

Florida 4-H

Area & State Horse Shows



Official Rules
2022



Terms from the Rulebook are defined with examples. Some have a note about how they relate to the rules for quick reference. If there are any statements that differ between this summary and the Rulebook, the text in the Rulebook will take precedent.

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Terminology note:

Some basic horse description terms to help understand horse eligibility.

- Gelding – a castrated male horse. At FL 4-H shows, all male horses over 1 year old should be geldings.
- Mare – a female horse (most are intact, i.e., not spayed; very few female horses are spayed).
- Colt – a young male less than a year old, uncastrated (may not be shown past December 31 of his birth year).
- Stallion – a mature, uncastrated male (not allowed to show in FL 4-H)

Please note: Any references to rules are from the Florida 4-H Area/State rulebook. County & local shows may allow some differences.

Academy Attire

Saddle seat attire with long sleeves and vest instead of a coat.

(This is FYI, no longer applies as of 2022.)

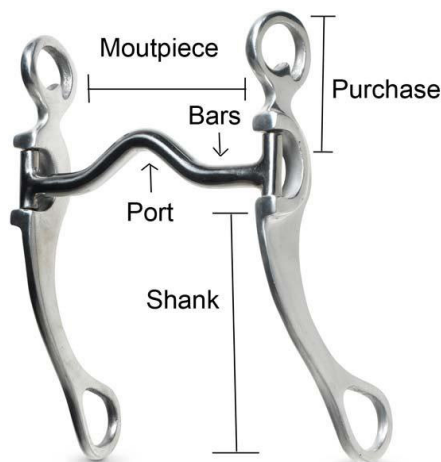


Balking

When the horse stops short and refuses to go on. Scored as a 5-point refusal penalty in both types of Trail classes.

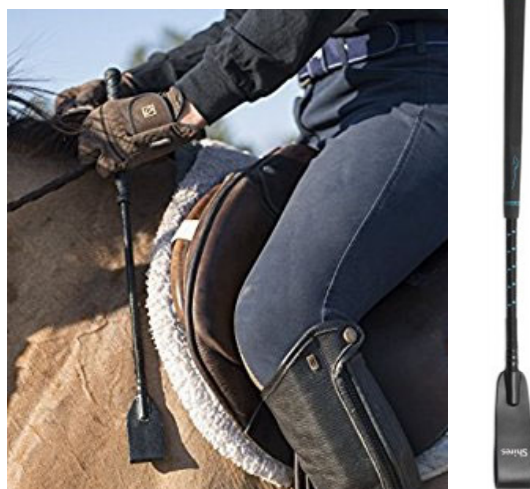


Bars (of bit)



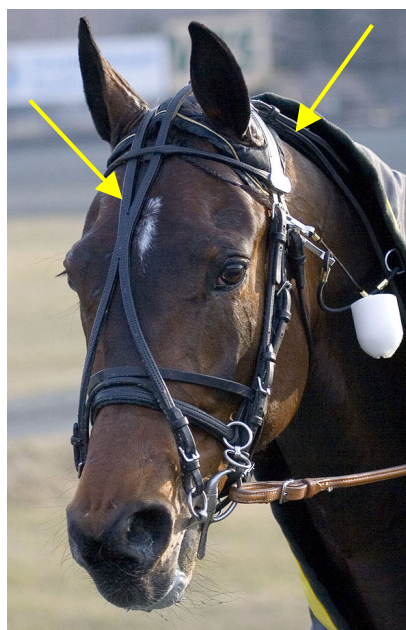
The part of a curb bit's mouthpiece that sits on the horse's tongue.

Bat



Short, flat, leather riding whip. Not permitted in any in-hand class. Only used behind the girth in riding classes. Except in Over-fences classes on the shoulder only.

Bearing Rein



A piece of equipment that attaches to the bit and runs over the horse's head to attach to a point somewhere on his back; prevents the horse from lowering his head. Not allowed in any classes.

Bit Guard



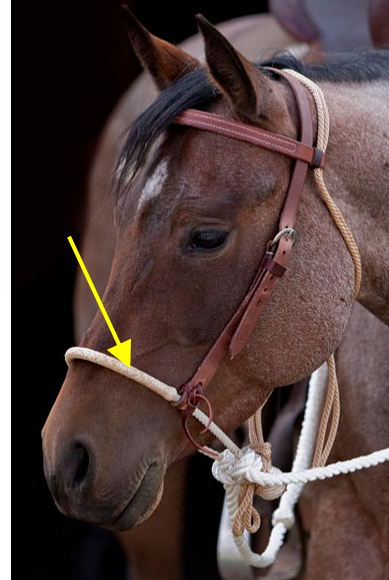
A rubber or leather ring that lies between the horse's cheek and the bit ring or shank to prevent pinching. Allowed in any class except Dressage.

Blinker



A pair of eye shields used to prevent a horse from looking anywhere but directly in front of him.

