

GREELEY SADDLE CLUB

HORSEMANSHIP & HUSTLE ALL AROUND

Rules & Guidelines

A Casual, Fun All-Around Horse Competition

1. EVENT OVERVIEW

The **Horsemanship & Hustle All Around** is a casual, fun competition hosted by the **Greeley Saddle Club**.

Contestants will compete in six events throughout the day:

1. Showmanship
2. Horsemanship
3. Trail
4. Pole Bending
5. Barrel Race
6. Ring Drop Race

Each event will be placed **1st through 5th**, as applicable. Points earned in each event are cumulative throughout the day.

At the conclusion of the competition, **Overall High Point** and **Overall Reserve High Point** awards will be presented in each age group.

2. AGE GROUPS

Contestants will compete in the following age groups (Age as of January 1, 2026):

- **5 & Under – Leadline Allowed in all Classes**
 - **6–9**
 - **10–13**
 - **14–18**
 - **19 & Over**
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3. ATTIRE & EQUIPMENT

This is a casual competition, and **formal show attire is not required**.

Acceptable Attire

- Short- or long-sleeve shirts
- Long pants
- Boots with a heel
- Head covering may be:
 - Riding helmet
 - Baseball cap
 - Cowboy hat

Contestants are responsible for ensuring that their horse and equipment are suitable and safe for competition.

4. SHOWMANSHIP

Objective

Showmanship evaluates the contestant's ability to present and control their horse while demonstrating proper grooming, equipment, poise, communication, and awareness.

Requirements

- Horse should be reasonably clean and appropriately presented.
- Contestant must maintain control of the horse throughout the class.
- Contestant must follow the prescribed pattern.

Failure to complete the pattern or follow the judge's instructions may result in a penalty or disqualification.

4-H Quarter System

The **4-H quarter system** is used to help the exhibitor maintain proper positioning around the horse while allowing the judge an unobstructed view.

Imagine the horse divided into **four quarters** by two imaginary lines:

- One line runs from the horse's withers to its hip.
- One line runs across the horse's body through the middle.

This creates four quarters around the horse.

The exhibitor should position themselves in the appropriate quarter based on the judge's location:

- **Judge in front:** Exhibitor should be in the quarter opposite the judge.
- **Judge behind:** Exhibitor should be in the quarter opposite the judge.
- **Judge beside the horse:** Exhibitor should position themselves so the judge has a clear, unobstructed view of the horse.
- **Horse moving:** Exhibitor should move smoothly with the horse while maintaining proper position and control.

The exhibitor should remain aware of the horse, the judge, and their own position at all times. The exhibitor should also avoid standing directly in front of or behind the horse when doing so would create a safety concern.

5. HORSEMANSHIP

Objective

The horsemanship class evaluates the rider's ability to effectively communicate with and control their horse while completing a prescribed pattern.

Judging Considerations

Judging may include:

- Rider position
- Rein and hand control
- Correct leads
- Gaits and transitions
- Precision
- Control
- Communication between horse and rider
- Overall execution of the pattern

Incorrect leads, missed transitions, breaks of gait, failure to complete a maneuver, or failure to follow the prescribed pattern may result in penalties.

6. TRAIL

Objective

The trail class evaluates the horse and rider's willingness, control, and ability to safely negotiate a series of obstacles.

Requirements

- Contestants must complete the course in the designated order.

- The pattern will be posted prior to the event.
 - Knocking over or improperly negotiating an obstacle may result in a penalty.
 - Refusal or failure to complete an obstacle may result in a penalty or disqualification.
 - Safety and control take priority over speed.
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7. POLE BENDING

Objective

Contestants will complete the designated pole-bending pattern as quickly as possible while maintaining control of their horse.

Requirements

- Six poles will be placed in a straight line.
- Contestants must complete the pattern in the correct order.
- Missing a pole or failing to complete the required pattern will result in disqualification.
- Knocking over a pole will result in a **5-second penalty**.
- The horse and contestant must cross the designated start/finish line.

The fastest adjusted time will receive the highest placing.

8. BARREL RACE

Objective

Contestants will complete the designated barrel pattern as quickly as possible while maintaining control of their horse.

Requirements

- Three barrels will be used in the designated pattern.
- Contestants must complete the barrels in the correct order.
- Knocking over a barrel will result in a **5-second penalty**.
- Missing a barrel or failing to complete the required pattern will result in disqualification.
- The horse and contestant must cross the designated start/finish line.

The fastest adjusted time will receive the highest placing.

