

4-H Nova Scotia Leader Resource Guide

Horse Project

Table of Contents

Introduction	4
Achievement Day	4
Teaching the Project	4
Objectives of the Horse Project	4
General Project Rules.....	5
English and Western General Rules.....	6
English Light Horse Rules	6
Miscellaneous Rules.....	6
English Pleasure	6
English Equitation	7
Hunter Hack	7
Road Hack	8
Turnout	8
Dressage Class.....	8
Western Light Horse Rules.....	9
Miscellaneous Rules.....	9
Age of Horse.....	9
Western Pleasure.....	10
Western Equitation.....	11
Trail	11
Mandatory Trail Obstacles are:	12
Optional Obstacles are:.....	13
Barrel Race	14
Pole Bending	15
Pole Bending Pattern	15
Reining	16
Scoring The Reining Horse	16
Sample Score Sheet with an example:.....	17

Light Horse Showmanship	18
English and Western Bit Clarification	21
English Light Horse Project	21
Western Light Horse Project.....	21
Horse Basics Project.....	22
General Rules	22
Non-Rider or Driver Project	22
General Rules	22
Draft Horse or Draft Pony Project.....	22
Miscellaneous Rules.....	22
4-H Draft Horse Project Regulations.....	22
Showmanship.....	23
Mane & Tail Braiding.....	23
Driving Class	23
Pleasure Driving Project.....	24
General Rules	24
Dress Code:	24
Clarification of Gaits.....	25
Turnout	26
Pleasure Driving Working.....	26
Pleasure Driving Reinsmanship.....	26

Introduction

Dear 4-H Leader

Welcome to an exciting and enjoyable 4-H project. If this is your first year you must be eager to learn as much about the 4-H program as you can.

Achievement Day

Achievement day allows members to display to the public the projects they have worked on all year, and have the members evaluated non-competitively. Project completion at Achievement Day requires a satisfactory completion of a number of requirements.

Please refer to the current 4-H Newsletter for all Horse Projects for detailed information and most up to date changes on project requirements, showmanship, conformation, dress code, record sheet, judging, project identification, etc. There are many topics to cover in the 4-H Horse Project. 4-H members of all ages will find something to interest them. As a leader, seeing what the members already know will be important. Briefly review the material they know and then move onto new and interesting topics.

Teaching the Project

Most of us would agree that the core of 4-H club work is the project. Traditionally, club work has been organized so that every member takes a specific project. Through the project, club leaders work with members to help them achieve the objectives of 4-H.

A member who successfully completes a project will receive:

- A feeling of accomplishment;
- A challenge to his or her abilities;
- Attention from others.
- Pride of ownership;
- Sense of responsibility.

The job of the project leader is important. Effective project leadership really begins with the wise selection of projects. As a Horse Project leader, help your members choose their animals carefully to suit their interests and abilities.

Objectives of the Horse Project

- To develop good horsemanship among youth.
- To teach safety precautions to prevent accidents and injury to horse and rider.
- To develop greater respect for animals, proper care and responsibility.
- To develop good showmanship and sportsmanship.
- To prepare better citizens by participation, co-operation and self-discipline.

General Project Rules

- Members, in order to complete a 4-H Project, must satisfy Achievement Day Requirements as listed in the project newsletter for the current year.
- Stallions over one (1) year of age are not permitted to be project animals.
- A member does not have to own a project horse.
- As of the 2006 Annual 4-H Council Meeting, all 4-H Nova Scotia livestock identification and registration deadlines have been removed. Please note that after Achievement Day, no substitutes are permitted. The 4-H Light Horse permission and photo horse registration cards are available at your 4-H office. The date of birth, breed, sex, and class entered (English/Western/Non/Driving etc.) should be forwarded to your 4-H office prior to your first show or by your county deadline.
- A member can enroll in more than one horse project, with the same project horse and are required to complete only one record sheet (i.e. English and Western). Members showing two horses are required to complete two record sheets.
- Members are encouraged to carry public liability insurance on their animals. Many horse organizations offer very competitive rates on insurance for those showing. Members can contact the following breed associations and federations: N.S. Percheron Association, N.S. Clydesdale Association, N.S. Equestrian Federation P.O. Box 3010 PLC, Halifax, N.S., B3J 3G6, 902-425-5450, ext 333
- The 4-H horse, or pony, should be of sound limb and health.
- Members are encouraged to have animals vaccinated for equine influenza, rhino pneumonitis and tetanus.
- 4-H Leaders are responsible for enforcing 4-H rules.
- The hiring of trained professionals to prepare livestock for show is strictly forbidden. They can be used as resource people throughout the year, but should not prepare the 4-H project animal for Achievement Day, Exhibition or 4-H Nova Scotia Provincial Show. The 4-H motto - "LEARN TO DO BY DOING" is very important to teach our members.
- The Regulations and Standards book was last updated in 2007. Please refer to your Light Horse Project Newsletter for the current year for any guidelines that may have changed after the book was printed.
- Mares with foals at side are not allowed to attend any 4-H Event.
- All 4-H Light Horse Junior members are required to wear SEI-ASTM approved equestrian helmets that are properly fitted and fastened at all times when riding and/or driving at 4-H events (2006). All members must wear SEI-ASTM approved equestrian helmets that are properly fitted and fastened in Gymkhana Division classes at any 4-H event.