Bosal



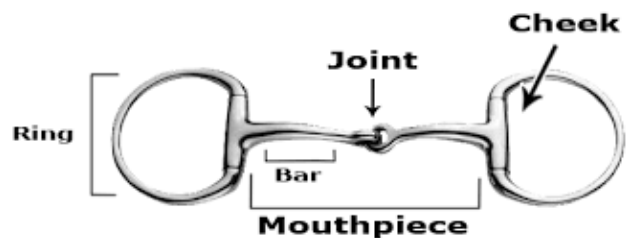
A tear-drop shaped braided rawhide or rope noseband that is used on young horses instead of a bit. It is a form of non-mechanical hackamore. Allowed in Western & Ranch Divisions on horses 5 years old and under.

Bridoon



Snaffle portion of the full bridle. Thinner diameter than stand-alone bit. Can be solid or broken.

Broken Mouthpiece



The bit's mouthpiece is jointed in the middle. Could be part of a snaffle or curb bit.

Broken Wind

Chronic emphysema of the horse that causes difficult expiration and heaving of the flanks.

In Working & Handy Hunter, all horses trot a circle after their course, and any horse showing lameness, broken wind, or impairment of vision may be disqualified.

Cadence

Equal rhythm of a horse's gait.

Canter



Three beat gait with an initiating hind leg followed by a diagonal pair and finally by the leading foreleg; exhibited in Hunter and Saddle Seat classes. Western gait is "Lope." Has a left "lead" or a right "lead."

Caveson noseband



The standard noseband of a hunter bridle. It is separately attached to its own crownpiece (strap that goes over the horse's head) and held independently of the bit. Fastens under the jaw above the bit. Legal/standard in all Hunter classes and Dressage classes.

Cinch



Part of the saddle that is a band running under the horse and behind the front legs which holds the saddle in place (also known as girth). Striking the horse in front of the cinch with anything other than an open hand is a *disqualification.

(*See over-fences exceptions under "Crop" and "Bat")

Counter Canter



The horse canters on the opposite lead from the direction of travel (in picture, leading with right leg, going to left).

Crop



Riding whip with a short, straight stock and a loop. Not permitted in any in-hand class. May only be used behind the girth in riding classes. Except in Over-fences classes where it is permissible to use on the shoulder, but not forward of the shoulder.

Curb bit



A bit that has shanks and acts with leverage. It may have a solid or broken mouthpiece.

Day Coat



Day Coat



Saddle Suit



Formal

Long blazer used in saddle seat that is a contrasting color to the vest and riding pants. As opposed to a Saddle Seat Suit which the coat & pants are a matching conservative, dark, color, and Formal attire which is similar to a tuxedo.
(This is FYI, no longer applies as of 2022.)

Draw reins



Reins that go from the rider's hand, slide freely through the bit and attach to the girth. A training tool that is not allowed in any classes.

Drop Noseband



A noseband that goes around the horse's muzzle to keep his mouth closed; fastens below the bit (a regular cavesson fastens above the bit). Allowed in Dressage, but not other Hunter classes.

*See similar noseband on pg. 13.

Elevator bit



Bit with multiple rings along the sides, allowing for different rein attachments; has a gag type action that applies pressure at the top of the horse's head. Not allowed because of the gag action.

Fake Tail



Weaving hair from another horse's tail into the tail to make it appear longer and thicker. Loss of a fake tail during a class is disqualification.

Fetlock



A hinge joint on the lower part of the leg of a horse that appears as a projection behind and above a horse's hoof; located between the cannon bone and pastern. In Hunter classes, no boots are allowed below this joint.

*See more Boots info on pg. 12.

Figure 8 Noseband



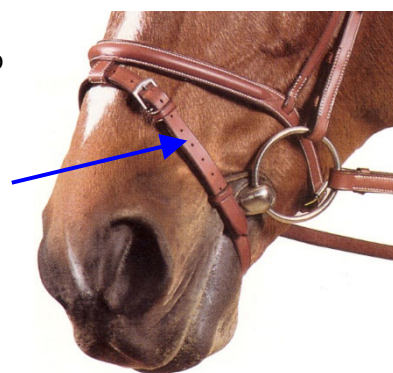
Noseband with straps that cross in an X on the bridge of the horse's nose; used to keep the horse's mouth closed. Allowed in Dressage, but not other Hunter classes.

*See a similar noseband on pg. 13.

Flash Noseband

A strap attached to the noseband, particularly to a cavesson, that comes down below the bit to keep the horse's mouth closed. (Differs from Drop noseband which is just one noseband which drops down below the bit.) Allowed in Dressage, but not Hunter classes.

*See a similar noseband on pg. 13.

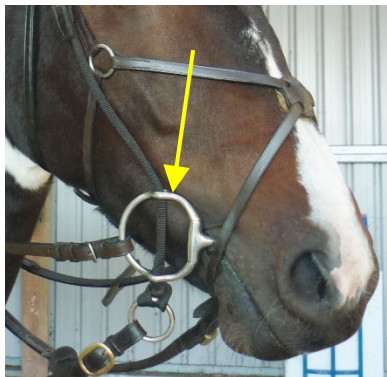


Full bridle

Bridle with two bits (Weymouth and bridoon) and two sets of reins. Also called Weymouth Bridle. Must be used with two reins, and not an attachment to convert to one set of reins. Was more common in Saddle Seat Division, but may be used by Hunters.



