must be between the ages of 11-14 years old as of January 1 of the current year (see General Rules Page 5). 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 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.

FLAG RACE HORSE III - Exhibitors must be between the ages of 15-18 years old as of January 1 of the current year (see General Rules Page 5). 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 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.

Figure 1

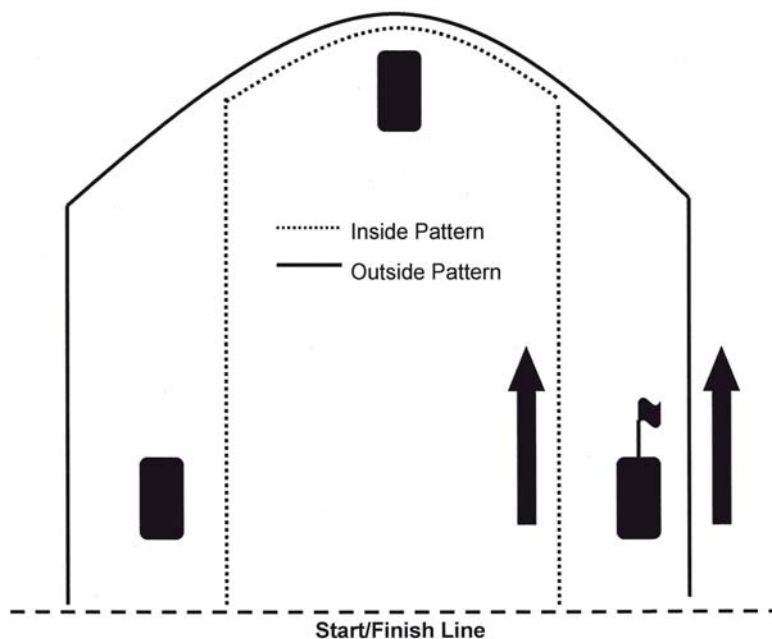
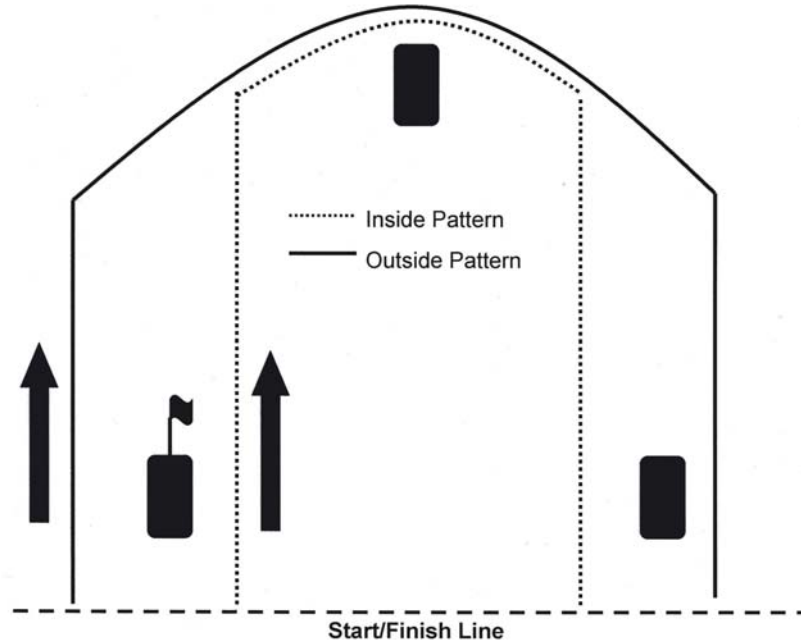


Figure 1, cont.



BARREL RACE PONY- JR. RIDER - Exhibitors must be between the ages of 9-13 years old as of January 1 of the current year (see General Rules Page 5). 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.

