

MISCELLANEOUS CLASSES

Items in italics are guidelines that may vary from state to state.

ROAD HACK

Appointments

Exhibitors entering classes listed in this division must meet appointment requirements in their respective Division. Exhibitors shall not combine appointments from any division. Martingales are prohibited.

Class Routine

Horses to enter the ring at a trot in a counterclockwise direction until otherwise directed by the judge. To be shown with a **reasonably loose rein** both directions of the ring at a flat-footed walk, trot, extended trot, canter and hand gallop. To stand quietly and back readily. Excessive speed at the hand gallop will be penalized. At the direction of the judge, horses while on the rail may be asked to halt and rein back. Class may be split to hand gallop. Splitting the class for hand galloping will be at the discretion of the event manager and/or judge.

Gaits

1. Walk – flat-footed rapid, elastic
2. Trot – square, collected and balanced
2. Extended trot – balanced, ground covering; ability to extend the forelegs rather than merely increase speed
3. Intermediate gait – a four-beat lateral gait, including but not limited to the following gaits: running walk, fox trot and the gaits of the Paso Fino
4. Canter – smooth, collected and straight on both leads
5. Hand gallop – rider collection of the horse's natural running gait, excessive speed will be penalized.

Judging/Scoring

Judged on:

(1) Performance, (2) Manners in that order. The scoring of the equine's performance will be based on the smoothness of the overall performance and especially on the ability to extend the trot by actually lengthening the stride rather than just moving on with more speed.

Disqualifications: See # 14 under General Rules

BRIDLE PATH HACK

Appointments

Exhibitors entering classes listed in this division must meet appointment requirements in their division. Exhibitors shall not combine appointments from any divisions. Martingales are prohibited.

Class Routine

All horses will upon entering the ring trot in a counterclockwise (if it is a safe area to do so) direction until otherwise directed by the judge. Horses to be shown both directions of the ring at the walk, trot, canter and hand gallop, collected, extended and normal gaits to be called for. To stand quietly and back readily. At the direction of the judge, horses while on the rail may be asked to halt and rein back. Class may be split to hand gallop. Splitting the class for hand galloping will be at the discretion of the event manager and/or judge.

Gaits

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2. Trot – square, collected and balanced
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5. Canter – smooth, collected and straight on both leads
6. Hand gallop – rider collection of the horse's natural running gait, excessive speed will be penalized.

Judging/Scoring

Judged on:

(1) Manners, (2) Performance, in that order

Disqualifications: See # 14 under General Rules

TRAIL CLASS

Trail classes may be handled in three ways:

1. Trail obstacles only.
2. Trail obstacles and performance on the rail.
3. Outside course with suitable obstacles.

Appointments

Attire may be either English or Western, but not a mixture. Attire must be neat, clean, and comply with the rules in the appropriate divisions.

Tack/Equipment

All tack shall be clean, and in serviceable condition. Saddles should fit the horse and rider. Tack used shall comply with the rules in the appropriate divisions.

Class Routine

1. Credit will be given to horses negotiating the obstacles with style and consistency while negotiating obstacles, providing carefulness is not sacrificed, and to horses showing the capability of picking their own way through the course when obstacles warrant it, and willingly responding to rider's cues on more difficult obstacles.
2. Horses with artificial appearance over obstacles shall be penalized.
3. Horses may not be required to work on the rail. However, the course must be designed to require each horse to show the gaits appropriate to their division (walk, trot/jog, canter/lope) somewhere between the obstacles as part of its work and will be scored as a maneuver.
4. A minimum of **6** obstacles will be used. Gaits between obstacles shall be at the discretion of the judge or show management. The course shall be returned to its original design after each horse has worked. Management, when setting a course, should keep in mind that the idea is not to trap a horse or eliminate it by making an obstacle too difficult.
5. Rider may change hands to negotiate obstacles.

Obstacles

Each show committee must plan its course in advance of the show date.

Safety is the major importance.

The judge has the right and duty to alter the course in any manner; to remove any obstacles he deems unsafe before the start of the class. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accidents.

The following list is a guideline or sampling of the most common obstacles that MAY be used.

1. *Bridge – Should be sturdy enough to hold the weight of a large horse (1200 lbs or more). The floor should be a solid platform and not more than 12 inches high. The length should be about 8 feet, and width about 4 feet.*
2. *Mailbox – Exhibitor should remove object, show it to the judge and replace object.*
3. **Poles** – *Approximately 4-6 inches in diameter should be placed on the ground for the horses to walk over.*
 - *Walkovers: 20-24 inches apart.*
 - *Jog or trot overs: 3 feet to 3 feet 6" inches apart.*
 - *Lope or canter over: 6 to 7 feet apart.*
4. *Objects for the riders to carry (such as a raincoat): The riders should be able to pick up the object from a jumping standard, fence post, barrel, etc. and move it to another area of the ring. This cannot be used in walk-trot.*
 2. *Backing- (for example, made by lying poles parallel to each other on the ground or elevated by some object. Poles should be at least 6 inches in diameter).*
 3. *Cones – Placed so that the horse has to perform a serpentine pattern around them.*
 4. *Jump – Should not be less than 12 inches and not more than 18 inches high and should fall on contact. Standard jumps may be used. The course must specify to ride or lead the horse over the jump and at what gait this shall be done. Should not be used in walk-trot.*
 5. *Gate*
 6. *Side pass*
 7. *In the interest of safety, do not ask the rider to drag anything.*
 8. *If the dismount or mount is offered, the use of a mounting block and/or header is at the discretion of the judge and/or show committee.*