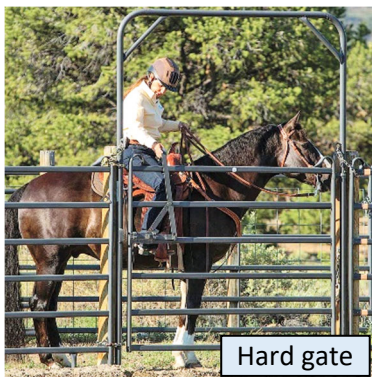
Gag Bit



Snaffle bit with holes in the top and bottom of the rings. Cheek pieces of the headstall pass through the holes and are connected directly to the reins. Causes the bit to be drawn up into the horse's mouth and pressure to be applied

to the top of the horse's head. Allowed in Speed Events, but not in any other classes or divisions.

Gate (Trail classes)



Hard gate



Rope gate

"Hard" gate is any sort of rigid material (wood, metal pipe, etc.) hung on upright posts. Hard gates swing to open. "Rope" gate is just a length of rope between two upright posts. Rope gates can sag to open.

Ranch Trail may not use a Rope Gate, it must be rigid material. Western Trail may use either style, but usually uses a rope gate for simplicity.

Ground Tie

The horse stands still when lead rope or reins are dropped on the ground; a potential Ranch Trail obstacle.



Hackamore, mechanical



A bit-less bridle that uses pressure on the nose and jawbones for control. Only allowed in Speed Events.

Half-breed



A type of western curb bit mouthpiece that has a fairly straight bar and vertical, higher port (usually $>1\frac{1}{2}$ inches). Allowed in Western, Ranch, and Speed divisions as long as all measured parameters are within rules.

Hand



Unit of measurement for horses; equals 4 inches. Horse/pony heights are typically written in the format of "14.2", where "14" is the number of hands and "2" means 2 additional inches above 14 hands. Therefore 14.2 hands = 58 inches ($14 \times 4 + 2 = 58$).

Hand Gallop



A controlled extended canter where the horse remains in the same 3-beat footfall pattern as the canter, but longer stride length. It is faster and is ridden by sitting forward out of the saddle.

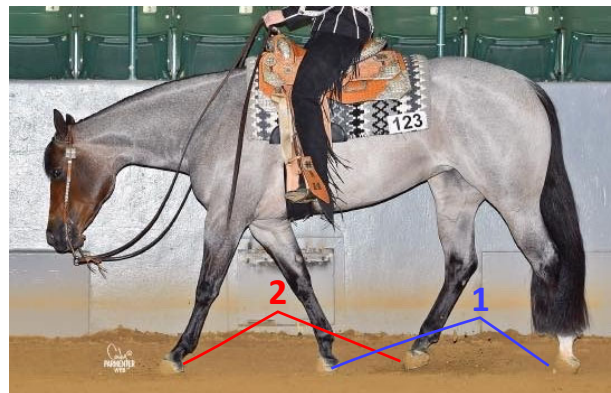
Jodhpur Boot



A short boot just high enough to cover the ankle; usually has a buckle or zipper adjustment. Worn in Saddle Seat, and sometimes Hunter with a garter strap.



Jog



A slow Western 2-beat, diagonal pair gait that is moderately collected; ridden without posting. Slower, more collected version of an English trot.

Kimberwick



A type of bit similar to D-ring snaffle, but its mouthpiece is set high on the D, and has rein slits in the rings. Reins could be attached through the main part of the "D" for snaffle action, or through either of the slits to create a slight leverage action. Must be used with the curb chain.

Lead



The foreleg and hind leg that reaches furthest forward at the canter or gallop, it is desired that it matches the direction in which the horse is going (left or right).

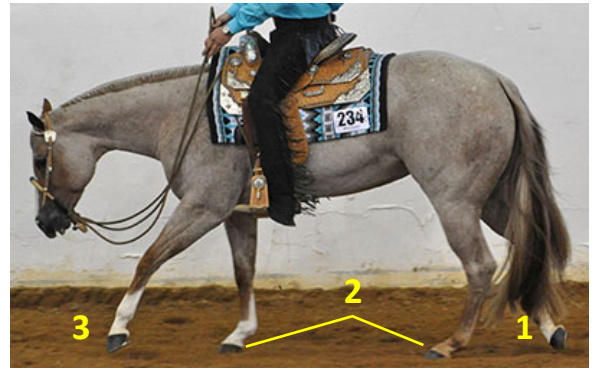


The leading foreleg is the last one to hit the ground in the stride, but it "leads" out the farthest.

Lead Change

The act of a horse changing from one lead to the other. When performed at a canter or gallop without breaking gait, it is a "flying change." When the horse is dropped to a slower gait and then asked to canter again but on the opposite lead, it is a "simple change."

