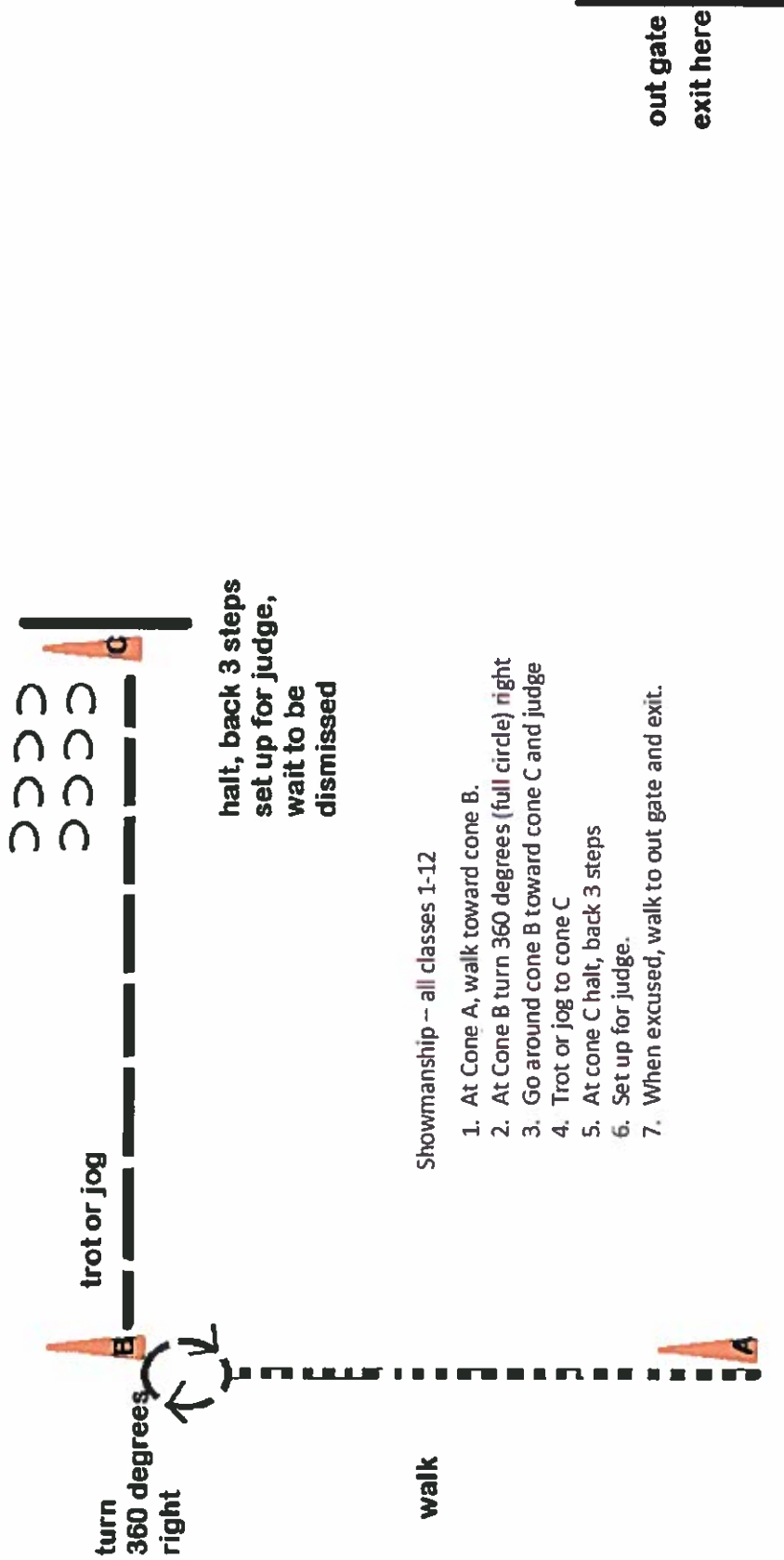


Showmanship all disciplines and ages (classes 1-12)



Showmanship -- all classes 1-12

1. At Cone A, walk toward cone B.
2. At Cone B turn 360 degrees (full circle) right
3. Go around cone B toward cone C and judge
4. Trot or jog to cone C
5. At cone C halt, back 3 steps
6. Set up for judge.
7. When excused, walk to out gate and exit.

ingate

**out gate
exit here**

For all rules and standard gymkhana patterns, please see NE and NH 4-H Horse Show rules: <https://extension.unh.edu/resource/nh-4-h-horse-project-manual-and-resources>

Class 15 & 20 Driving Reinsmanship

Class Procedure:

1. All contestants to enter the ring tracking right at the walk until otherwise directed by the judge.
2. Equines will be shown both ways of the arena at a walk, working trot, and extended trot. Drivers shall be required to rein back.
3. All drivers will be asked to perform a workout and must be worked both ways of the arena at any gait requested by the judge and may be asked to execute a figure 8 and perform any other appropriate tests.