English and Western General Rules

- All classes shall be split Senior/Junior and Western/English. When working on the rail, the judge will divide/split all light horse flat classes into groups no larger than 8, for the canter/lope.
- When a 4-H member exhibits unsportsmanlike conduct and/or inhumane treatment of a horse, either in the ring or on the show grounds, the county or provincial 4-H council can bar the member from participating in future 4-H shows for a period as judged appropriate.
- Any contestant, while showing inside the ring, who is assisted by another person either inside or outside the ring, can be disqualified by the judge from that class.
- No person shall administer tranquilizers, or stimulants, internally or externally to a horse, either before or during a show. Upon discovery of administration of prohibited drugs, the county, or provincial 4-H council, can bar the 4-H member from participating in future 4-H shows for a period as judged appropriate.
- Exhibitors are allowed to show only their project horse, except for the Horse Basics project. (Exception – 4-H Nova Scotia Show Showmanship)
- Any exhibitor, not having their horse under sufficient control, will be dismissed from the class.
- All horses, at all shows, must have a butt rope if in a straight stall.
- Anyone using a Junior Horse which is five years of age and under will be allowed to use two hand supports with a snaffle and/or bosal.

English Light Horse Rules

Miscellaneous Rules

- Snaffles, pelhams, full bridle or kimberwicks are permissible. Please refer to English & Western Bit Clarification Section for information on bit clarification. Saddles shall be of English-type. Running or standing martingales are permitted only in Hunter classes (Not permitted in Hunter Hack.) (Drop nosebands are not allowed, except for equitation classes). Cavesson nosebands are the only nosebands allowed in all English Classes except for equitation. Breastplates are permitted in any class.
- Pony - 14.2 hands and under
- Horse - Over 14.2 hands



English Pleasure

- The class shall be judged on manners and performance in the class. Conformation shall not count.
- Horses shall be shown at a walk, trot and canter, both ways of the ring.
- Horses shall be asked to back up.

- Horses shall reverse to the outside (toward the rail). They may be asked to reverse at the walk or trot, but shall not be asked to reverse at the canter.
- Riders shall not be asked to dismount, except in the event the judge wishes to examine equipment.
- A good pleasure horse has a stride of reasonable length in keeping with its conformation. The horse has enough cushioning to their pastern to give the rider a pleasant smooth ride. It carries its head in a natural position, not high and over-flexed at the poll, or low with the nose out.
- The horse should be relaxed, but alert and ready to respond to the rider's commands.

The following may be considered faults:

- Wrong lead;
- Excessive speed;
- Excessive slowness;
- Breaking gait;
- Failure to take the call for gait when called for;
- Head carried too high, or too low;
- Nosing out or flexing behind the vertical;
- Opening mouth excessively.

English Equitation

- Riders will be judged on seat, hands, legs and ability to control the horse. Performance of the horse is not to count over the method used by the rider to obtain them.
- The judge may ask each rider to work individually, either before or after rail work.
- Individual work will be any manoeuvre the judge feels necessary to determine the rider's horsemanship ability (jumping is not an allowed manoeuvre). The judge, at their discretion, may only ask the finalists to work individually. If individual work is requested, the judge will have the pattern publically announced.
- Rail work is mandatory. Horses shall be asked to walk, trot and canter both ways of the ring.

Hunter Hack

- A hunter hack horse should have the same way of going as a working hunter horse. Horses are first required to work on the rail, and then individually jump two jumps - maximum 60 cm (2' 0") in height for ponies, maximum 75 cm (2' 6") for horses. One jump will be a cross rail and one a vertical (horizontal jump).
- The jumps will be set on opposite sides of the ring unless, at the judge's discretion, the jumps are placed on the same side of the ring, at an appropriate distance apart.
- Horses shall be asked to work both ways of the ring at a walk, trot, and canter and, at the discretion of the judge, hand gallop. No more than eight horses to hand gallop at one time.

- The class will be judged on flat work, manners, way of going, style over fences, and hunting pace.
- Braiding is customary in the Hunter Hack class.
- The hunter hack class will have a warm-up area before their class. If this is not possible, then the member will be allowed two warm up jumps in the ring before judging of the class begins.

Road Hack

- To be shown with light to medium contact at a flat footed walk, trot, strong trot, canter, and hand gallop both ways of the ring. Only 8 horses to hand gallop at one time.
- Horses to be judged on performance, conformation, substance, manners, and a way of going.

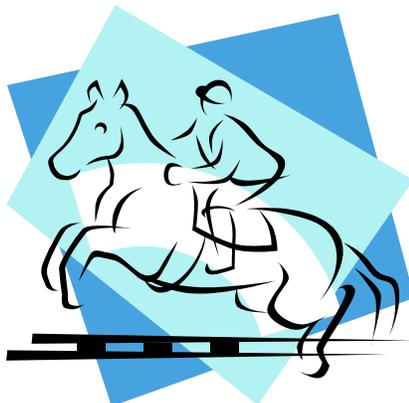
Turnout

- Riders are to enter the ring with horse in hand, fully tacked. The riders will line their horses up under the instruction of the judge and ring master.
- The judge will judge each horse and rider team on the following:
 - A turnout class is to be judged using the following point breakdown:
 - Grooming and trimming of horse - 35 points
 - Appearance of exhibitor - 30 points
 - Cleanliness and adjustment of tack - 35 points
- Horses shall be shown in hand fully tacked (saddle and bridle). This class should be held immediately before the equitation class and can be held in the warm up area, if time is a factor.

Dressage Class

This class introduces the rider and horse to the basic principles of dressage competition. It requires “obedience” to the aids of the rider without fight or evasion when ridden on light contact. Goals are free, rhythmic forward movement with a relaxed and obedient mount, stretching into the bit in a calm, receptive manner with quiet transitions.