Lope



A three beat Western gait with an initiating hind leg followed by a diagonal pair (including the leading hind leg) and finally by the leading foreleg; similar to a Hunter's collected canter.

Lunging



Working the horse in a circle on a long line around the handler for exercise or to work off the horse's spunk before riding. Non-exhibitors may lunge a horse, but only using a regular halter.

Lunging can also be done without a line in a round pen, but at shows, it is primarily done in the open on a line.

Martingale



Equipment attaching to the girth on one end and to either the reins or noseband on the other end; prevents horse from raising or throwing head.

Running – has rings to pass reins through.

Standing – on fixed strap which attaches to cavesson.

Mecate rein



A combination of both reins and lead rope that is most often used with bosals, but also western snaffles.

Oxer



A type of horse jump with two fences that serve together as one jump, as opposed to one single vertical fence.

Pelham



A bit with both snaffle and curb action. Used with two reins – one attached to snaffle ring, and one to curb ring. Must be used with a curb chain.

Pelham Connector



A strap that connects the snaffle and curb rings of a Pelham. It is not allowed in Hunter classes – both sets of reins must be attached.

Plain Shod



Basically the same as Flat Shod. Flat, relatively thin shoes as opposed to being built up with excessive pads. Small pads or wedges may be used if the total height is less than 1 inch. Pads & wedges would typically be used in therapeutic/corrective shoeing, as opposed to influencing or intensifying foot action (as in Saddle Type).

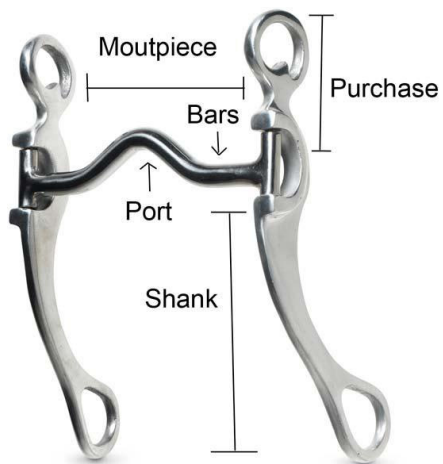
(This is FYI, rule reference was primarily for Saddle/Gaited div.)

Pony



Horse that measures 14.2 hands (58 inches) or less at the withers (where the neck meets the back).

Port (of bit)



The rise in the center of the mouthpiece of a bit curving up over the horse's tongue.

Posting



Method of riding the trot in the Hunter Division. Rise up out of the saddle and then gently sit back down in rhythm with the horse's motion while it is trotting.

Rail Work

All horses work along rail of arena together, as opposed to individual patterns. Method of competition in a Pleasure and Hunter Under Saddle classes, as well as Equitation and Horsemanship finals.

Rollback

Movement in western events where a galloping horse stops, lifts his forelegs, and turns 180 degrees to gallop off in the opposite direction.

Romal Reins



Closed reins with a long, flexible leather or rawhide extension on the end.

Roping reins



Closed reins that are not split in the center; rider does not hold two individual reins, but one rein that attaches to each side of the bit.

Rutledge Roper



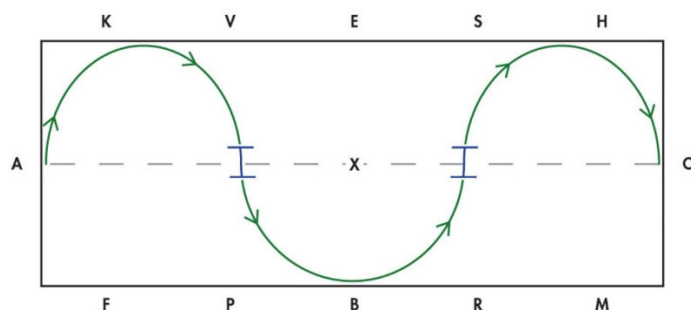
Specific type of curb bit with a large flat mouthpiece, usually with a low port. Only allowed in Speed Events.

Set tail



A tail that has been altered by clipping muscles and ligaments to stretch them, and held up in a harness to prevent it from falling to a normal position. Not permitted.

Serpentine



S-shaped pattern, usually with three or four loops. Common maneuver in Equitation or Horsemanship patterns (not just Dressage as in the diagram).

Shanks



The side piece, or cheek piece, of a curb or Pelham bit that is used for leverage; the reins attach to the end of the shanks. To measure length, measure from the inside top of the headstall ring to the 'pull point' of the rein ring.

Shod



The horse is wearing horse shoes.

Side Reins



A type of rein that attaches to the bit on each side and then connects to the saddle or a strap fastened around the horse's stomach directly behind the shoulder (called a surcingle); often used while lunging to teach a horse to yield to bit pressure. Training tools; not allowed in classes.

Snaffle



Mouthpiece with a ring on each end to which one set of reins is attached. Works With direct pressure; may be solid or "broken" with one or two joints.

