Horse Evaluation and Selection

Purpose

The purpose of this contest is to stimulate high school agriculture students to learn and study equine science, selection, management, and production.

Objectives

Students completing activities in the State Horse Evaluation and Selection Contest should be able to:

I. Identify and evaluate all types and/or breeds of horses.

II. Develop skills in the selection and management of horses.

III. Identify and evaluate conformation traits and performance of horses.

IV. Provide a set of oral reasons for placing a halter and performance class of horses.

V. Develop a proficiency to communicate effectively in the terminology of the equine industry.
## Crosswalk with Show Me Standards

| Objectives – Students participating in the Career Development Event should be able to: | Show-Me Standards |
| --- | --- | --- |
| Identify and evaluate all types and/or breeds of horses. | CA.1, CA.3, CA.4, CA.5, CA.6 | 1.8 |
| Develop skills in the selection and management of horses. | SC.3 | 2.1, 2.2 |
| Identify and evaluate conformation traits and performance of horses. | | 3.1, 3.5 |
| Provide a set of oral reasons for placing a halter and performance class of horses. | | 4.1, 4.4, 4.8 |
| Develop a proficiency to communicate effectively in the terminology of the equine industry. | | |

## Corresponding Secondary Agriculture Curriculum

<table>
<thead>
<tr>
<th>Course and/or Curriculum: Agricultural Science I</th>
<th>Unit(s): Equine Science</th>
</tr>
</thead>
</table>
Event Format

1. The Horse Evaluation CDE consists of four components.
2. Written Exam - The written exam will consist of 50 multiple choice or true/false questions over equine science, selection, management, and production. Time allowed will be approximately one hour.
3. Halter Evaluation Classes –
   A. Halter Classes (3) may represent the following breeds and types, HOWEVER, a breed can be used only once as a halter class per contest. **All horses used in a Halter Class are to be of the same gender (all mares OR all geldings).**
      a. Quarter Horses
      b. Paint
      c. Appaloosa
      d. Morgan
      e. Arabian
      f. Fox trotters
      g. Thoroughbred
      h. Saddlebred
   B. Of the 4 Halter Classes, three will be stock (quarter) type in breed. This would include Quarter Horses, Paint horses, Appalossa, or grade horses that are quarter-type in conformation.
   C. The remaining Halter Class should be chosen from any other light horse breed listed above, but could also be a stock (quarter) type class if other suitable horses cannot be found.
   D. It is recommended that horses NOT be duplicated within the halter classes. Example: 4 halter classes would be comprised of 16 different horses. However, halter horses may also be used in performance classes.
4. Performance Evaluation Classes –
   A. Performance Classes (2) may include:
      a. Western Pleasure
      b. Western Riding
      c. Reining
      d. English Pleasure (Saddle Seat)
      e. Hunter Under Saddle (Hunt Seat)
      f. Hunter Hack
   B. Performance classes will be judged as presented (unsoundness to be penalized accordingly).
   C. American Quarter Horse Association reining patterns one or two will be used in the reining class as located in the AQHA Handbook.
   D. Western Discipline performance classes will consist of stock type horse breeds only. Example: no Arabians in Western Pleasure.
5. Oral Reasons –
   A. There will be two sets of oral reasons. One set on a halter class and one set on a performance class. Classes will be chosen by the superintendent or judges and will be announced while judging. The chosen performance class will be one of the following:
      a. Western Pleasure
      b. Reining
      c. English Pleasure (Saddle Seat)
      d. Hunter Under Saddle (Hunt Seat)
      e. Western Riding
   B. Approximately 15 minutes will be allowed for each class. An additional five minutes will be allowed for oral reasons classes.
6. The Missouri FFA Placing Card (Form 2) will be used for placing the animals.
### Event Scoring

<table>
<thead>
<tr>
<th>Events</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Written Exam - 50 Questions @ 2 points each</td>
<td>100 points</td>
</tr>
<tr>
<td>Halter Classes – Three (3) Classes @ 50 points each</td>
<td>150 points</td>
</tr>
<tr>
<td>Performance Classes – Two (2) @ 50 points each</td>
<td>100 points</td>
</tr>
<tr>
<td>Oral Reasons - 1 Halter and 1 Performance @ 50 points each</td>
<td>100 points</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>450 points</strong></td>
</tr>
</tbody>
</table>

1. **Tie scores among teams in all events should be broken using the high individual team member's score.** In case the scores are tied, the scores of the second high individual on each team should be used.

### Event Rules and Regulations

1. The superintendent and judges will select the classes of horses to be judged and make the official placing.
2. Each horse will be clearly numbered for identification.
3. Contestants will not be allowed to communicate with one another. Infractions of this rule will be cause for elimination or a point penalty at the superintendent’s discretion.
4. Contestants will not be allowed to handle the livestock.
5. Contestants will be allowed to bring steno-pads, but must be CLEAN or NOT WRITTEN ON prior to the start of the contest.

### References

**AQHA Handbook of Official Rules and Regulations.** American Quarter Horse Association, P.O. Box 200, Amarillo, TX  79168; Phone: 806-376-4811; [http://www.aqha.com](http://www.aqha.com)

**Equine Science Unit (1995); available from the: IML, available via MCCE website:** [http://www.missouricareereducation.org/home.php](http://www.missouricareereducation.org/home.php)

**Heird. Competitive Horse Judging (1st edition).** 1990; The American Quarter Horse Association, P.O. Box 200, Amarillo, TX 79168; Phone: 806-376-4811

Official judging guide and audiovisuals from each of the various breed associations


**The Horse Industry Handbook.** American Youth Horse Council: 4093 Iron Works Pike, Lexington, KY  40511-8434

### Forms
AQHA REINING PATTERN Number 1

The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride pattern as follows:
1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet. Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

---

AQHA REINING PATTERN Number 2

The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride pattern as follows:
Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.
1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.
WESTERN RIDING PATTERN

Number 1

1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.