- Individuals to enter the ring independently, and ride a pattern selected at the beginning of the current 4-H year and are identified in the current year’s 4-H Light Horse Project Newsletter.
- The Dressage ring size is to be 20 m x 40 m using available markers.
- Elimination occurs with four errors
- To be ridden in an ordinary snaffle with reins in both hands



Western Light Horse Rules

Miscellaneous Rules

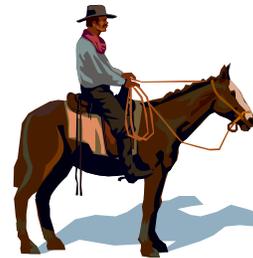
- All exhibitors must wear a western hat, appropriate western attire with long sleeves and a boot with a heel. The hat must be on the rider's head when the exhibitor enters the ring. Spurs and chaps are optional. Appropriate jeans are allowable attire.
- Whenever a class rule refers to a hackamore, it means the use only of a rawhide braided, leather braided or rope bosal. It does not refer to the so-called mechanical hackamore.
- Whenever the rules refer to a romal, it means an extension of braided material attached to closed reins. When romal reins are used, the extension is allowed to be carried in the free hand with 40 cm (16") spacing between the reigning hand and the free hand holding the romal.
- In all classes, horses shall be shown in a Western stock saddle. Silver equipment will not count over a good working outfit.

Optional Equipment:

- Spurs

Prohibited Equipment:

- Wire Curbs
- Tapaderos (stirrup covering)
- Chin straps or chains, narrower than 1 cm (½").
- Martingales and Tie-Downs (exception: Barrels & Poles)



Junior horses (those 5 yrs. and under), as of January 1st may be shown with a bosal, or smooth-mouth snaffle bit. If bosal, or smooth-mouth snaffle bit is used, the horse must be ridden with two hands on the reins.

Senior horses (those 6 yrs. and over), must be shown in a suitable Western curb bit, and ridden with one hand.

Age of Horse

For the purpose of determining eligibility for competition, the age of a horse shall be computed by the calendar year starting on January 1 of the year foaled.

Example: Foaled June 1, 1986

1-year-old Jan. 1, 1987

2-year-old Jan. 1, 1988

3-year-old Jan. 1, 1989

4-year-old Jan. 1, 1990

5-year-old Jan 1, 1991

- In all classes, where backing is required, the judge may at their discretion, ask only the finalists to back up.
- The following terminology shall apply in all classes whenever a specific gait is called for:
 - The **walk** is a natural, flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.
 - The **jog** is a smooth, ground covering, two-beat diagonal gait. The jog should be square, balanced and with a straight, forward movement. Horses walking with their back feet and trotting on the front are not considered performing the required gait. When asked to extend the jog, the horse moves out with the same smooth way of going.
 - The **lope** is an easy, rhythmical three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses travelling at a four-beat gait are not considered performing the required gait. The horse should lope with a natural stride and appear relaxed and smooth.

Pony - Under 14.2 hands

Horse - 14.2 hands and over

Western Pleasure

- The class shall be judged on the performance in the class. Conformation shall not count.
- Horses shall be shown at a walk, jog and lope on a reasonably loose rein without undue restraint.
- Horses must work both ways of the ring at all three gaits. Horses will not be asked to extend the lope, but may be asked to extend the jog.
- Horses are to be reversed to inside (away from the rail). They may be required to reverse at the walk or jog, but shall not be asked to reverse at the lope.
- Horses may be asked to back up.
- Riders shall not be asked to dismount, except in the event the judge wishes to examine equipment.
- A good pleasure horse has a stride of reasonable length in keeping with its conformation. The horse has enough cushion to its pastern to give the rider a pleasant, smooth ride. It carries its head in a natural position, not high and over flexed, but alert and ready to respond to the rider's commands.
- Reins shall be held in one hand. If split reins are used, one finger is permitted between the reins and the end of the reins must fall on the same side as the reining hand. In Barrel Racing and Pole Bending, two hands may be used on the reins.
- The following shall be considered faults:
 - Changing hands on reins;

- Two hands on reins
- More than one finger between reins;
- Wrong lead;
- Excessive speed;
- Excessive slowness;
- Breaking gait;
- Failure to take the called-for-gait when called for;
- Touching the horse or saddle with the free hand;
- Head carried too high or too low;
- Nosing-out or flexing behind vertical;
- Opening mouth excessively;
- Stumbling or falling;
- Use of leg, spur, or romal, forward of cinch.

Western Equitation

Riders will be judged on seat, hands, legs, and ability to control the horse. Performance of the horse not to count over the method used by the rider to obtain them.

- The judge may ask each rider to work individually, either before or after the rail work. Individual work will be any manoeuvres the judge feels are necessary to determine the rider's horsemanship ability. The judge, at their discretion, may ask only the finalists to work individually.
- Rail work is mandatory. Horses shall be asked to walk, jog, and lope both ways of the ring.
- Both hands and arms shall be held in a relaxed, easy manner with the upper arm in a straight line with the body. When using romal, all fingers of the reigning hand are to be around the reins with the free hand around the romal, at least 40 cm (16 ") from the other hand. One finger is permitted between reins, if split reins are used. Reins are to be carried so as to have light contact with the horse's mouth, and at no time shall the reins be carried with more than a slight hand movement from the horse's mouth.

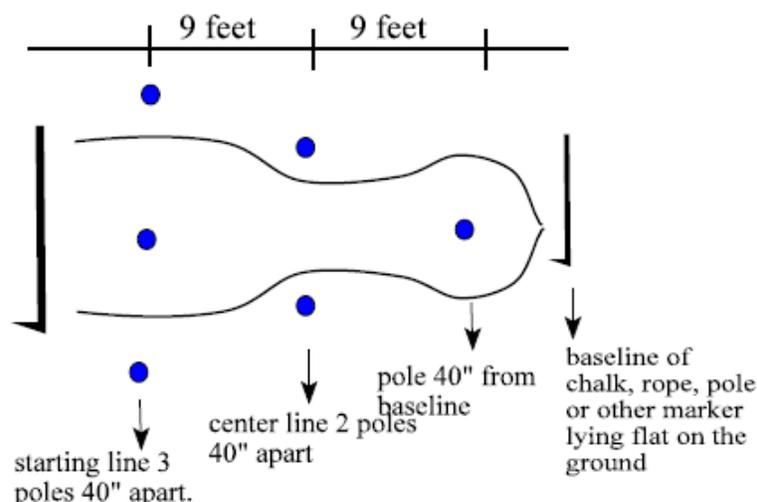
Trail

- Trail class is judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider, and attitude. Horses shall be penalized for any unnecessary delay while approaching the obstacles. Time limit for each obstacle is 30 seconds, or 2 refusals.
- Credit will be given to those horses negotiating the obstacles with style and some degree of speed, providing carefulness is not sacrificed. Credit will be given to horses showing the capability of picking their own way through a course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.
- Horses will not be required to work on the rail. The course must be designed to require each horse to show the three gaits somewhere between the obstacles.