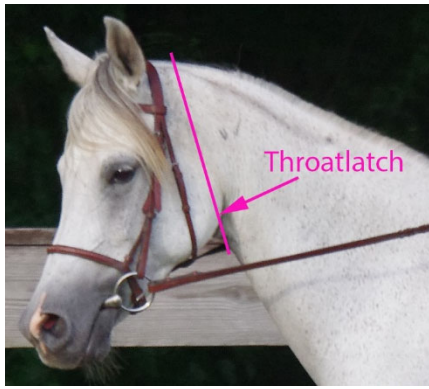
Spade



A curb bit with a mouthpiece that includes a straight bar, a narrow port with a roller (cricket), and a flat, partly rounded plate (spoon) affixed above the port that is supported by braces on either side. Allowed in Western & Ranch, as long as measurements are within allowable parameters.

Should be used with care on a well-trained horse.

Throatlatch



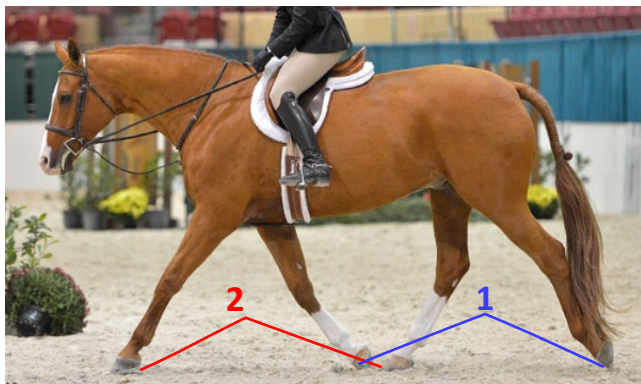
Can refer to a strap of a bridle or halter that passes under a horse's throat, or to just the part of a horse's throat around which the throatlatch passes. Striking horse in front of this line is a disqualification.

Tie-down



A strap connecting the noseband to the cinch; prevents horse from throwing his head upward; western version of a standing martingale. Allowed only in Speed Events.

Trot



An English 2-beat, diagonal pair gait which is ridden at an efficient, ground-covering pace; usually ridden while posting.

"Trot" is often also used in Ranch classes to clarify that the Ranch horse should be moving at a more forward-moving pace than a typical Western "jog."

Walk



A four-beat lateral gait. The slowest of the natural horse gaits

Waterford



Bit with mouthpiece similar to chain of linked balls that is very flexible. Allowed in Hunter and Saddle/Gaited Divisions.

Whip



Instrument or device of wood, plastic, leather, fiberglass, metal or a combination thereof with a loop or piece of leather or cord at the upper end. Most common in Dressage (maximum length of 120cm/47.2 inches).

Boots/Bandages

Bell Boots



Bell boots protect the coronet band (a sensitive area just above the hoof) from being struck by another hoof in stride. Can be a variety of styles and materials (canvas, rubber, or leather). These are examples of boots below the fetlock that are not allowed in Hunter classes.

Skid boots (examples of two different styles)



Skid boots provide extra protection at the back of the fetlock joint when the horse stops hard and slides to a stop. Can be a variety of styles, but the common feature is the reinforced smooth surface at the back of the fetlock. It is common for Reining and Working Cow Horse, but not standard tack in other classes.

Splint Boots



Sports Medicine Boots

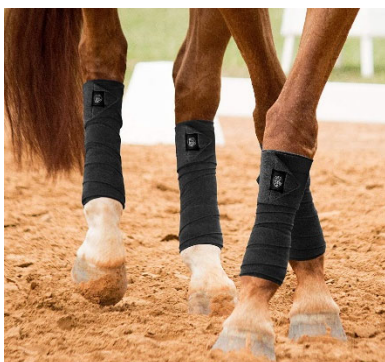


Open-front or Tendon boots



All 3 of these boots protect the lower legs (cannon) of the horse, including the tendons down the back. They are commonly used in action events that might have the horse crossing his legs or bumping objects. Open-front boots are more common in Jumpers (not Hunters). In the Hunter Division, these three styles of boots are allowed in Equitation Over Fences only.

Polos/Wraps



Wrapped bandages (or “Polo” wraps) are not allowed in any class. This is due partly because they just are not normal horse-show turn-out, and partly because it can be unsafe if the wraps start to unravel during performance. Additionally, they can do more harm than good to a horse if they are not put on correctly. There are other options (such as splint and sports medicine boots) that accomplish the same protection more safely and reliably.

Easy Boots



For therapeutic use.

Rule summary regarding boots

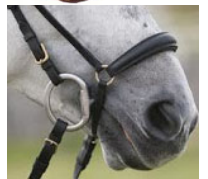
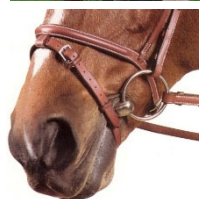
Western – no mention of boots, for or against. Boots are simply not part of the normal turn-out for Western Division.
Ranch – Protective boots allowed only in Reining and WCH. These will most likely be splint boots and skid boots.
Hunter – No boots below the fetlock in any class; boots confined to cannon area permitted only in Equitation O/F.
Dressage, including Western and Traditional – No boots of any kind nor bandages are allowed.
Speed – May wear protective boots, not bandages (wraps). Bell, splint, and sports medicine boots are common.

