

NEW YORK STATE 4-H HUNT SEAT DIVISION

I. PERSONAL ATTIRE AND APPOINTMENTS

A. Required

1. Approved protective helmet
2. Breeches or jodhpurs
3. Shirt
4. Coat
5. Hunt boots (dress or field) or jodhpur boots, all with a distinguishable heel
6. Tie or choker
7. Hair neatly contained, preferably in a net

B. Optional

1. Gloves
2. Unrowelled spurs – must have strap

C. Prohibited

1. Chaps
2. Rowelled spurs
3. Clip-on spurs

II. TACK AND EQUIPMENT

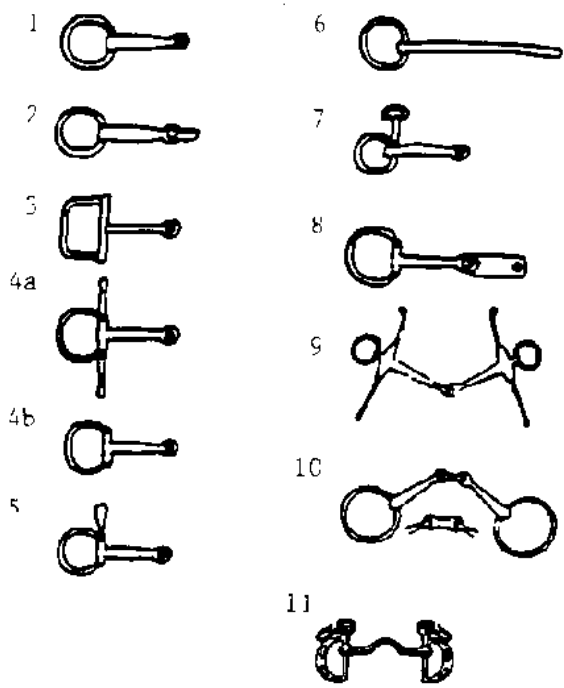
A. Required

1. Appropriate hunt-type saddle
2. Open-toed steel stirrups
3. Snaffles, pelham, Kimberwicke, slow, and gentle twisted bits
(*examples of some acceptable bits for Hunt Seat Division follow on next page)
4. Snaffle type single bit bridles, full or double bridles - all with cavesson noseband
5. Leather, web, cord, or linen girth

B. Optional

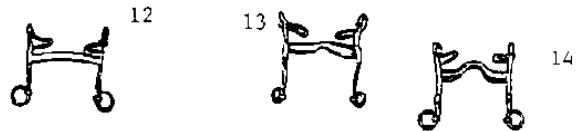
1. Crops
2. Hunting breastplates
3. Stirrup treads
4. Saddle pad
5. Standing martingales (optional in over fences classes only)
6. Running martingales and training forks (optional in the practice ring but not allowed during warm-up over fences)

Examples of Some Acceptable Hunt Seat Division Bits



1. Ordinary snaffle with single-jointed mouthpiece
2. Ordinary snaffle with double-jointed mouthpiece
3. Racing snaffle (D-ring)
4. Snaffle
 - a) with cheeks, with or without keepers
 - b) without cheeks
5. Snaffle with upper cheeks only
6. Unjointed snaffle
7. Snaffle with cheeks
8. Dr. Bristol
9. Fulmer
10. French snaffle
11. Kimberwicke
- 12, 13, 14. Pelhams

A full (double) bridle consists of two bits, usually a curb and a snaffle



PLEASE NOTE: If there is a question, please talk with the Division Chairperson or Equine Show Superintendent. If a decision needs to be made, it will be made by the Equine Show Committee.

C. Prohibited

1. Lane Fox saddle
2. Standing martingales (prohibited in flat classes; optional in over fences classes; allowed for practice or warm-up over fences)
3. Running martingales and training forks (will be allowed in practice ring but not during warm-up over fences)
4. Chin straps or curb chains less than 1/2" in width
5. Drop, figure 8, or flash noseband/cavesson
6. Converters
7. Dropped noseband
8. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices (prohibited for classes, for practice or warm-up over fences).