- Only one hand can be used on the reins, except with junior horses. It is permissible to change hands prior to working an obstacle; however, after beginning an obstacle, hands cannot be changed.
- Six obstacles shall be used, three mandatory and three from the list of optional obstacles. **The course to be used must be posted at least one hour before scheduled time of the class.** Failure to follow course shall cause disqualification. Failure to complete an obstacle shall not result in disqualification, but in a severe penalty. The course shall be reset, as it was originally, after each horse has worked. Enough space should be provided for a horse to jog at least 6 metres (20') and lope at least 10-13 metres (30-40') for the judge to evaluate these gaits. The judge may alter any part of the course that he feels is unsafe.

Mandatory Trail Obstacles are:

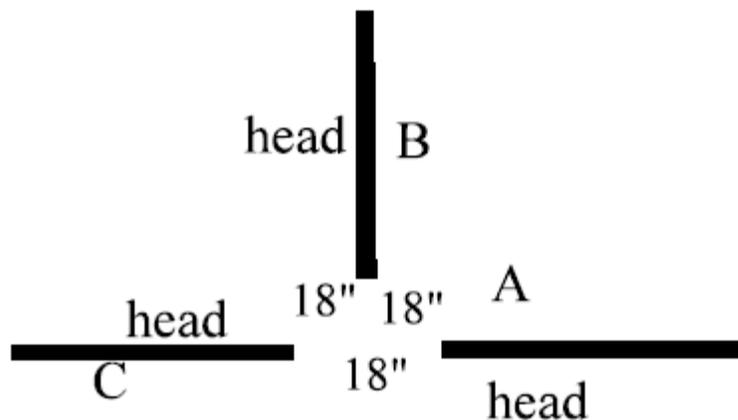
1. Opening, passing through, and closing gate. (Changing hands on gate, or turning loose of gate, are to be penalized.) Use a gate which will not endanger horse or rider.
2. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag, or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. The space shall be 15-24 inches (37.5-60 cm); trot overs, 3' to 3'6" (90-105 cm); lope-overs, 6' to 7' (180-210 cm). Elevated walk-overs should be a minimum of 22 inches (55 cm) apart. Trot-overs and lope-overs cannot be elevated.
3. One of the following:
 - a. Back horse through "L"-shaped course.
Ground: 28 inch (70 cm) minimum (space between poles)
Elevated: 30 inch (75 cm) minimum (space between poles)
 - b. Back through and around three markers set either in a triangle or line.
 - c. Back through obstacles as shown below. Beginning on either right or left of the centre pole, each rider will back across the starting line, proceed through the centre line poles, and turn without touching the base line, back through the centre poles and across the finish line on side opposite side of entry.



Optional Obstacles are:

1. Water hazard (ditch or small pond). No metal or slick bottom boxes will be used.
2. Carry object from part of arena to another. (Only objects which reasonably might be carried on a trail ride may be used.)
3. Ride over wooden bridge. (Suggested minimum width shall be 36" (90 cm) wide and at least six feet long) Bridge should be sturdy and safe.
4. Remove and replace materials from mailbox.
5. Side pass (over obstacle is optional).
6. An obstacle consisting of four logs or rails, each 5 to 6 feet long, laid in a square. Each contestant will enter the square by stepping over log or rail at designated side. When all four feet are inside the square, rider will execute a 360-degree turn (right or left), pause and depart by stepping over log or rail immediately opposite side of entry.
7. Side pass. The obstacle consisting of three logs or rails, a minimum of 6 feet long (180cm), set as in the diagram below, with no less than 18 inches (45 cm) between log ends. This obstacle may be posted on the pattern as being approached from either end, A or C of the "T", and the head may be facing the top or bottom of the "T" as drawn. Obstacle must be completed as drawn on the pattern and approved by the judge.

For example: Side pass Log A to right. Horses front feet to pass through midpoint opening. Side pass log B to right, stop and then side pass back to left on Log B. Horses hind feet to pass through opening. Side pass Log C to left to complete obstacle.



8. Any other safe and negotiable obstacle, which could reasonably be expected to be countered on a trail ride and meets the approval of the judge, may be used.
9. A combination of two or more of any of the obstacles is acceptable.

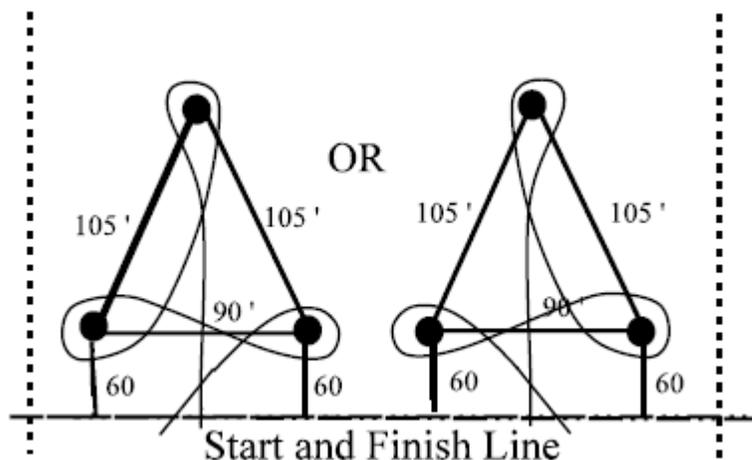
- Mandatory obstacles #2 and #3A, and optional obstacles #7, 8 and 9, may be raised no more than 12 inches (30 cm). (All or any part of the obstacle may be raised)
- The judge has the right and the duty to alter the course in any manner, or remove any obstacle he deems unsafe. All courses and obstacles are to be constructed with safety in mind so as to eliminate any accident
- While horse is in motion, rider's hands shall be clear of horse and saddle.
- Spurs, or romal, shall not be used forward of the cinch.