Judging/Scoring

1. Class will be judged on performance, manners, and suitability - in that order, and neatness and cleanliness of horse, tack and rider.
2. Each entry will be allowed a maximum time of 30 seconds or three attempts, whichever comes first, to pass each obstacle.
3. If the show committee wishes to modify the time allowed for a particular obstacle this must be posted in the course diagram.
4. This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider, and attitude.
5. Failure to maintain correct gait where specified will be penalized.
6. Course diagram will indicate order of obstacles, paths to be ridden, and gait (walk, trot/jog, canter/lope) to be executed through course to include correct side of markers.
7. **Judges may use their discretion for penalties when judging Leadline and Walk Trot riders, please note on your score card.**

Penalties

Half-Point Penalties

1. Each tick of log pole, cone, or obstacle

1 Point Penalties

1. Each hit or step on obstacle
2. Break of gait at walk or jog 2 strides or less.
3. Both feet in single strided space
4. Split pole in lope-over
5. Skipping or failing to step into required space

3 Point Penalties

1. Break gait at walk or jog over 2 strides
2. Out of lead or break of gait at lope
3. Knocking down an obstacle

5 Point Penalties

1. Drop object
2. 1st refusal, balk or attempt to evade an obstacle more than two strides
3. Loss of control or letting go of gate or changing hands on gate
4. Stepping out, falling or jumping off an obstacle with more than one foot

5 or More Point Penalties

1. Blatant disobedience
2. Failure to ever demonstrate correct lead or gait
3. Failure to complete obstacle
4. 2nd refusal, balk or attempt to evade an obstacle more than 2 strides
5. Freeze up with lack of forward motion for more than 15 seconds

Overall Disqualifications

1. Rider will be disqualified for taking obstacles out of order
2. Use of more than one finger between the reins
3. Use of two hands except for snaffle or bosal
4. Changing hands on reins except to complete obstacle
5. No attempt to perform an obstacle
6. Equipment failure
7. Touching horse on neck to lower head
8. Use of free hand to instill fear or praise
9. Fall to ground by horse or rider
10. Riding outside course or boundary marker
11. Failure to enter, exit or work obstacle from correct side or direction
12. Incorrect line of travel within or between obstacles
13. 3rd refusal, balk or attempt to evade an obstacle more than 2 strides
14. 14. See #14 under General Rules

COSTUME CLASS

Any type of costume is allowed. Appropriately 4-H themed (meaning no profanity)
Bareback riding in Costume class will be at the discretion of show management.

Class Routine

Class is walk only both ways of the ring, either riding or in-hand. Proper footwear required; proper headgear required if mounted. Safety is of major importance.

Judging/Scoring

Judged 75% on costume (originality, attractiveness and manner presented) and 25% on originality and cleverness, work effort and manners of the horse

Disqualifications: See # 14 under General Rules

COMMAND CLASS**Class Routine**

Open to all 4-H'ers and their horses and ponies of any breed or combination of breeds. Divisions may be, but are not limited to, junior and senior riders.

This is an elimination contest where any rider not executing the judge's exact commands promptly and correctly will be eliminated. Delivery of the commands will be at the show committee's discretion and explained to all contestants prior to the start of the class. Individuals may be stationed at various points in the ring to aid in observing and eliminating contestants. The judge may ask contestants to walk, jog or trot, canter or lope, reverse, halt, back, to go from any gait to any other gait and to canter or lope in a counter lead. It is recommended that all judges establish in advance what is to be considered a fault. This class may be divided into sections for English and Western riders, or other divisions if the show management wishes. Tack, appointments, equipment as listed under appropriate division for seat ridden.

Judging/Scoring

Awarding of ribbons is to be based on the order of elimination of final contestants. This is an elimination class. Horses are excused as they fail to follow commands as directed above.

Disqualifications: See # 14 under General Rules

VERSATILITY CLASS

To be judged as a pleasure class with clear difference between English and Western gaits.

Appointments

Tack, appointments, equipment as listed under appropriate division for seat ridden.

Class Routine

To be shown English and Western by the same rider at walk, trot, canter both ways of the ring. The class list should specify which seat to be shown first, changing tack and appointment in the ring. Horses should be asked to back in both seats.