D. Allowed in practice and warm-up ring.

1. Standing martingales – over fences only
2. Running martingales and training forks – not allowed in warm-up over fences
3. Protective boots, leg wraps and bandages

PLEASE NOTE: If there is any doubt, talk with the Division Chairperson or Equine Show Superintendent. If a decision needs to be made, it will be made by the Equine Show Committee.

III. SCHOOLING

Schooling over obstacles in the ring on any course is permitted only at the time designated by the Show Committee. All other schooling over obstacles is permitted only within clearly identified areas and only at times designated by the Show Committee. Only equines and their riders entered in Working Hunter and Equitation Over Fences classes will be allowed into the ring to school. All coaching must be done during schooling. The number of equines allowed in the ring during schooling or warm-up will be at the discretion of the division chairperson and/or the equine show committee. Keep safety in mind. The Show Committee will determine length of schooling sessions based on entries, weather conditions, footing, and lighting.

IV. CLASS DESCRIPTIONS

PLEASE NOTE: Braided mane and/or tail is optional in the Hunt Seat Division

A. Hunt Seat Equitation - Only the rider is being judged, therefore any equine that is suitable for this style of riding and is capable of performing the required class routine is acceptable. The rider should have a traditional appearance, seat and hands light and supple, conveying the impression of being able to maintain control should any emergency arise.

1. **Scoring** - Emphasis will be placed on the rider's ability to effectively control the equine and maintain the basic position while doing so.
2. **Basic Position** - The eyes should be up and shoulders back. Heels down. The calf of the leg should be in contact with the equine and slightly behind the girth. The irons should be placed under the ball of the foot.
 - a) **Hands** - Hands should be slightly apart, over and in front of the equine's withers, with thumbs slightly turned inward. The reins should be held in a light contact, making a straight line from the equine's mouth to the rider's elbow. The bight of the reins may fall on either side. However, all reins must be picked up at the same time.
 - b) **Position in Motion**
 - 1) Walk and slow trot - body should be vertical

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- 2) Posting Trot - inclined forward
- 3) Canter - halfway between the posting trot and the walk

3. Class Routine

- a) All riders will enter the ring riding at the walk. They may then go at least once around the entire ring riding at each of the four gaits - walk, trot, extended trot and canter. They shall then be asked to reverse and repeat the same procedure going in the other direction. The reverse shall be done by turning away from the rail. All riders will be called to line up for close inspection. Each rider may be asked to back his or her equine at least 3 steps in a straight line.
- b) After all riders have been tested as specified above, the judge may then dismiss any contestants not to be further considered in the class.
- c) The judge may continue to work the remaining contestants as described above or he may ask any of the remaining contestants to execute an appropriate test of their riding skills. Suggested tests from which the judge might choose include:
 - 1) doing a figure 8 at the trot, demonstrating a change of diagonal
 - 2) doing a figure 8 at the canter, demonstrating a simple change of lead
 - 3) riding without stirrups for a brief period of time, no more than 1 minute at the trot (Seniors only)
 - 4) changing leads down the center of the ring, demonstrating a simple change of lead
 - 5) half-turn on the forehand and/or half-turn on the haunches
 - 6) backing the equine in a straight line for not more than 10 feet

B. Hunt Seat Pleasure - Equines are to be shown at a walk, trot, canter both ways of the ring. The pleasure equine should be smooth, relaxed and willing. These traits should be evident when the equine is worked at each gait.

1. Scoring - Emphasis will be placed on the smoothness of the performance of the equine and on the suitability of the equine to the rider for this style of riding.
2. Class Routine
 - a) Gaits
 - 1) Walk - true and flat-footed
 - 2) Trot - forward and smooth
 - 3) Canter - balanced and with the equine on the correct lead
 - b) All contestants shall enter the ring at a walk until they are otherwise directed by the judge. They shall then go at least once around the entire ring at each of the three gaits - walk, trot and canter. All equines will be reversed and worked in a similar manner in that direction. The reverse may be done by turning away from the rail.