Unacceptable Obstacles are:

- Tires
- Animals
- Hides
- PVC pipe
- Dismounting, except to ground-tie
- Jumps
- Rocking or moving bridges
- Water box with floating or moving parts
- Flames, dry ice, fire extinguisher, etc.
- Logs or poles elevated in a manner that permits such to roll

Barrel Race

- The course shall be set up as shown in the following diagram. Markers shall be 45 gallon drums. If the course is too large for the available space, the pattern should be reduced 15 feet (4.6 metres) at a time until the pattern fits the arena. The distance from barrel #3 to the finish line need not be reduced 15 feet (4.6 metres) at a time, if there is sufficient room for the horse to stop. It is recommended that there be at least 45 feet (13.8 metres) from the starting line to the end of the arena; at least 18 feet (5.5metres) from barrels #1 and #2 to the fence; and 36 feet (11 metres) from barrel #3 to the end of the arena.



- The course may be run either to the left or to the right. For example:
 - The course may be run by running to barrel #1, pass to the left of it, around barrel #1, then to barrel #2, pass to the right of it, around barrel #2, then to barrel #3 and then to the finish line, passing between barrels #1 and #2.
 - The course may also be run by running to barrel #2, pass to the right of it, around barrel #2, then to barrel #1, pass to the left of it, around barrel #1, then to barrel #3, pass to the left of it, around barrel #3 and then to the finish line, passing between barrels #1 and #2.
- The class shall be judged entirely on the basis of time; it is a race.
- Starting markers and timers shall be placed as close to the rail as possible. An electric timer, or at least two watches, shall be used. If watches are used, then the official time shall be the average of the watches used.
- Contestants are allowed a running start. Contestants shall not start the run until a signal is given from the ring master. Timing shall begin as the horse's nose passes over the starting line and stops when the horse's nose passes over the finish line.
- Contestants are disqualified for not negotiating the pattern correctly or passing over the finish line before completing the pattern.
- Bats or crops are allowed. At the judge's discretion, the judge may disqualify a contestant for excessive use of the bat or crop.
- Knocking over a barrel shall carry a 5 second penalty. Contestants are allowed to touch barrels with their hands.
- In the event of a tie for first place there will be a run-off of the tied contestants.
- Two hands may be used on the reins, regardless of type of bit, or age of horse.
- Mechanical Hackamores are permissible, as well as those bits listed in the English and Western Bit Clarification section.
- Exhibitors must wear equestrian SEI-ASTM approved equestrian helmets that are properly fitted and fastened in all Gymkhana Division Classes at any 4-H event.

Pole Bending

Pole bending is a timed event. The pattern is set up as shown in the following diagram. Each pole is 21 feet (6.4 metres) apart and the first pole is 21 feet (6.4 metres) from the start line.

Pole Bending Pattern

- Contestants shall not start the race until a signal to start is received from the ringmaster.
- Timing will begin when the horses nose crosses the start line and stops when the horses nose crosses the finish line. An electric timer, or at least two watches, shall be used to time each contestant. If watches are used the official time will be the average of the watches used.

- A horse may start either to the right or the left of the poles. Rider runs to the farthest pole and rounds that pole and returns to the first pole by passing between each set of poles, rounds the first pole, runs to the farthest pole by passing between each set of poles, rounds that pole, and then directly back to the finish line.
- Two hands can be used on the reins regardless of type of bit, or age of horse.
- Knocking over a pole shall carry a 5 second penalty. Contestants are allowed to touch poles with their hands.
- Bats and crops are allowed. A judge, at his discretion, may disqualify a contestant for excessive use of a bat or crop.
- Contestants are disqualified for not negotiating the pattern correctly, or crossing the finish line before completing the pattern.
- In the event of a first place tie, the tied contestants will have a run-off.
- Mechanical Hackamores are permissible, as well as those bits listed in Miscellaneous Rule #5.
- Exhibitors must wear equestrian SEI-ASTM approved equestrian helmets that are properly fitted and fastened in all Gymkhana Division Classes at any 4-H event.

Reining

Scoring The Reining Horse

A. General

“To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered lack of control. All deviations from the exact written pattern must be considered a lack of/or temporary loss of control and therefore a fault that must be marked down according to the severity of the deviation. After deducting all faults, set here with, against execution of the pattern and the horse’s overall performance, credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch to an audience.” NRHA Handbook

The scoring of reining horses is on a positive numeric scale with 70 denoting an average performance. NRHA patterns are comprised of several distinct manoeuver groups which judges are asked to evaluate on an individual basis depending on execution as dictated by the pattern description and the rules for judging. The individual maneuvers are scored in ½ point increments from a low of -1 ½ (extremely poor quality) to a high of +1 ½ (excellent quality), with a score of 0 denoting a maneuver that is correct with no degree of difficulty. The total of the scores applied to the manoeuver groups is combined with the starting score of 70 and from this gross manoeuver score, any penalties are deducted to calculate the horse’s final score, which is announced after each horse works. Penalties are subtracted for such things as missed lead changes, simple lead changes, bucking, stumbling, running off.

As decided at the 2006 Annual Light Horse Leaders Meeting a score of "0" resulting from an Off-Pattern would follow NRHA rules for approved classes and youth classes. A horse that goes Off-Pattern would receive a score of zero, "0", and would not be eligible to place in the class or receive points for the class. A score of zero, "0", is different from a "No Score" which is the result of abuse, illegal equipment, failure to present horse and equipment for inspection or disrespect or misconduct by the exhibitor.