Reinsmanship Tests may include:

- Back four (4) steps and return to place in line.
- Drive a circle--size at judge's direction.
- Drive a figure-eight.
- Drive at an extended trot/increased intermediate gait.
- Negotiate a simple obstacle (i.e., drive between two (2) obstacles at a working trot or halt between two (2) given markers).
- Pivot (turn) with one wheel in place, left or right, at 90°, 180°, or 360°, at judge's direction.
- Back between two (2) markers.
- Drive at the extended flat-footed walk.

Class 23 – Gymkhana Horsemanship

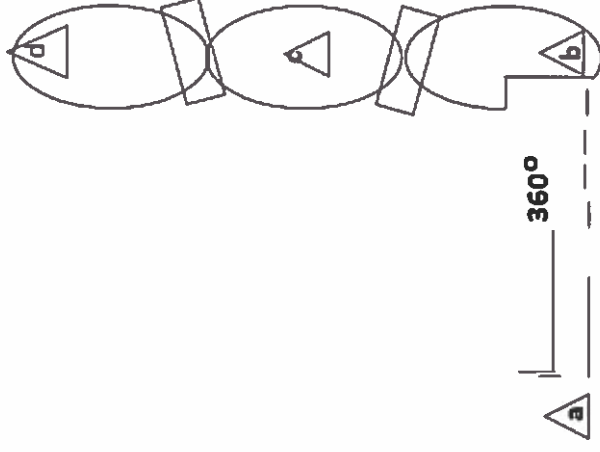
Judge will designate either Pattern A or Pattern B

Pattern A:

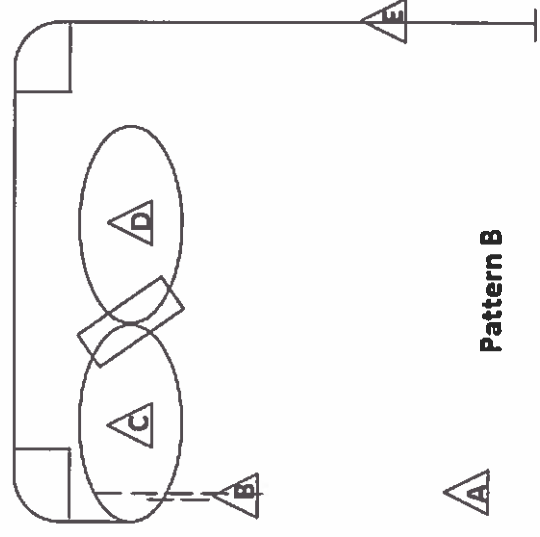
1. Trot/jog from a to b.
2. Canter/lope around cones as indicated, performing lead changes in indicated area. Distance between markers: 30' - 50'.
3. Halt beside cone b, approximately 10' away; perform 360° turn on haunches.
4. Turn 90°.
5. Canter/lope on the right lead to cone a.
6. Halt five seconds, back five steps. Wait to be excused.

Pattern B:

1. Walk A to B.
2. Jog/trot B to opposite C.
3. Canter/lope figure 8, as diagramed, around cones C and D, performing lead changes in indicated area.
4. Canter/lope to the rail on the right lead to E.
5. Halt five seconds. Perform 360° turn on haunches. Back five steps. Wait to be excused.