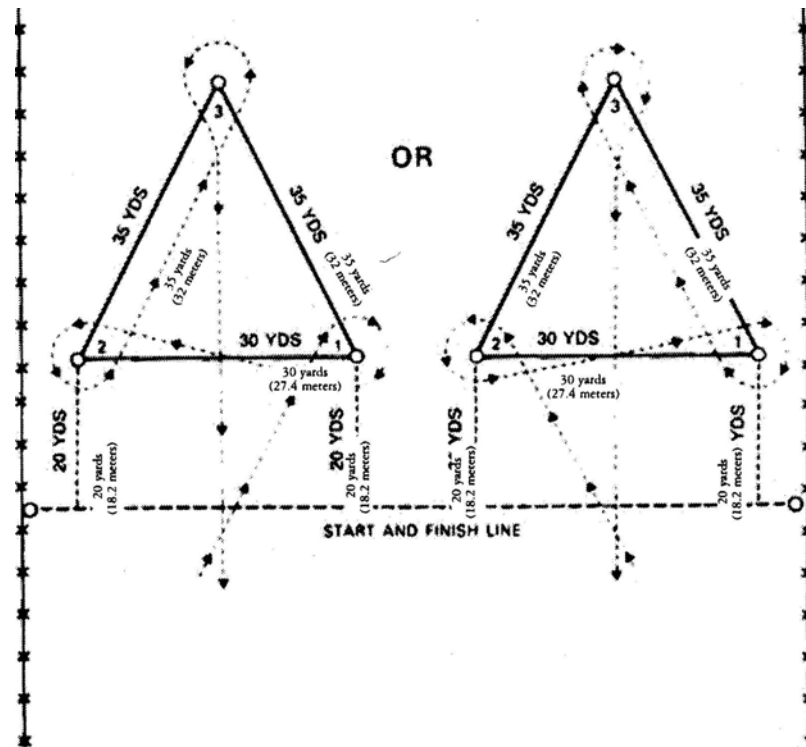
BARREL RACE PONY- SR. RIDER - Exhibitors must be between the ages of 14-18 years old as of January 1 of the current year (see General Rules Page 5). Registered and grade mares and geldings 14 hands and under. The barrel race pattern will consist of three (3) barrels arranged in a triangle. The left and 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 per barrel. Failure to follow the course shall cause disqualification. .

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BARREL RACE HORSE II - Exhibitors must be between the ages of 12-14 years old as of January 1 of the current year (see General Rules Page 5). 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.

BARREL RACE HORSE III - Exhibitors must be between the ages of 15-18 years old as of January 1 of the current year (see General Rules Page 5). 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.

Figure 2



POLE BENDING PONY- JR. RIDER - Exhibitors must be between the ages of 9-13 years old as of January 1 of the current year (see General Rules Page 5). 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 PONY- SR. RIDER - Exhibitors must be between the ages of 14-18 years old as of January 1 of the current year (see General Rules Page 5).

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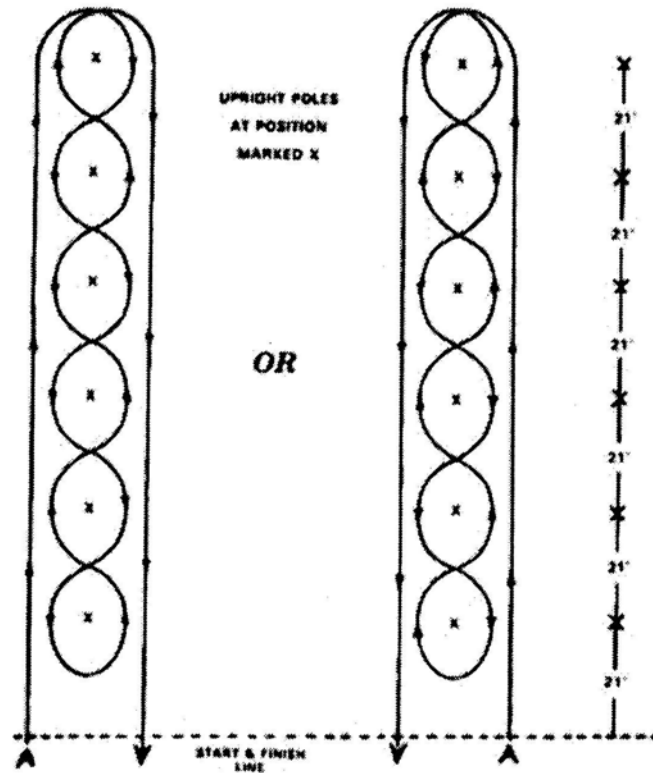
knocking over a pole shall carry a five (5) second penalty per pole. Failure to follow the course shall cause disqualification.

POLE BENDING HORSE I - Exhibitors must be between the ages of 9-11 years old as of January 1 of the current year (see General Rules Page 5). 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 II - Exhibitors must be between the ages of 12-14 years old as of January 1 of the current year (see General Rules Page 5). 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.