B. Patterns

1. Patterns are to be worked as stated not drawn. They are drawn to give the general idea of what the pattern should look like in the arena.
2. Markers will be placed on the wall or fence of the arena as follows (they may have to adjust to the size of the arena):
 - a) at the center of the arena;
 - b) at least 50' from each end wall.
3. Where designated in the pattern for stops to be beyond a marker, the horse should begin his stop after he passes the specified marker.
4. Each pattern is drawn so that the bottom of the pages represents the end of the arena entered by the contestants and must be run as such. In the event that an arena has only one gate on the side, that side shall represent the right side of the page the pattern is drawn on.
5. All horses will be judged immediately upon entering the arena and judging will cease after the last manoeuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.
6. All Judges decisions are final.

Sample Score Sheet with an example:

Event: _____ Date: _____ Class: _____ Judge: _____

Maneuver Scores:

-1.5 Extremely poor -1 Very Poor -0.5 Poor 0 Correct +0.5 Good +1 Very Good +1.5 Excellent

#	Maneuver	1	2	3	4	5	6	7	8	composite-penalties= score	Score
	Penalty		-0.5			-1		-1		Penalties =2.5	66.5
	70 Score	0	0	-1	0.5	0	1	0	-1.5	Composite= 69.0	

- In 4-H, all patterns used will be modified with two spins, and both junior and senior riders may use two hands. See current Horse Newsletter for pattern.
- Individuals to enter the ring independently and ride a pattern selected at the beginning of the current 4-H year
- Simple lead changes are penalized (2006).

Light Horse Showmanship

A judge will look for the following:

Appearance of Horse (35 pts)

- 1. Condition:** (10%)
Physically conditioned i.e. good muscle tone
Well-fed, but not over fat or too thin
Good bloom to coat, indicating good feeding and worming schedule.

- 2. Grooming:** (15%)
Coat should be:
Clean, no stains, good shine.
No rough spots.
Mane, tail, and white legs should be washed.
Make sure legs, nostrils, and dock are clean.
Hoofs well-shod or trimmed white hoofs washed.
Dark hoofs may be blackened.
Pick up foot and check that underneath has been cleaned, that foot is in good condition, and that there is no thrush.

- 3. Trimming:** (5%)
Mane and tail pulled, trimmed, flowing or braided according to breed and type.
Mane only may be braided, but not tail only.
Fetlocks no feathering. These should be cleared and trimmed to give a neat joint with the exception of a draft horse.
Whiskers should be trimmed off the muzzle.
Long hairs under jowls should be clipped and ears should be trimmed.

- 4. Tack:** (5%)
Western horses shown in a halter.
English horses could be shown in either halter or bridle.
Halter and or bridle should be soft, supple, clean and presentable.
All brass fittings or chrome fittings should be shined.
If rope or nylon halters or lead shanks are used, they must be washed.
All tack must be in good repair and fit properly.

Appearance of Exhibitor (10 pts)

Please refer to most recent newsletter for dress code.

- Expensive clothing not necessary.
- Exhibitors to dress in accordance with type of horse shown:
 - Western horse - Western attire, English horse - English attire

- All clothes must be neat and clean, and fit properly.
- Boots to be polished.
- Hats to be worn.
- Hair must be neat, not in face (use hairnets when possible; if hair is long, tie it back or put it up under hat).
- Ties and chokers for English.
- Scarves, string ties, or other accepted ties for Western.
- No spurs worn in classes where the animal is led; if worn in riding classes, must be clean, polished, and properly adjusted.
- Whips or crops are allowed, but must be used with discretion.
- Gum chewing NOT allowed.
- No talking between exhibitors while showing.

Showing Animal in Ring (55 points)

Hold lead shank (or reins) in your right hand, and the rest of lead shank is held in your left hand in such a manner that you can give the horse more line if necessary.

For **Western** this is done by holding lead line in a series of loose loops with first finger separating top loop from rest, **OR** by doubling the shank back and forth over itself (in figure 8), with part closest to horse's mouth on top. Never wrap it around your hand.

For **English**, members should hold reins with one hand a short distance from the bit and with one finger dividing them, and hold the buckle end in other hand.

1. Leading: (15%)

- Enter ring at alert walk. Walk in direction indicated by judge (generally counter (clockwise)).
- Stand approximately half way between horse's shoulder and head.
- Walk on horse's left side.
- Do not crowd horse in front; keep one horse length apart.
- Lead horse at brisk walk or trot.
- Do not pull horse
- Do not look back at horse.
- Walk (or trot) away and towards judge in a straight line.
- When turning, the exhibitor should turn the horse away from them self. The horse should be well-schooled at home, so he will walk and trot briskly on command, and pose correctly.

2. Standing Horse Correctly: (20%)

- All competitors should be in a straight line.
- Stand horse with feet placed according to its type.
- Do not crowd exhibitors next to you.

- Do most of showing with lead shank or reins.
- Never use feet on horse's legs.
- When judge is inspecting other horses, let your horse relax a **little**; bring him to attention and keep him alert as judge approaches. Horses cannot spend too long at one time at full attention.
- Member should move around to side of horse as judge walks around. The judge should have full view of the animal at all times. It shows greater control and training if the horse stays still as member moves to side.
- Be at attention, but be quiet and natural.

3. Show Horse to Best Advantage: (20%)

- Recognize your horse's faults of conformation and try to minimize these faults when showing him.
- Keep eyes on horse at all times; watch judge's position at all times.
- Be pleasant and pay attention.
- Show horse until class is completely finished
- Show "at the quarter" Handler (H) is in adjacent quarter to the Judge (J)

English and Western Bit Clarification

There are different bit requirements for the different projects involved, i.e. Western vs. English. The comments below are combined from several national horse associations and various horse breed rules that are common to most breeds and disciplines. The examples of bits below give a good idea of what is available, but not all configurations of bits are pictured.