Pattern A

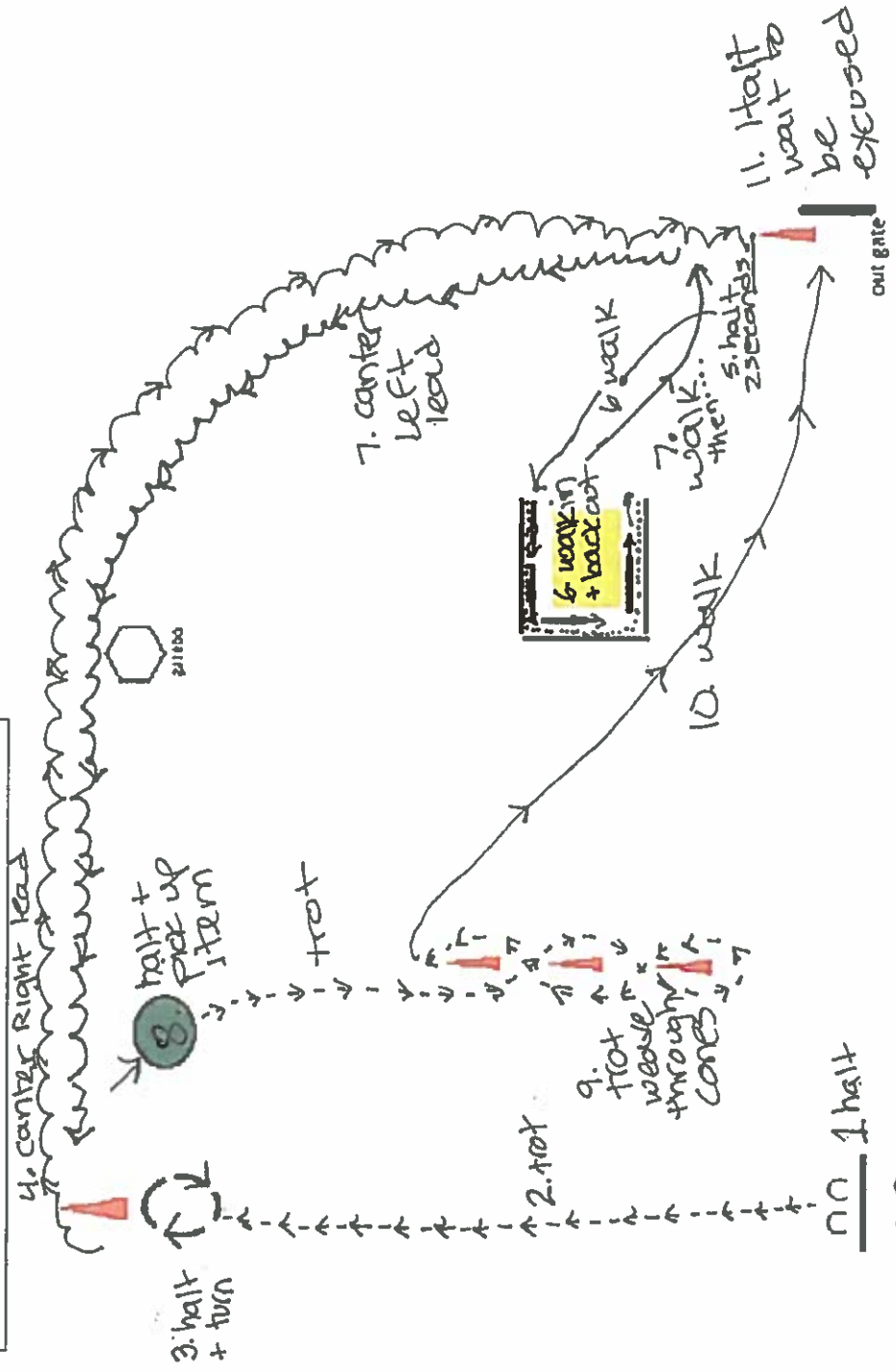


Pattern B

For NE and NH 4-H Horse Show rules and standard gymkhana patterns see:
<https://extension.unh.edu/resource/nh-4-h-horse-project-manual-and-resources>

Classes 24, 25, 27, 28 -- English and Western Trail (walk, trot, canter)