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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 Page 5). 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 I - Exhibitors must be between the ages of 9-11 years old as of January 1 of the current year (see General Rules Page 5). See Figure 4 for example

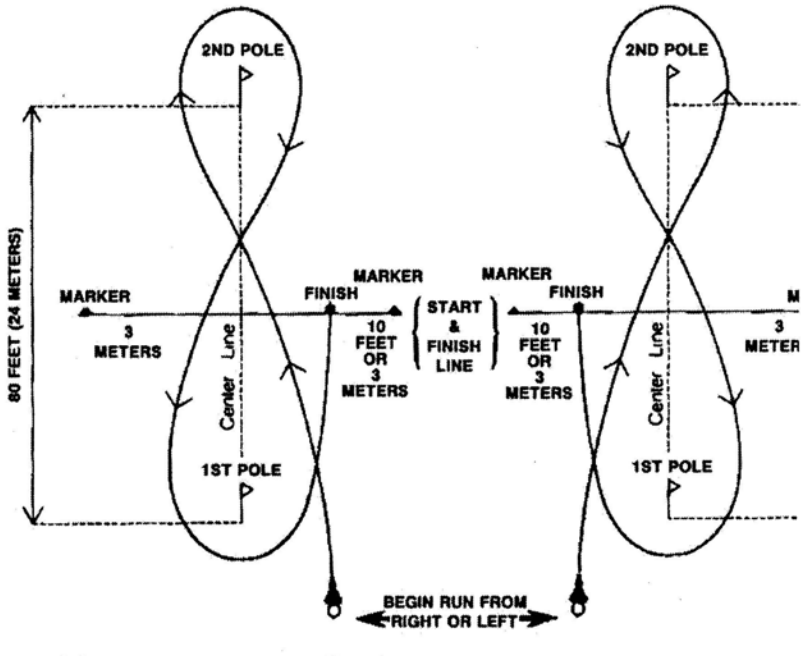
Stake Race pattern. Registered and grade horses over 14.0 hands. The start and finish line is 20 feet wide and marked by two upright markers 10 feet on each side of the center line and short enough so as to not interfere with the timer. Short pylons or cones are recommended. The first and second poles 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 II - Exhibitors must be between the ages of 12-14 years old as of January 1 of the current year (see General Rules Page 5). 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.

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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 I (Contest Only) - Exhibitors must be between the ages of 9-11 years old as of January 1 of the current year (see General Rules Page 5). Class judged on appointments, fitting and grooming and method of showing (See Standards for Showmanship). Contest exhibitors can not cross-enter in Showmanship II.

SHOWMANSHIP II (Contest Only) - Exhibitors must be between the ages of 12-14 years old as of January 1 of the current year (see General Rules Page 5). Class judged on appointments, fitting and grooming and method of showing (See Standards for Showmanship). Contest exhibitors can not cross-enter in Showmanship I.

SHOWMANSHIP III (Contest Only) - Exhibitors must be between the ages of 15-18 years old as of January 1 of the current year (see General Rules Page 5). Class judged on appointments, fitting and grooming and method of showing (See Standards for Showmanship). Contest exhibitors can not cross-enter in Showmanship III

SPECIAL EVENTS CLASSES

TEAM PENNING -

1. Each Team Penning Team must consist of three riders.
2. A rider (individual 4-Her) may participate on a maximum of 3 Team Penning Teams consisting of junior riders, senior riders or both junior or senior riders. (ie: 4-Her's: A, B, C, D: Team 1-A,B,C; Team 2-A,B,D; Team 3-A,C,D; Team 4-B,C,D)
3. Contestants will pen in an elimination run (first go-around) and the top 15 teams will be asked to run a second time in a final go-around.
4. **The final go-around time will be averaged with the first go-around time to determine the lowest combined time for all teams. Official placings will be derived based on the teams penning the most number of cattle with the lowest combined time. Teams scoring times in both runs will always take precedence over those teams only scoring times in one run. A no time can never come back to the final go-round. Refer to 6.e below. Any team having a no time in the finals places below those penning cattle in both rounds.** FIRST GO, Bring back top 15 teams with 1) Teams penning the highest number of cattle and 2) Teams having the lowest/fastest time. FINAL GO, Place teams based on 1) Teams penning cattle in both rounds taking precedence over others, 2) Teams penning highest number of cattle and 3) Teams having the lowest/fastest time.
5. Contestants must wear western attire including boots, long trousers and a long sleeve shirt with a collar (must be buttoned). All timed event contestants are required to wear an ASTM-SEI Equestrian Helmet. Please refer to the General Rule number 23.
6. Event rules as per AQHA:
 - a. Within a 90 second time limit, a team of three riders must cut from the herd and pen three head of cattle with the assigned (same) identity number or colored neckband. The fastest time wins. A warning must be given to the team working cattle at 30 seconds prior to the final time being called. In the event a warning is not given, a rerun may be given at the request of the team. If the team requests a rerun, the cattle will be settled and a rerun will immediately be given using the same numbered or color banded cattle, with a 60 second penalty