Other Tack notes from the 2022 rulebook

Micklem Bridle



Not mentioned by name in the rulebook, but acts similarly to a figure-8, flash, or drop noseband (pictured at right: top, middle, and bottom, respectively). What these nosebands have in common is a strap which fastens in front of the bit in the horse's chin groove. The noseband rule states: "No figure 8, flash, drop, or any other style of nose band that includes a strap which fastens in front of the bit are allowed in Hunter Classes." Therefore the Micklem bridle would not be allowed in the Hunter classes. However, figure-8, flash, and drop nosebands are allowed in Dressage, and because of the similar action, this type of Micklem bridle would be allowed in Dressage as well.



Hunter stirrup color



Traditionally, Hunter stirrup irons have been stainless steel. In recent years it became popular in some circles to use black stirrup irons. However, when trying to judge Equitation (the rider's position, etc.) many judges found it difficult to see how the foot was in the stirrup when the stirrup was the same color as the black boots. Though the advent of the black stirrup was likely for style, some riders used the camouflage effect to their advantage to hide a less than perfect leg/foot position. As a result, the USEF ruled that black stirrups were not allowed for Equitation. The use of black stirrups is really only an issue in Equitation classes because leg position is not being judged in Hunter Under Saddle and Working Hunter classes. After a few

years, the USEF backed off the rule so one could not be disqualified for stirrup color, but emphasized that the foot position in the stirrup should be clearly visible, preferably with stainless steel irons.

FL4H rule as of 2022: "In Equitation classes, it is recommended that riders use traditional stainless steel stirrup irons that allow judges a clear and unobstructed view of the position of the foot in the stirrup. Judges may not eliminate a rider for using a particular style of stirrup iron."

Descriptions of Horse Show classes

Some of the details in these class descriptions are described as they apply specifically to the Florida 4-H rules and procedures. But the basic definition of each class type applies to most shows.

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15, Riding “Flat” Classes

15, Western Pattern/Course Classes

16, Ranch Classes

17, Speed Events Classes

18, Hunter Classes

19, Summary Table

In-Hand Classes (*Exhibitors lead their horses “in-hand” instead of riding*)

Showmanship (Western, Hunter):

- Showmanship is a class in which entrants demonstrate their skills on “showcasing” their horses. In these classes, entrants lead their horse on foot and are judged on how well they present their horse, display their control of the horse, and demonstrate the horse’s most flattering assets. Entrants are required to follow a pattern and their execution of this pattern determines their score.
- This is judged strictly on the entrant and how well he/she shows the horse, not on the horse itself.
- This is seen in Western and Hunter divisions.

Ground Handling

- Ground handling classes are meant to demonstrate the entrant’s ability to receive a specific response while they are leading their horse. These classes emphasize the amount of control displayed by the entrant, which is evaluated by how well the horse responds to entrant’s cues.
- This class is judged on the entrant’s ability to control their horse while on the ground. Entrants are evaluated based on how they request movement from the horse and how well the horse responds to requests.
- This is seen in Ranch and Speed Divisions

Halter Classes

- Halter classes don’t usually have “Halter” in the name, but are usually titled with the type and gender of the horse (Stock Type Geldings, Hunter Type Mares, etc.). Horses are led in with a halter and lead or bridle.
- This class is judged completely on the horse’s structure and movement (i.e. its “conformation”). The exhibitors are not being judged in this class.
- Sometimes referred to as “Conformation” classes in conversation to clarify difference from Showmanship.

Riding “Flat” Classes

Pleasure

- Pleasure is a riding class judged on degree of brokenness and quality of movement. Entrants show their horses as a group around the outside edge of the arena (on the rail, not a set pattern) following commands of the judge.
- This class is judged completely on the horse’s execution of required gaits and willingness to respond to rider commands. The riders themselves are not being judged in this class.
- This is seen in Western and Hunter Division
 - In Hunter divisions this is referred to as Hunter Under Saddle rather than “pleasure”

Road Hack *(This is FYI only; no longer applies to FL 4-H as of the 2022 class list.)*

- Road Hack is a Saddle Seat class that is similar to a “Pleasure” class, but asks for some additional work. Horses are expected to show more knee and hock action or “animation” than in the Pleasure class. Gaited horses showing in Road Hack, must canter. In pleasure classes gaited horses are not required to canter but may extend the gait.
- This class is judged completely on the horse’s quality of movement and willingness to respond to rider commands. The riders themselves are not being judged in this class.