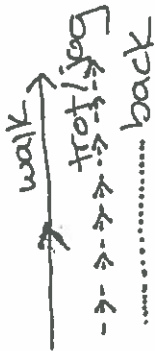
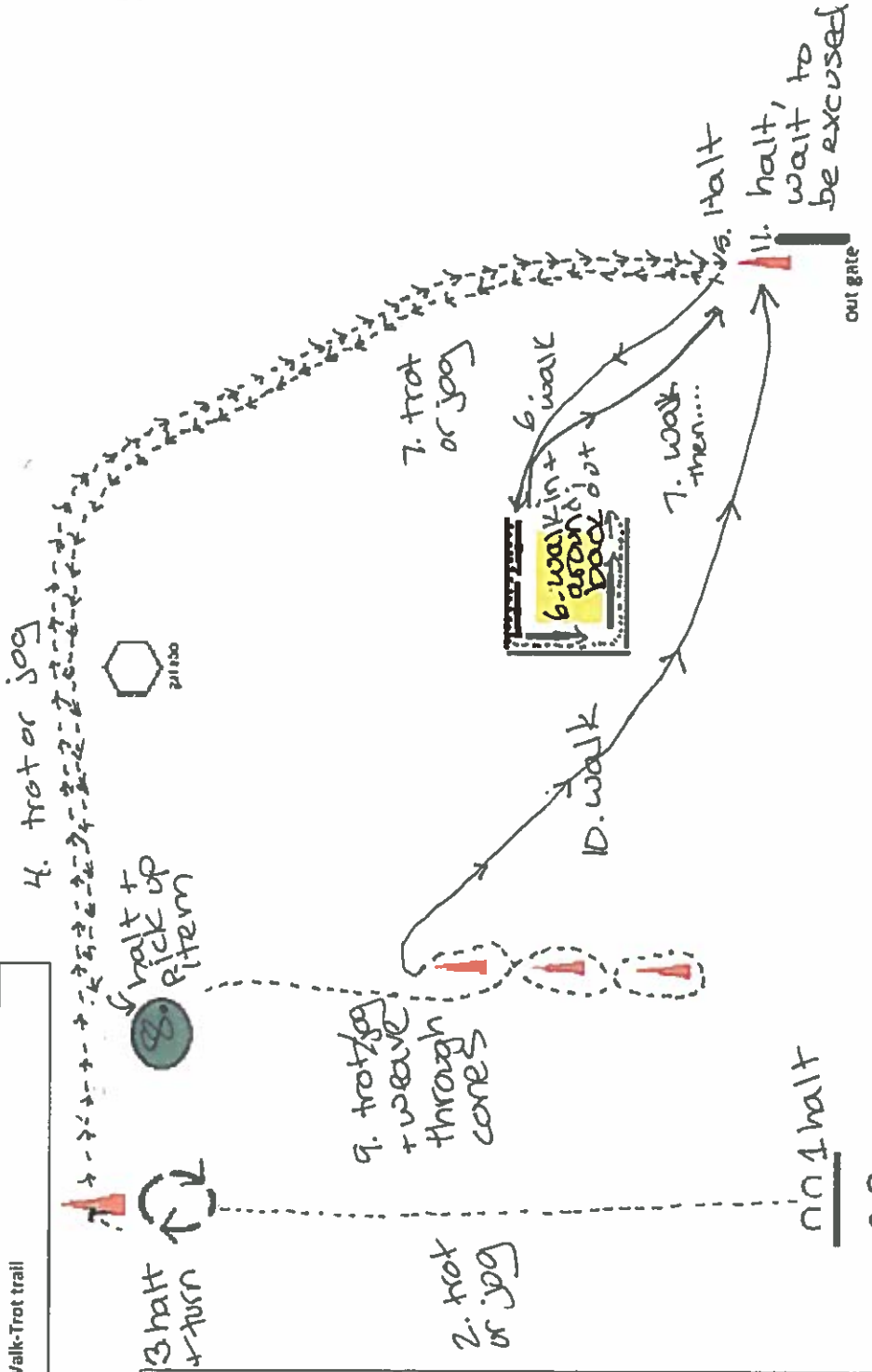
1. Halt 4 seconds with front legs over pole and hind legs behind pole
2. Trot or jog to cone
3. Halt just before cone, turn full 360 degrees right.
4. Canter right lead around end of ring to next cone by out gate.
5. At cone halt for 2 seconds
6. Walk to and into U around the object in the center. Halt then back around object in center of U
7. Walk to cone by out gate; canter left lead around to cone by barrel.
8. At barrel, halt and pick up one item. Carry it with you. Trot to the cones
9. Trot or jog through cones toward the in-gate, starting on the right side of the first cone. Weave down and back, holding the item you picked up from the barrel.
10. After weaving both ways through the cones, walk to the cone by the out gate.
11. Halt and wait to be excused. Keep the item you picked up with you.



→ walk
 → → → → → trot/jog
 → → → → → canter/jog
 back.