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- c) After all equines have been worked as specified above, the judge may dismiss any equines not to be further considered in the class.
- d) Equines being considered for an award may be asked to back a minimum of 3 steps in a straight line.

C. Hunter Under Saddle - Equines are to be shown at a walk, trot, extended trot (at judge's discretion) and canter, both ways of the ring. At the judge's discretion, all equines being considered for an award will be required to hand gallop one way of the ring. The equine should be similar to the Hunt Seat Pleasure mount, in that it is smooth, relaxed and willing.

1. Scoring - Emphasis will be placed on the equine's performance and the suitability to the rider for this style of riding.
2. Class Routine
 - a) All contestants will enter the ring at a walk until otherwise directed by the judge. They shall then go at least once around the entire ring at each of the four gaits - walk, trot, extended trot (at judge's discretion), and canter. They will then be asked to reverse and repeat the same procedure in that direction. The reverse may be done by turning away from the rail.
 - b) After all equines have been worked as specified above, the judge may then dismiss any equines not to be further considered in the class.
 - c) The judge may continue to work the remaining equines at the hand gallop, with no more than 8 equines to hand gallop at one time.
 - d) The judge may ask any rider to back his or her equine a minimum of 3 steps in a straight line.

D. Hunter Hack - Equines are to be shown at a walk, trot, canter, and may be asked to extend the trot, both ways of the ring. All equines being considered for an award will be required to jump two fences not more than 2 feet high. The equine should be similar to the Hunter Under Saddle mount, in that it is smooth, relaxed and willing. The style of jumping should be smooth and consistent, such that the equine could be relied on to take the rider over fences in a safe, obedient manner at an even hunting pace.

1. Scoring - Emphasis will be placed on the equine's performance and the suitability to the rider for this style of riding. To be judged 30% on performance on the flat and 70% on performance over fences.
2. Class Routine
 - a) All contestants will enter the ring at the walk, until directed to line up by the ring master. It is required that each equine shall be asked to jump. After all equines have jumped, the judge may dismiss any equines not being considered further in the class.

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- b) The judge will continue to work the remaining equines at the walk, trot and canter at least once around both ways of the ring. The reverse will be made by turning away from the rail.
- c) Scoring of jumping is to be the same as in Working Hunters, with the exception that three (3) refusals shall not eliminate an exhibitor from the class but will result in a zero (0) on the scoring of the performance over fences.

E. Hunt Seat Equitation Over Fences - Only the rider is being judged, therefore any equine that is suitable for this style of riding and is capable of performing the required class routine is acceptable. The rider should demonstrate ability in controlling the equine while going over fences such that a balanced, even pace is maintained while also maintaining a safe and suitable position.

- 1. Basic Position - Same basic position is required as for Hunt Seat Equitation on the Flat. While going over jumps, the inclination of the rider should be in a 2-point position; however, the rider should be flexible enough to maintain the position which is best suited to the individual equine's style of taking fences and also to the height of the fences. Stirrups may be slightly shorter for jumping than for work on the flat.
- 2. Hands - Hands should be slightly apart, over and in front of the equine's withers, with thumbs slightly turned inward. The reins should be held in a light contact, making a straight line from the equine's mouth to the rider's elbow. The bight of the reins may fall on either side, however, all reins must be picked up at the same time. Sympathy with the equine's movements and an ability to adjust to these movements will be emphasized.

PLEASE NOTE: A short or long crest release is recommended. The use of an automatic release will not be penalized as long as it is used properly, by a rider of adequate ability, and with kind hands.

- 3. Class Routine
 - a) The class shall be held over at least 6 jumps, the height of which will be a maximum of 2' for Ponies, 2'6" for Juniors, and 3' for Seniors.
 - b) Patterns for this class must be posted at least one hour before the class.
 - c) The performance begins when the equine enters the ring and is given the signal to proceed after entering the ring.
 - d) Each contestant may circle once without showing a fence to the equine or going between elements of a combination before approaching the first jump. The rider shall then proceed around the prescribed course, keeping an even pace throughout. Upon completing the course the rider may circle once before leaving the ring.