In the 4-H Light Horse Project, no bits should have projections below the mouthpiece or triangular shaped bars. Consult the 4-H Light Horse manual for details and descriptions about different riding bits for English and Western.

English Light Horse Project

The type of bit used is governed by the saddle and style being ridden. Horses shown in Saddle Seat attire should wear a double bridle with a longer shank curb, a coloured brow band and noseband and a cutback saddle. A Hunter would show in a forward seat or all-purpose saddle and any of the bits listed below, as long as the shank of the Pelham or double bridle is not overly long. No coloured leather on the bridle of a Hunter is allowed. Dressage horses at lower levels would be shown in an ordinary snaffle bit and advance to full bridle arrangement.

“Ordinary Snaffle” is a plain snaffle with a mouthpiece that is a straight bar joined in the centre; mouthpieces must be smooth with eggbutt or bar type cheeks and rings not overly large in diameter. Twisted mouthpieces and twisted wire mouthpieces are not acceptable if the horse is shown as a dressage horse or combined event horse. Open Hunter events may be shown in a double bridle, snaffle, kimberwick and wire bits, in either single or double.

Western Light Horse Project

Bits used in this project are also governed by the style being ridden and the age of the horse. Wire curbs, chin straps or chains narrower than 1 cm (½ inch) and martingales and tie-downs (exception Barrels and Poles) are prohibited for use in the project. Junior horses (those 5 years of age and under) as of January 1, may be shown with a bosal, or smooth-mouth snaffle. If this is used, then the rider must use two hands on the reins. Senior horses (those 6 years of age and over) must be shown in a suitable Western curb bit, and ridden with one hand.

A suitable Western snaffle bit is described as:

Conventional O-ring, eggbutt or D-ring with the ring being no larger than 4". The mouthpiece should be round, smooth and unwrapped metal. The bards must be a minimum of 5/16" in diameter, measured one inch in from the cheek with a gradual decrease to centre of the snaffle. The mouthpiece may be two or three pieces. If three-piece, with a connecting ring of 1/1/4" or less in diameter, or a connecting flat bar or 3/8" to 3/4" (measured top to bottom with a maximum length of 2"), which lies flat in the horse's mouth, is acceptable. The port must be on higher than 3 ½" maximum, with rollers and covers acceptable. Broken mouthpieces, half breeds and spades are standard.

Horse Basics Project

General Rules

The 4-H horse basics project is designed to help a 4-H member decide on their interest in continuing with a 4-H horse project. Horse basic members are allowed to advance from the Achievement Day level to county and provincial levels. The horse used at Achievement Day must also be used at the county level. The member in a horse basics project can compete at Provincial level as of November 1999. Horse basics members are eligible to compete in judging and showmanship at the 4-H Nova Scotia Provincial show, if they qualify at the county level.

The project involves learning the basics of the horse project such as record keeping, showmanship and judging. The member must borrow another member's horse for a showmanship class. The project requirements for the Horse basics project are to complete a showmanship class and a report or display. There is a specific horse basics record sheet for this project which differs from that of the other horse projects.

Non-Rider or Driver Project

General Rules

The horse basics, or driver project, are designed for the 4-H member who has a horse that cannot be driven or ridden. Brood mare, colt, or a young horse may fall into this category. The project involves learning the basics of horsemanship and special care related to the specific animal. The project requirements for the Non-Rider project are to complete a showmanship class and a report or display.

Draft Horse or Draft Pony Project

Miscellaneous Rules

Mane and tail preparation will be awarded point value for overall total score and a special class will be held. All competitors will start and complete the class at the same time. A harness class will be split in draft horse and draft pony. The member must provide a suitable vehicle for the class - a two or four-wheel vehicle is acceptable. Draft project horses shall be shown in halter or bridle. Foals shall be shown in a halter.

4-H Draft Horse Project Regulations

Achievement Day Requirements for Project Work:

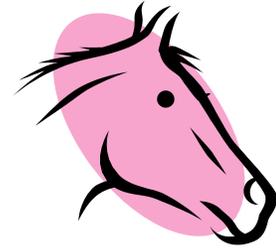
Showmanship is required for Draft Project. Members are encouraged to do the braiding ahead of time. Members who are doing the driving portion of the draft project are asked to let the 4-H staff know at the time of livestock registration.

Project Animal:

- Members can use draft horses, halfingers or draft ponies in the Draft Project.

Dress Code:

- Hard soled boots are encouraged for all members' safety.
- Boys- Long sleeved shirt and dress pants. A tie is optional.
- Girls- Dress, skirt or dress pants and long sleeved blouse.



Showmanship

- Member will be judged on:
 - Appearance of Horse (groomed, braided, condition)
 - Appearance of Exhibitor (attire)
 - Showing Techniques in the Ring (leading, posing, pattern, alertness)
- A show bridle should be used
- At the 4-H Nova Scotia Provincial Show you can use another member's horse in showmanship if you did not bring yours.
- Show Sticks may be used

Mane & Tail Braiding

- Member will be judged in neatness, even tension, straightness of braid, tightness of tail, degree of completeness at end of 20 minutes and no signs of ties/ strings.
- At the 4-H Nova Scotia Provincial Show members will be given 20 minutes to braid a showmanship mane (to the withers) as well as the tail and put in decorations.
- Undocked tails are to be braided. For example, they can be French braided to the end of the tailbone and the remaining tail placed into a bun.
- Fetlocks are not included in the braiding and if desired can be braided before the class.
- At the 4-H Nova Scotia Provincial Show you can use another member's horse in braiding if you did not bring yours.