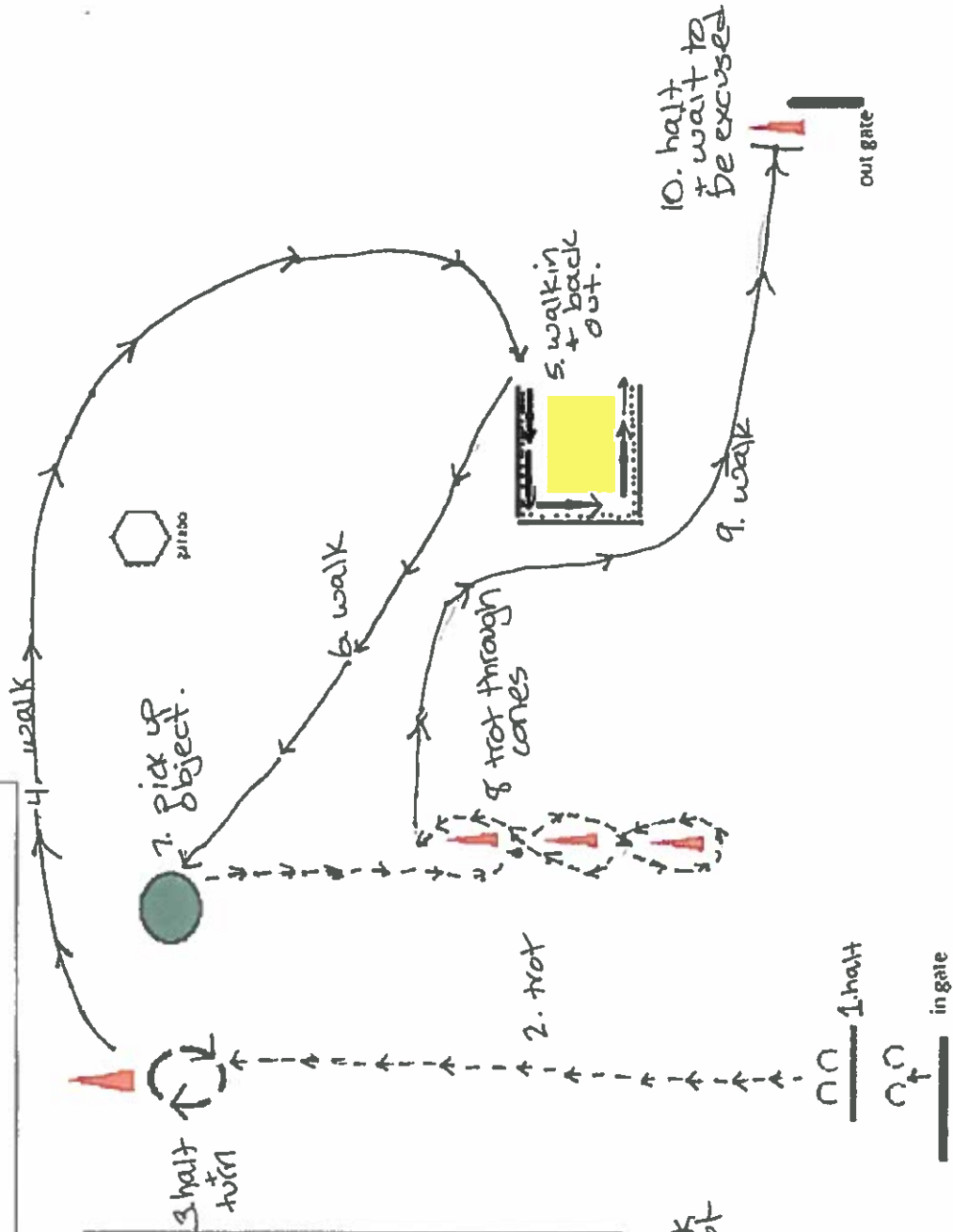
Classes 26 & 29 Novice and Open Walk-Trot trail

1. Halt 4 seconds with front legs over pole and hind legs behind pole
2. Trot or jog to cone
3. Halt before cone, turn full 360 degrees right.
4. Trot or jog around end of ring to next cone.
5. At cone halt for 2 seconds
6. Walk to and into U around the object in the center. Halt then back around object in center of U
7. Walk to cone by out gate; trot or jog around the end of the ring to the cone by barrel.
8. At barrel, halt and pick up one item. Carry it with you.
9. Trot or jog through cones toward the in gate, starting on the right side of the first cone. Weave down and back, holding the item you picked up from the barrel.
10. After weaving both ways through the cones, walk to the cone by the out gate.
11. Halt and wait to be excused. Keep the item you picked up.