Equitation/Horsemanship

- Equitation is the act or art of riding horses. Equitation and Horsemanship classes are classes in which entrants ride their horse and perform a specified pattern. Entrants are judged on the execution of this pattern, their position in the saddle, and how they ask the horse for specific gaits. After the pattern, riders (or finalists) will work together on the rail. This class is meant to evaluate the entrant’s ability to communicate with their horse as they request changes in pace and movements.
- This class is judged on rider’s ability and the horse is not judged.
- “Equitation” is the term used in Hunter Division, while “Horsemanship” is the term used in the Western Division. Equitation and Horsemanship are judged on the same principles
 - The Hunter division also includes “Equitation Over Fences.” In these classes the entrants’ riding abilities are evaluated just as in other equitation classes, however, the entrant is also judged on their position over fences (jumps). This is also a pattern class with the pattern being a jump course.

Western Pattern/Course Classes

Trail, Western and Ranch

- Trail classes are meant to demonstrate the horse’s ability to maneuver through and around obstacles. Trail patterns introduce things such as rails and boxes. Horses are judged on their willingness to perform specific actions, responsiveness to the rider’s cues, quality of movement while performing, and pattern precision, with points being deducted for hitting obstacles.
- This class is scored strictly on the horse’s ability and execution of the course. The rider is not evaluated.
- Trail is seen in Western and Ranch Divisions.
 - Ranch Division Trail has more natural and practical obstacles rather than intricate pole maneuvers in their courses. Ranch Trail courses replicate situations a horse would be exposed to while on a ranch. This can include roping a dummy steer, dragging a log, crossing bridges, loading into trailers, negotiating gates, brush, logs, live cattle, etc.

Western Riding *(This is FYI only; no longer applies to FL 4-H as of the 2020 class list.)*

- Western riding consists of a patterns with multiple lead changes and is evaluated based on how calmly, responsively, smoothly, and correctly they move when asked to change gaits and leads.
- This class is judged completely on the horse’s willingness to perform and the quality in which the specific pattern is executed.

Ranch Classes

Ranch Riding

- Ranch riding uses a pattern to emulate maneuvers a horse would do working on a ranch. Horses may be asked to change their gaits/leads, move sideways, turn on their fore or hindquarters, and even move through cattle. It is usually ridden at a quicker pace than Western Riding or Western Horsemanship. The horse's manners and efficiency when performing these tasks will determine how well they score.
- This class is judged completely on the horse's willingness to perform and the quality in which they execute the specific pattern given.

Reining

- Reining is a class in which there is a specific pattern the entrant must follow. This pattern is typically ridden at a quick pace and includes multiple spins, sliding stops, and circles.
- This event is judged strictly on the horse's performance of the specified pattern, with emphasis on the quality, degree of difficulty, correctness, and willingness the horse demonstrates throughout.

Ranch Roping

- Ranch roping is a class that assesses both the rider's and horse's abilities while working with cattle. Entrants must rope a specified calf, in a calm slow manner, demonstrating how they would handle a sick or injured animal. Though there is a time limit, it is not a timed class. The horse & rider should move calmly and deliberately with minimal disruption of the herd.
- This event is judged on both the horse and the rider and how they execute the given task.

Working Cow Horse, Boxing only

- Working cow horse usually consists of two separate parts, reined work and cow work, but for FL 4-H it is just cow work. It is judged on the horse's performance.
- Boxing is the horse "working" a cow at a prescribed end of the arena, tracking the cow's movement back and forth without allowing the cow to escape the area, and demonstrating that the horse knows how to control the cow's movements with its own movements.

Hunter Classes

Hunter Hack

- Hunter Hack is a class in which horses are judged based on their manners, quality of movement, and style of jumping. In this class, riders come in one at a time and jump over two fences. The finalists then show their horses as a group around the outside edge of the arena (on the rail) for final placing.
- This class is judged on the horse's attitude, smoothness, and style while jumping and moving about the arena. The rider is not evaluated.

Working Hunter/Handy Hunter

- Working Hunter and Handy Hunter classes are judged based on the practical use of the horse in a hunting field. Horses are judged on their pace, style of jumping, manners, and performance over a specified jump course.
 - Handy Hunter and Working Hunter are similar with the only difference being that Handy Hunter has more required elements resulting in a higher level of difficulty.
- This class is judged strictly on the horse's performance quality. The rider is not evaluated.

Jumping Class *(This is FYI only; no longer applies to FL 4-H as of the 2022 class list.)*

- The Jumping class tests the horse's ability to clear a challenging jump course during a set amount of time. Specific numbers of faults are assigned to knocking down a rail, refusals, and going over time. Placings are determined by who has the least faults.
- Placings are determined objectively by number of faults. If more than one entrant has a "clear" round (no faults), there will be a jump-off on a shortened course and the fastest time breaks number-of-fault ties.
 - Pace, style, and manners are not considered. It only matters that no rails are knocked down and the pace is within the time allowed.

Dressage

- Dressage is a discipline which evaluates the training and movement of the horse. It is ridden using specific Tests which are provided by governing organizations which vary based on the level of the horse. Quality of movement, accuracy, consistency, and obedience are emphasized
- The Test is performed in a unique arena with letters marking points around the perimeter at which gait or movement changes occur. It is scored per maneuver, primarily on the horse's performance, but also takes into account the rider's effectiveness.
 - Dressage has Hunter and Western versions, each with their own sets of tests.