- b. All cattle will be bunched on the cattle side of the starting line before the time begins. The line flagman will raise the flag to signal when arena is ready. Contestants will be given their cattle penning number or color of neck band when the line flagman drops his flag as the nose of the first horse crosses the starting line. Riders are committed once they enter the arena. Any delay will be a disqualification.
- c. Once committed to the cattle, the team is responsible for their animals. It is the team's responsibility, before working the cattle, to pull up for a judge's decision if, in their opinion, there is an injured or unusable animal in their numbered or colored banded cattle. Once the cattle are worked, no excuses are accepted. If an animal leaves the arena, either over or through the fence, the team can either be disqualified for unnecessary roughness, or can be given a rerun, depending on the judge's decision. If a rerun is given, it must be given at the end of the total go-around. If no fresh cattle are available for reruns, the cattle to be used will be determined by the show management and judge. If more than one rerun is given in any go-around, they will be taken in order of occurrence. If cattle are to be re-used and additional fresh cattle are needed, the used cattle must be mixed with the fresh cattle and re-numbered or color banded. Every attempt must be made to insure each team works the same number of used and fresh cattle.
- d. To call for time, one rider must stand in the gate and raise a hand for the flag. Flag will drop when the nose of the first horse enters the gate and the rider calls for time. All undesignated cattle must be completely on cattle side of starting line or there will be no time. If a team calls for time with only one or two of their cattle in the pen, the remainder of their designated cattle DO NOT have to be on the cattle side of the starting line.
- e. A team may call for time with only one or two assigned cattle being penned. However, teams penning three head of cattle place higher than two, and two higher than one, regardless of time. In a multiple go-around contest, in the event that teams pen their cattle in only one go-around, the fastest time wins, regardless of which go-round. Also, in multiple go-around contests, teams that pen in each go-around will beat teams that fail to pen in a go-around, regardless of the number of cattle penned or time. In multiple go-rounds, times are accumulated to determine placings.
- f. A team calling for time with any wrong numbered or colored neckbanded cattle in the pen will be judged no time.
- g. Contact with cattle by hands, hats, ropes, bats, romal or any other equipment is a disqualification. A team exhibiting any unnecessary roughness will be judged no time. No hazing with whips, hats or ropes allowed. Romals or reins may be swung or popped on chaps. A five-second penalty per exhibitor will be assessed if the helmet is not on the exhibitor's head until completion of the run. All penalties incurred will be added to a qualified run, even if the penalty time exceeds the 90 second time limit.
- h. A team will be disqualified by the judge for any action he feels to be unnecessary roughness to the cattle or horses, or unsportsmanlike conduct.
- i. Fall of horse and/or rider shall not eliminate the entry; however, any attempt by a dismounted rider to work cattle before remounting will result in an automatic disqualification.
- j. If five or more cattle are across the starting line at any one time, that team will be judged no time.
- k. Disqualification of a team member will result in disqualification of the entire team.

- l. In the event of a tie affecting the placings, each team will be allowed to pen one numbered or color banded animal. Fastest time breaks the tie.
- m. The numbers or colors and working order will be drawn for by the judge and show management before the start of the contest.
- n. The optimum number of cattle per herd is 30; however, a maximum of 45 are allowed and a minimum of 21 per herd is required even if there are less than seven teams. All cattle within a herd must be numbered in groups of three.
- o. There should be two flagmen, one at the entrance to the pen and one at the start/foul line. The judge must be located at the start/foul line, and may or may not actually flag the contest at his/her discretion. There shall be at least two timekeepers. The starting and foul line must be designated by markers located on the arena fence, and easily viewed by the line judge and the exhibitors. The start/foul line will be a variable distance of 40 percent to 50 percent of the arena.