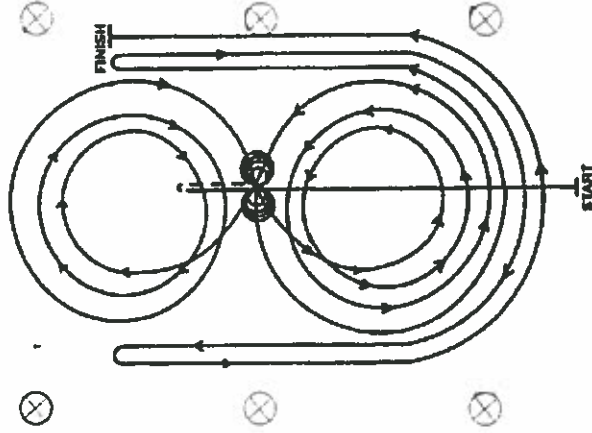
Class 30-31 In-Hand Obstacle

1. Halt with front legs over pole and hind legs behind pole.
2. Trot to cone
3. Halt just before cone, turn a full 360 degree turn right.
4. Walk around the gazebo to the U
5. Walk into the U around the object, then back out of the U
6. Walk to the barrel
7. Pick up one object from the barrel. Hold it and trot to the cones.
8. Trot through the cones toward in-gate starting at the right side of the first cone. Weave back up away from the in-gate. Keep holding your object
9. Walk to the cone near the out gate.
10. Halt, wait to be excused. Keep the item you picked up.



→ walk
 --> --> --> trot
 back

Handiness classes 38-43 pattern #1; Exhibitor must choose pattern #1 below or pattern #2. Music must be provided and must be appropriate (no foul or demeaning language). See notes and NH 4-H Horse Show rule supplement for driving handiness

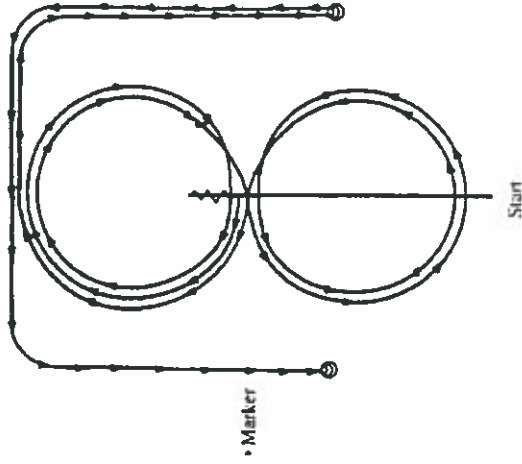


1. Jog to center marker and stop
2. Back up 5 steps and hesitate for 5 seconds
3. Complete 360 degree turn to the right
4. Complete 360 degree turn to the left
5. Pivot to the left 90 degrees
6. On the left lead complete 3 circles to the left, first small and slow and the next two large and fast; change leads at center of arena
7. On the right lead complete 3 circles to the right, first small and slow and the next two large and fast; change leads at center of arena
8. Begin a large fast circle to the left but do not close this circle, run or lope up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation
9. Continue back around the previous circle but do not close this circle. Run or lope up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence – no hesitation
10. Continue back and around previous circle but do not close this circle. Run or lope up right side of the arena past the center marker and stop at least 20 feet (6 meters) from the wall or fence. Stop and hesitate to demonstrate completion of the pattern

Simple changes are accepted but flying changes are preferred.

Scoring will reflect such.

Handiness classes 38-43 pattern #2; Exhibitor must choose pattern #2 below or pattern #1. Music must be provided and must be appropriate (no foul or demeaning language). See notes and NH 4-H Horse Show rule supplement for driving handiness



1. Jog to center marker and stop
2. Back up 10-15 feet to center, quarter turn to the left.
3. Pick up right lead, big fast circle, and small slow circle.
4. Change leads to the left, big fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run or lope around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a stop.
7. Complete 3 ½ 360° turns to the right.
8. Continue back down the side and end of arena to the other side (approximately 20 feet from fence) go past center marker and come to a stop.
9. Complete 3 ½ 360° turns to the left.
10. Hesitate to complete pattern.