Speed Events Classes

Barrel Racing

- This class is based on the horse's speed. The entrant is given a specific cloverleaf pattern that has three barrels around which the horse must turn. The amount of time it takes the horse to complete the pattern determines how the horse-rider pair will place. A five second penalty is added for every barrel the entrant knocks over.

Pole Bending

- This class is based on the horse's speed. The entrant is given a specific pattern that has six poles around which the horse must turn and weave. The amount of time it takes the horse to complete the pattern determines how the horse-rider pair will place. A five second penalty is added for every pole the entrant knocks over.

Keyhole

- This class is based on the horse's speed. The entrant is given a specific pattern in which they run into a "key hole" shaped area lined out on the ground, turn around once inside, and run back. The amount of time it takes the horse to complete the pattern determines how the horse-rider pair will place. If the horse steps out of the lined "key-hole" area the entry is disqualified.

Stake Race

- This class is based on the horse's speed. The entrant is given a specific pattern that has two poles around which the horse must turn. One pole is on each side of the start/finish line, so the horse will cross the center line multiple times. The amount of time it takes the horse to complete the pattern determines how the horse-rider pair will place. A five second penalty is added for every pole the entrant knocks over.

Terminology note:

The difference between "Pattern" and "Course" is largely just the common vernacular used for horse shows.

- The one-at-a-time prescribed rides in Horsemanship, Equitation, Speed Events, and most Ranch classes are typically called "patterns."
- For Trail and over-fences classes, the sequence of obstacles or fences is called a "course."
- In Dressage and Western Dressage, the series of maneuvers is called a "test."

Class Detail Summary

- for Florida 4-H

	Halter (H), Performance (P)*	In-Hand (IH), Mounted (M)	Who's judged, Horse (H), Exhibitor(E) Timed (T)	Pattern (P), course (C), rail work (R)**	How placed?	Notes
WESTERN DIVISION						
Stock Type Mares/Geldings	H	IH	H	Line-up	compare	Divided by horse gender & Ht.
Western Showmanship	P	IH	E	P	score	Close scores/ties broken in line
Western Pleasure	P	M	H	R	compare	Suggested max of 15 per heat
Western Horsemanship	P	M	E	P, then R	score	Close scores/ties broken on rail
Western Trail	P	M	H	C	score	Tie-breaker: prechosen obstacles
Western Dressage	P	M	H, some E	test	score	Entrant chooses Basic level test
RANCH DIVISION						
Ranch Ground Handling	P	IH	E	P	score	Training -type maneuvers
Ranch Riding	P	M	H	P	score	Pattern chosen from rulebook
Ranch Trail	P	M	H	C	score	Some scores include rider ability
Ranch Reining	P	M	H	P	score	Pattern chosen from rulebook
Ranch Roping	P	M	H and E	task	score	Calmly rope designated cow
Working Cow Horse, Boxing Only	P	M	H	task	score	Work cow to hold it at one end
SADDLE /GAITED DIVISION <i>(This is FYI; no longer applies to FL 4-H as of the 2022 class list.)</i>						
Saddle/Gaited Mares/Geldings	H	IH	H	Line-up	compare	Gelding, mare, & pony together
Saddle/Gaited Showmanship	P	IH	E	P	score	Close scores/ties broken in line
Saddle/Gaited Pleasure	P	M	H	R	compare	
Saddle/Gaited Equitation	P	M	E	P, then R	score	Close scores/ties broken on rail
Road Hack	P	M	H	R	compare	
HUNTER DIVISION						
Hunter Type Mares/Geldings	H	IH	H	Line-up	compare	Divided by horse gender & Ht.
Hunter Showmanship	P	IH	E	P	score	Close scores/ties broken in line
Hunter Under Saddle	P	M	H	R	compare	Suggested max of 15 per heat
Hunt Seat Equitation	P	M	E	P, then R	score	Close scores/ties broken on rail
Hunter Hack	P	M	H	C, then R	score	Choice of 2 fence heights
Working Hunter	P	M	H	C	score	Divided by Ht., so also Pony WH
Equitation over Fences	P	M	E	C	score	Fence height by age & horse size
Handy Hunter	P	M	H	C	score	Fence heights by horse size
Dressage	P	M	H, some E	test	score	Entrant chooses test w/in level
SPEED EVENTS DIVISION						
Speed Events Ground Handling	P	IH	E	P	score	Training -type maneuvers
Pole Bending	P	M	T	P	time	Pattern/dimensions in rulebook
Barrel Race	P	M	T	P	time	Pattern/dimensions in rulebook
Keyhole Race	P	M	T	P	time	Pattern/dimensions in rulebook
Stake Race	P	M	T	P	time	Pattern/dimensions in rulebook

*The Halter vs. Performance differentiation is used in High Point tie-breakers

**Unless noted otherwise, pattern/course is designed by each show's judge or management (within parameters defined in the rulebook).