9. RING DROP RACE

Objective

The Ring Drop Race is a timed event in which the contestant must successfully carry and drop a ring into a bucket located on a designated barrel.

Requirements

- The contestant will be given **one ring at the gate** before beginning the event.
- The contestant must ride to the **designated barrel** and attempt to drop the ring into the bucket.
- The ring must successfully land **inside the bucket**.
- The contestant **may stop or circle the barrel** to make the ring drop.
- After successfully dropping the ring, the contestant will complete the designated course and cross the finish line as directed.

Disqualification

The contestant will be **disqualified** if:

- The ring fails to land in the bucket.
- The contestant knocks over the **bucket**.
- The contestant knocks over **both the barrel and bucket**.
- The contestant fails to complete the designated course.
- The contestant engages in unsafe or reckless riding.

There are **no time penalties** for stopping or circling the barrel. The contestant may take the time necessary to successfully make the ring drop while remaining within the rules of the event.

10. POINT SYSTEM

Points are awarded based on the **number of participants entered in each class**, with a maximum of **5 points** available for first place.

Classes With 5 or More Participants

Placing Points

1st	5
2nd	4
3rd	3
4th	2
5th	1

Classes With 4 Participants

Placing Points

1st	4
2nd	3
3rd	2
4th	1

Classes With 3 Participants

Placing Points

1st	3
2nd	2
3rd	1

Classes With 2 Participants

Placing Points

1st	2
2nd	1

Classes With 1 Participant

Placing Points

1st	1
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Points earned in all six events are **cumulative**.

A contestant who is disqualified, does not compete, or fails to complete an event receives **0 points** for that event.

11. OVERALL HIGH POINT & RESERVE HIGH POINT

At the end of the competition, points from all six events will be totaled for each contestant.

Overall High Point

The contestant with the highest cumulative point total within their age group will receive the **Overall High Point** award.

Overall Reserve High Point

The contestant with the second-highest cumulative point total within their age group will receive the **Overall Reserve High Point** award.

12. TIE-BREAKING PROCEDURE

If two or more contestants have the same cumulative point total, ties will be broken using the following procedure:

First Tie-Breaker

The contestant with the **higher number of events placed in** will break the tie.

Second Tie-Breaker

If the contestants are still tied, the contestant with the **higher placing in the Horsemanship class** will break the tie.

13. GENERAL RULES

- Contestants must check in and be ready when their class is called.
 - Contestants are responsible for providing a suitable horse and appropriate equipment.
 - Safe and humane horsemanship is required at all times.
 - Excessive or abusive use of bits, reins, whips, crops, or spurs is prohibited.
 - Dangerous or uncontrollable horses may be excused from competition.
 - Contestants must follow directions from judges, officials, and the show committee.
 - The judge or show committee may disqualify a contestant for unsafe conduct.
 - The goal of the competition is to provide a fun, fair, and positive experience for all participants.
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14. DISQUALIFICATION

A contestant may be disqualified for:

- Failure to follow the required pattern or course
- Abuse or mistreatment of a horse
- Unsafe or reckless riding
- Interfering with another contestant
- Use of prohibited equipment
- Failure to follow instructions from a judge or official
- Unsportsmanlike conduct
- Conduct that compromises the safety or integrity of the competition
- Any event-specific disqualification listed in these rules

A disqualification results in **0 points for that event**.

15. SPORTSMANSHIP

The Horsemanship & Hustle All Around is intended to be **fun, family-friendly, and competitive**.

All contestants are expected to:

- Treat horses humanely and respectfully.
- Respect judges, officials, volunteers, contestants, and spectators.
- Demonstrate good sportsmanship.
- Encourage and support fellow competitors.
- Address questions or concerns respectfully.

16. SAFETY

Safety is the highest priority throughout the competition.

The Greeley Saddle Club Show Committee may stop, delay, modify, or cancel an event when necessary due to:

- Weather
- Arena conditions
- Equipment concerns
- Animal behavior
- Unsafe riding conditions
- Other safety concerns

The committee may make reasonable changes to the schedule, course, pattern, or procedures when necessary to maintain a safe competition.

17. RULE INTERPRETATION

These rules are intended to provide a **fun, fair, and safe** competition.

Any situation not specifically addressed in these rules will be determined by the **Greeley Saddle Club Show Committee**.

The Show Committee reserves the right to clarify or reasonably modify rules and procedures when necessary to address circumstances that arise during the competition.

HAVE FUN, RIDE SAFE & GOOD LUCK!