Driving Class

- Member is judged on how the member handles the horse in a driving class
- The vehicle can be a 2 or 4 wheeled
- The purpose of the vehicle can be either work or show. For example, there may be types of exhibits in the Driving class.
 - That of a Sunday drive cart or wagon in "Sunday" attire
 - That of a working nature i.e. work wagon or show wagon suitable for a single horse
- Members will be asked to work both ways of the ring at any gait requested by the judge and maybe asked to execute a figure of eight and perform any other appropriate tests.
- Members must have a header (member or adult) available for line
- Members can have a second person on the vehicle for safety reasons
- Members can have assistance harnessing and hooking up vehicle provided they are helping.

- Members should have a whip in hand if they are comfortable driving with a whip.
- It is recommended that members wear an approved helmet during driving activities. Last Updated October 2006

Pleasure Driving Project

General Rules

Dress Code:

- Drivers should be dressed conservatively according to the style of the present day.
- Dress for the driver should conform to the type of turnout (i.e. formal, park, country, sporting).
- Gentlemen must wear a coat or jacket while appearing in any class, unless excused from doing so by the judge.
- Ladies must wear a conservative dress, tailored suit, or slacks. Floppy hats are discouraged.
- Unless otherwise specified, the driver shall wear a hat, an apron or knee rug, and gloves.

NOTE: A whip must be carried in all driving classes.

It is important that the harness be in good repair, clean and fit properly; all metal furnishings should match, be secure and polished. Horses must be serviceably sound and must not show evidence of lameness, broken wind or impairment of vision in both eyes. Competitors should strive to present an appropriate turnout. "Appropriate" to indicate the balance and pleasing appearance of the combination of horse and vehicle. Factors determining the above include compatible size, type and weight of horse and vehicle. The way of going of a horse may also affect the overall appearance, i.e.: a high-action horse is more suitable to a formal vehicle; the low-going ground covering horse presents a more pleasing appearance to a road or country-type vehicle.

It is the responsibility of each competitor to insure that harness and vehicle are in good repair and structurally sound. It is also the responsibility of each competitor to ensure that his horse or horses are physically fit to fulfill the tasks required of them. Horses should never be left unattended while put to a vehicle. Bridles should fit snugly to prevent catching on a vehicle or other pieces of harness, and under no conditions should a bridle be removed from a horse while it is still put to a vehicle.

The judge must excuse from competition an unsafe vehicle, or an unruly horse.

It is permissible to talk to your horse in a subdued tone of voice, if necessary. Clucks for starting, "walk on" "trot" and "whoa" are the more accepted terms. Any tendency on the part of the driver to shout, whistle, or talk loudly to the horse should be curtailed. In the arena, the less said the better. A driver should strive to control the horse's movements with minimum vocal aids.

Clarification of Gaits

The following is a description of each of the required gaits in the various divisions of a pleasure driving competition.

Walk: A free, regular and unconstrained walk of moderate extension is required. The horses should walk energetically but calmly, with even and determined steps.

Collected trot: The neck is raised, thus enabling the shoulders to move with greater ease in all directions, the hocks being well engaged and maintaining energetic impulsion, notwithstanding the slower movement. The horse's steps are shorter, but they are lighter and more mobile.

Working trot: This is a pace between the extended and the collected trot, and more round than the extended trot. The horses go forward freely and straight, engaging the hind legs with good hock action, on a taut but light rein, the position being balanced and unconstrained. The steps should be as even as possible. The hind feet touch the ground in the foot prints of the forefeet. The degree of energy and impulsion displayed at the working trot denotes clearly the degree of suppleness and balance of the horses.

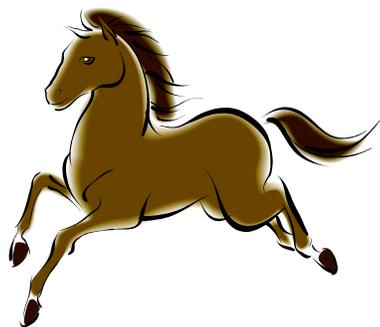
Trot on: Clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing appropriate lateral flexion on turns; light contact to be maintained. Excessive speed will be penalized.

Extended trot: The horses cover as much ground as possible. They lengthen their stride, remaining on the bit with light contact. The neck is extended and as a result of great impulsion from the quarters, the horses use their shoulders, covering more ground at each step without their action becoming higher.

Halt: Horses and vehicle should be brought to a complete square stop without abruptness or veering. At the halt, horses should stand attentive, motionless and straight, with the weight evenly distributed over all four legs, and be ready to move off at the slightest indication from the driver.

Rein back: This is a backwards movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line. To be performed in two parts:

1. Rein back at least four steps, unhurried, with head flexed and pushing back evenly in a straight line using light contact and quiet aids.
2. Move forward willingly to former position using the same quiet aids.



Turnout

- Grooming and trimming of horse - 35 points
- Appearance of Exhibitor - 30 points
- Cleanliness, adjustment of tack and appropriateness of harness and vehicle - 35 points

Pleasure Driving Working

A pleasure driving class in which entries are judged primarily on the suitability of a horse to provide a pleasant drive.

To be shown both ways of the arena at a walk, collected trot, working trot and trot-on. To stand quietly, both on the rail and while lined up, and rein back. All entries chosen for a workout must be worked both ways of the arena at any gait requested by the Judge, and may be asked to execute a figure of eight. To be judged 70% on performance, manners and way of going; 20% on the condition and fit of harness and vehicle; and 10% on neatness of attire.

Pleasure Driving Reinsmanship

A pleasure driving class in which entries are judged primarily on the ability and skill of the driver.

To be shown both ways of the arena at a walk, collected trot, working trot and trot-on.

Drivers shall be required to rein back. All drivers chosen for a workout must be worked both ways of the arena at any gait requested by the Judge and may be asked to execute a figure of eight and perform any other appropriate tests. To be judged 75% on **handing of reins and whip**, control, posture and overall appearance of driver, and 25% on the condition of harness and vehicle, and neatness of attire.

