

ENGLISH RIDING DIVISION

• When an obstacle includes two or more fences (such as an in-and-out), the faults committed at each element are considered separately. In cases of a refusal or runout at one element, the contestant may choose to rejump the previous elements as well as the following elements, but is not required to do so.

• When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.

• Judges will penalize unsafe jumping and bad form over fences whether the obstacle was touched or untouched.

• Light touches are not a major consideration, but they may be scored according to the following scale in cases where elimination is difficult.

- Touching with any part of the horse's body behind the stifle (½ fault)

- Touching with any part of the horse's body in front of the stifle (1 fault)

- Touching a standard or wing while jumping an obstacle with any part of the horse, rider or equipment (1 fault)

Knockdowns – An obstacle is considered knocked down when its height is lowered by horse or rider:

• With any part of the horse's body behind the stifle (4 faults)

• With any part of the horse's body in front of the stifle (8 faults)

• Lowering a standard or wing in jumping an obstacle with any part of the horse, rider or equipment (8 faults)

If an obstacle is used for more than one jump and is knocked down on the first jump, the rider may pull up or circle until the judge signals that the jump is reset.

Disobediences – Disobediences are major faults that will be heavily penalized. These include the first and second refusal, runout, bolting on course or an extra circle on entering or leaving course (8 faults).

Elimination – The following are causes for elimination:

- Third refusal, third runout, third time bolting on course
- Jumping an obstacle before it is reset
- Bolting from the ring
- Failing to stay on course
- Jumping an obstacle not included in the course
- Fall of the horse or rider

Ponies – The same rules listed for scoring hunter classes apply to scoring hunter classes for ponies. However, for ponies not exceeding 52 inches, fences should not exceed 2 feet and in-and-outs should not exceed a distance of 20 feet. For ponies over 52 inches but not exceeding 56 inches, fences should

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not exceed 2½ feet and in-and-outs should not exceed a distance of 22 feet.

◆ Baby Green Over Fences

The Baby Green Over Fences class is suggested for horses or riders in their first year of 4-H over fences classes. A horse and rider exhibiting in this section may not show in any other classes over fences.

Baby Green Over Fences Scorecard	Points
Horse's performance	90
Appointments of horse and rider	10
Total	100

Scorecard Explanation

HORSE'S PERFORMANCE – See the information on the horse's performance in "Working Hunter Over Fences" on page 15.

APPOINTMENTS OF HORSE AND RIDER – See page 10.

Course Arrangements

Minimum of four fences, all cross rails to be 12 to 18 inches high with ground poles. Courses must be arranged in a side, diagonal, side pattern. Horse in this section may **not** show in any other classes over fences.

◆ Hunter Hack

Hunter Hack Scorecard	Points
Performance and manners in rail work	45
Performance, way of going and manners on individual work	45
Appointments of horse and rider	10
Total	100

Explanation of Scorecard

PERFORMANCE AND MANNERS IN RAIL WORK – See Hunter Under Saddle on page 15.

PERFORMANCE, WAY OF GOING AND MANNERS ON INDIVIDUAL WORK – See Working Hunter Over Fences on page 15.

APPOINTMENTS OF HORSE AND RIDER – See page 10.

Class Conditions and Rules

Individual Work:

All horses competing will first be lined up at one side of the arena for instructions from the judge for individual work. The individual work shall consist of no less than the following:

- Separate from the lineup, canter and proceed to jump two fences. These fences must be brush or simple post and rails,

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with ground poles in front of each fence. If a brush jump is used, it must be the first fence jumped. Jumps do not have to be set on a line. However, if jumps are set on a line, they must be 36 feet, 48 feet or 60 feet apart. The height of the fences must not be higher than 2 feet 6 inches.

- Hand gallop
- Stop and settle at a point at least halfway down the long side of the arena.
- Back and stand quietly.
- Return to lineup.

Faults over fences will be scored as in working hunter classes.

Rail Work:

The hunter hack must be shown at a walk, trot and canter both ways of the ring. It is the judge's option to require an exhibitor to extend any gait and to back easily. Emphasis shall be placed on actual suitability to purpose. Light contact with horse's mouth is required. Horses should be obedient, alert, responsive and move freely. They should not be eliminated for slight errors.

- **Walk** – True and flat-footed for pleasure classes.
- **Trot** – Brisk, smart, cadenced and balanced without loss of form. An extended trot may be called for at the judge's option.
- **Canter** – Smooth, three-beat, collected and straight on both leads, with the ability to push on, if required, into a hand gallop.

◆ Bareback English Equitation

Bareback English Equitation Scorecard

	Points
Rider's position and appointments of horse and rider.....	90
Horse's performance and suitability.....	10
Total	100

Scorecard Explanation

RIDER'S POSITION – Riders should establish and maintain a seat that is thoroughly efficient and comfortable for riding the type of horse called for, at any gait and for any length of time. The method of holding the reins should be consistent with the type of equipment being used. Both hands should be used and both reins must be picked up at one time. The bight of the reins should be on the off side; the hands should be in line with the bit and the elbows. The leg position should allow the heels to be lower than the toes. No swaying of the legs should be visible. A vertical line drawn from the rider's shoulder downward should pass through the shoulders, hips and heels. The upper calves of the rider's legs should have contact with the horse.

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With gaited horses, the rider's legs may be forward at the knees and will give the impression of a slightly reclined position to the upper torso.

When the horse is moving, the rider's position should change in the following manner:

- **Walk** – Slight motion.
- **Trot or second gait** – Slight elevation with the hips under the body, not swinging forward and backward or moving up and down mechanically. Posting by breed standards.
- **Canter or third gait** – Close seat going with the horse.

APPOINTMENTS OF HORSE AND RIDER – See page 10. Saddles and pads are not permitted.

HORSE'S PERFORMANCE – The rider will be asked to have the horse walk, trot (or second gait) and canter (or third gait) both ways of the ring. The reverse may be executed by turning either toward or away from the rail. Light contact with the horse's mouth is required. Riders may be asked for individual workouts. The hands, seat and legs are important aids in achieving the desired gait or movement. Use of the third gait by gaited horses will be judged on the smoothness of the transitions.

The emphasis should be on suitability to riding style, manners and way of going. All seats should be given equal consideration.

Individual Tests

These tests may be performed individually or in a group.

1. Address the reins.
2. Back.
3. Individual performance on the rail.
4. Figure eight at the trot (or second gait), with a correct change of diagonals. At the left diagonal, the rider should be sitting when the horse's left front foot is on the ground. At the right diagonal, the rider should be sitting when the horse's right front foot is on the ground. When circling clockwise, the rider should be on the left diagonal. When circling counterclockwise, the rider should be on the right diagonal.
5. Figure eight at the canter with a change of lead through the walk (figures should begin in the center of two circles so that one lead change is shown).
6. Change leads down the center of the ring or on the rail, with a change of leads through the walk.
7. Answer the judge's questions. It is recommended that the same questions be asked of each rider privately. An example would be one question each about tack, anatomy and equitation.