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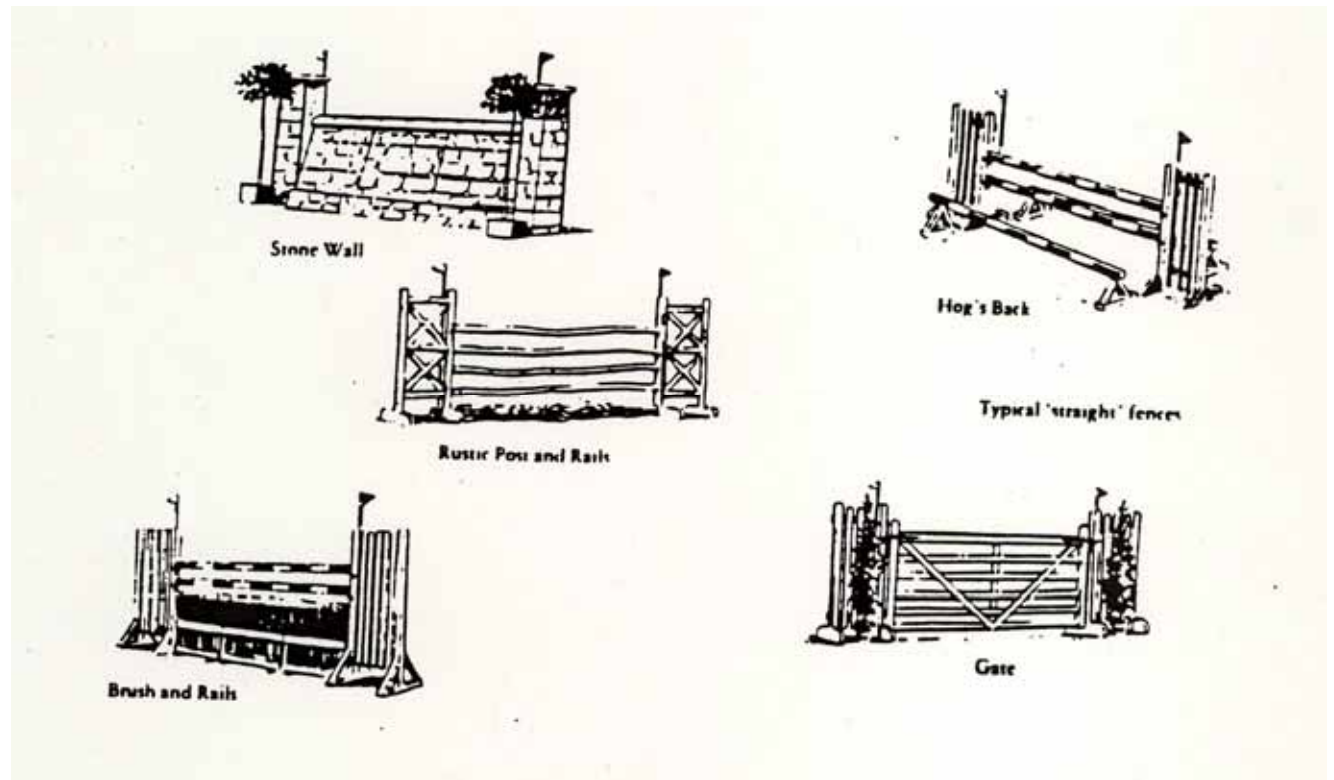
- e) Except for refusals, jumping faults of the equine are not to be considered unless they are the result of the rider's equitation ability. Three refusals will result in elimination.
- f) If a refusal occurs in a double or triple, the rider shall re-jump all elements of the combination.
- g) Any or all contestants may be called back to perform at a walk, trot or canter, or to execute an appropriate test of skill. These tests may include those for Hunt Seat Equitation or any of the following:
 - 1. jump two fences at the trot
 - 2. pull up between fences, except in a combination
 - 3. jump fences on figure 8 course
 - 4. after completing course no contestant shall be asked to re-jump entire course

F. Working Hunter - The entries in this class will show over a minimum of 6 fences. The Working Hunter should provide his rider with a safe, consistent ride at a working pace over a course of fences similar to those that might be encountered in the field.