Judging/Scoring

See respective Pleasure Classes.

Disqualifications: See # 14 under General Rules

WESTERN ALL AROUND CLASS

The purpose of this class is to promote the versatility of the 4-H horse that is being ridden western. This is **NOT** strictly an equitation class, pleasure class or halter class but a combination that will showcase the horse that is trail ridden, show pen ridden, gamed or used as a family or lesson mount. This class is not breed specific but is **WESTERN** specific. No registration papers are required for this class.

Tack/Equipment/ Attire

All tack shall be clean, and in serviceable condition. Saddles should fit the horse and rider. Tack used shall comply with the rules in the Western division. Attire shall be as set forth in the Western division.

Class Routine

A true family 4-H horse is easy to handle, quiet, usually easy gaited and does not show undesirable mannerisms. His overall performance should be smooth, consistent and obedient.

1. All horses enter the ring in a counterclockwise direction. All horses will be asked to walk, jog and lope both ways of the ring. Horses will be asked to back. Excessive speed or excessive slowness may be penalized.
2. The first way of the ring, equitation will be the focus. The scoring will be evaluated on the horse's response to the rider including the rider's ability to maintain optimal position and provide maximum performance. This will show the willingness of the horse to work with the rider to obtain peak horsemanship and performance.
3. The second way of the ring, pleasure will be the focus. The scoring will be evaluated on the horse's suitability as a pleasure mount and not necessarily only for the rider performing in the class.
4. Once horses have gone both ways of the ring, they will be asked to come to the center, they will then be stripped of their tack and a halter placed on the horse for a halter line up and review.

Judging/Scoring

Equitation ability: The horse's reaction to the rider's ability to effectively control his/her horse and maintain his/her basic position while doing so. Consideration will be on rider's position, use of aids and cues and control of the horse, and the horse's response to those cues. **To be judged 40% on this portion.**

Pleasure ability: To be judged on manners, and performance and suitability of the horse as a pleasure mount. The smoothness, obedience and consistency of the performance will be considered as well as soundness, way of moving, general balance and patience with the rider. **To be judged 40% on this portion.**

Halter ability: A halter class is defined as a class where the horse is judged based upon its conformation. Selection should be of individuals in the order of their resemblance to the breed ideal represented and that are the most positive combination of balance, structural correctness, and movement with appropriate breed and sex characteristics and adequate muscling. Additionally, the horse and handler pair should be cooperatively working together to best show the horse's desirable halter characteristics. The condition of the horse also is considered. At the discretion of the judge, a horse may be penalized or eliminated from the class "if the horse appears sullen, dull, lethargic, emaciated, drawn or overly tired." **To be judged 20% on this portion.**

Disqualifications: See # 14 under General Rules

4-H HORSE PROJECT CLASS

To be judged 60% on riding ability, suitability of mount to rider and control of mount; and 40% on general knowledge, to be determined by questions from the judge or appointed person. Danish ribbons may be awarded.

Class Routine

To be shown at a walk, trot/jog, canter/lope (depending on division) both ways of the ring and back. Horses may be asked to extend the trot/jog. Each exhibitor will be asked the same questions by the judge.

Disqualifications: See # 14 under General Rules

4-H CLUB CLASS

To be judged on ability to work together, originality, and style of performance.

Special appointments

Costumes and props as needed.

Class Routine

Two or more members of a club will be given 5 minutes in which to complete a program of their choice. Music is optional (show management should designate whether exhibitors should provide their own players, or whether tapes or CD's can only be played, etc.). Time starts as soon as: a) the music begins or b) someone enters the ring. At the end of 5 minutes, time will be called. No cantering/loping permitted. Questions may be asked.

Judging/Scoring

Originality, creativity and workmanship

Disqualifications: See # 14 under General Rules

DISCIPLINED RAIL - HORSE OR PONY

This class is to show the ability of a highly trained equine to perform the requested gait or movement promptly and obediently. Judge shall work the entries adequately but must not overwork them. This is not a game or a fault and out class, and shall not be judged on an elimination basis. Final judging shall be on the basis of the best overall disciplined rail performance including responsiveness, manners, and quality of movements. At all times, the safety of the horses and exhibitors is to be the first concern.

Tack, Equipment and Appointments

Refer to New England 4-H Horse Show Rules and Guidelines for the appropriate seat.

Class Routine

The class routine shall be to perform work on the rail specific actions and are judged on how effortlessly they are performed. May include, but is not limited to:

- a. Side pass both away from the rail (at least five steps) and then back to the rail.*
- b. Turn on forehand and turn on hindquarter (once each way).*
- c. Stop and stand quietly on a loose rein.*

d. Judge may ask for a reverse at the trot/jog but not at the canter/lope.

e. Judge may ask for additional safe work.

Judging/Scoring

To be judged on performance, smoothness, obedience and consistency.

Disqualifications: See 14 under General Rules