Simple changes are accepted but flying changes are preferred.

Scoring will reflect such.

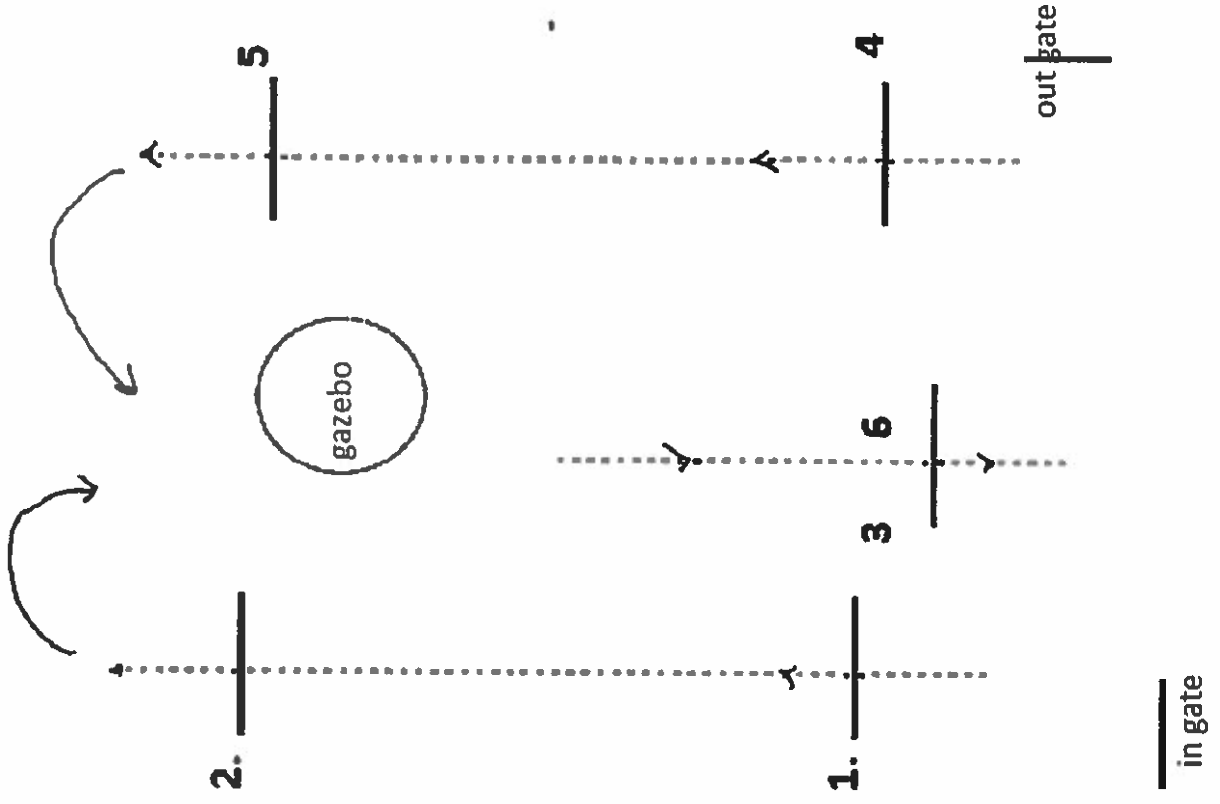
Adopted from the AMERICAN QUARTER HORSE ASSOCIATION Reining Patterns

Driving Handiness

1. Pattern must be to music. Music must be specified media presented to the show committee at registration labeled with the rider's name and county. Costumes are optional for horse and rider but safety of the horse and rider must be considered. Approved helmets are mandatory.
2. There is a five minute maximum time limit.
3. The Handiness Patterns in the New England 4-H Horse Show Rules and Guidelines and/or those approved for the 4-H Horse Show at Eastern States Exhibition will be the only ones allowed with appropriate modification driving contestants.
 - a. Substitute slow trot for the canter in a small, slow circle.
 - b. Substitute working/intermediate trot or jog for canter in a large fast circle.

Scoring: To be judged 50% on accuracy, execution of pattern completion in time allowed, 25% responsiveness of horse, and 25% on smoothness of performance including flexing of horse.

Class 45: Small Equine In-hand hunter over fences



**Class 44: Hunter over
Fences pattern will be
posted at the show
grounds.**