- 1. Scoring - Emphasis on this class will be based on performance and conformation. The scoring of performance will be based on the maintenance of an even hunting pace, faults, manners, jumping style and way of moving over the course. Conformation will take into consideration quality, substance and soundness. Touches may or may not be used to assist in scoring the performance of the equine or to break ties. In classes with eight or more entries, it is recommended that touches be used in scoring.
- 2. Class Routine
 - a) All equines will be worked individually over fences. Circling once upon entering the ring and once upon leaving the ring is permissible. Additional circling will be considered a refusal.
 - b) The height of jumps for this class will be a maximum of 2' for Ponies, 2'6" for Juniors, and 3' for Seniors.
 - c) After completing the course, no equine shall be requested to re-jump the entire course.
 - d) Upon completion of the entire class over fences, the finalists may be asked to jog their equines past the judge for soundness.
 - e) The judge shall penalize unsafe jumping and bad form over fences, whether the fence was touched or untouched.
 - f) Fences should simulate obstacles which might be found in the hunting field such as natural post and rail, brush, stone wall, gates, chicken coop, aiken or hedge. Spreads over 3' are prohibited. The use of unusual obstacles or

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obstacles not likely to be found under ordinary jumping conditions should be avoided. Suggested obstacles are shown below:



- g) Ground line recommended for all obstacles.
 - h) A 6" difference is recommended for the back element of an obstacle.
 - i) Square oxers are prohibited.
 - j) Spreads will not exceed fence height.
3. Scoring - Equines are to be scored on faults according to the following:
- a) General
 - 1) When a equine makes two faults at one obstacle, only the major fault will be counted, except refusals which will count in addition.
 - 2) When an obstacle is composed of several elements in the same vertical plane, a fault at the top element is the only one penalized.
 - 3) When an obstacle requires two or more fences such as an in and out, the faults committed at each obstacle are considered separately. In case of a refusal or run-out at one element, the entry must re-jump all parts of the combination.

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- b) Touches - Light touches may be scored where elimination is difficult or there are eight or more entries in a class, according to the scale below:
- 1) With any part of the equine's body behind the stifle - **1/2 fault**
 - 2) With any part of the equine's body in front of the stifle - **1 fault**
 - 3) Of standard or wing with any part of the equine, rider or equipment - **1 fault**
- c) Knock-Downs - An obstacle is considered knocked down when its height is lowered by equine or rider:
- 1) With any part of equine's body behind the stifle - **4 faults**
 - 2) With any part of equine's body in front of the stifle - **4 faults**
 - 3) Of standard or wing with any part of the equine, rider or equipment - **8 faults**
 - 4) Of obstacle by touching a wing or a post, it shall count as a knock-down of obstacle with above penalties.
 - 5) When a equine touches an obstacle causing a rail of an adjoining panel or wing to fall, it shall not be construed as a knock-down.
- d) Disobediences - Circling once upon entering the ring and once upon leaving is permissible.
- 1) First refusal, run-out, bolting on course, extra circle or showing an obstacle to a equine - **4 faults**
 - 2) Second refusal, run-out, bolting on course, extra circle or showing an obstacle to a equine - **4 faults**
 - 3) Third refusal, run-out, bolting on course, extra circle or showing an obstacle to a equine - **elimination**
 - 4) Jumping an obstacle before it is reset - **elimination**
 - 5) Bolting from ring - **elimination**
 - 6) Failure to keep proper course - **elimination**
 - 7) Jumping an obstacle not included in the course - **elimination**
- e) Falls - Equine and/or rider falling in competition - **elimination**