



The following is a list of State Fair Junior Horse Show classes to be offered in 2023 and the minimum scores or maximum times to qualify for these classes:

	QUALIFYING SCORE (JR/SR)		QUALIFYING SCORE (JR/SR)
SHOWMANSHIP CLASSES		OVER FENCES CLASSES	
WESTERN SHOWMANSHIP	68	HUNTER HACK	70
RANCH SHOWMANSHIP		HUNTER OVER FENCES	
HUNTER SHOWMANSHIP		EQUITATION OVER FENCES	
SADDLE TYPE SHOWMANSHIP			
EASY-GAITED SHOWMANSHIP		PATTERN CLASSES	
DRAFT SHOWMANSHIP		WESTERN HORSEMANSHIP	
PLEASURE CLASSES		RANCH HORSEMANSHIP	
WESTERN PLEASURE	68	HUNT SEAT EQUITATION	
RANCH PLEASURE		SADDLE SEAT EQUITATION	
HUNTER UNDER SADDLE		EASY-GAITED EQUITATION	
ENGLISH PLEASURE		RANCH RIDING	65
EASY-GAITED PLEASURE		WESTERN RIDING	
		REINING	
		TRAIL/TRAIL IN-HAND	
SMALL EQUINE CLASSES			
SMALL EQUINE HUNTER	70	DRIVING CLASSES	
SMALL EQUINE JUMPER	0 FAULTS	DRAFT DRIVING	70
		PLEASURE DRIVING	
GROUND ROPING	70% (84 out of 120 points)	DRIVING REINSMANSHIP	68
		DRIVEN TRAIL	

GYMKHANA CLASSES – Time given is maximum time in seconds. Times are not to be rounded up or down. (For example, if the qualifying time is 19.000 seconds and the horse/rider’s time is 19.050 seconds, their time is greater than 19.000 seconds and is not a qualifying time.) **The judge will not increase the qualifying times listed below due to arena conditions.**

BARREL PATTERN	A	B	C	D
	QUALIFYING TIME (Seconds)	QUALIFYING TIME (Seconds)	QUALIFYING TIME (Seconds)	QUALIFYING TIME (Seconds)
PONY/JUNIOR (9-12 yr)	23.000	21.500	20.500	19.000
INTERMEDIATE (13-15 yr)	22.500	21.000	20.000	18.500
SENIOR (16-18 yr)	22.000	20.500	19.500	18.000

POLE BENDING	QUALIFYING TIME (Seconds)	STAKES RACE	QUALIFYING TIME (Seconds)	KEYHOLE RACE	QUALIFYING TIME (Seconds)
PONY/JUNIOR (9-12 yr)	26.000	PONY/JUNIOR (9-12 yr)	19.000	PONY/JUNIOR (9-12 yr)	11.000
INTERMEDIATE (13-15 yr)	25.500	INTERMEDIATE (13-15 yr)	18.750	INTERMEDIATE (13-15 yr)	10.750
SENIOR (16-18 yr)	25.000	SENIOR (16-18 yr)	18.500	SENIOR (16-18 yr)	10.500



The rules for the 2023 PAS Program will be as follows:

1. A youth may only use one horse to try out in PAS shows and cannot replace a horse for any reason after they have shown in their first PAS class. The project horse shown at the state fair must be the one the 4-H member qualified with in his or her county.
2. A youth must qualify in any two (2) classes in order to compete in the State Fair Junior Horse Show. Counties may allow youth to qualify in more than two classes; however, youth may enter in a maximum of four (4) classes at the State Fair Junior Horse Show, this includes ground roping. At the State Fair Junior Horse Show, youth will only be allowed to show in classes for which they qualified.
3. A county may have requirements (i.e. written tests, interview judging, club meeting attendance, etc.) for youth to complete before they may enter State Fair qualifying shows.
4. The show committee should develop a qualifying show for all classes in which youth want to try out. Classes need to be divided as they are for State Fair with the exception that showmanship, horsemanship, or equitation classes do not need to be divided into as many age classes as is offered at State Fair. Riding/driving classes should be divided so that a judge does not evaluate more than approximately ten (10) youth at a time.
5. A county (or group of counties) may offer up to two (2) single-judged qualifying shows or one (1) double-judged qualifying show. In a show with two judges, the scores should not be averaged.
6. A youth cannot compete in more than two (2) single-judged PAS shows or one (1) double-judged PAS show.
7. Gymkhana classes: Riders get one run (attempt) per class in a show to qualify unless county or counties are using one show with two judges to qualify youth. Then the youth may have two attempts (runs) as long as they are not disqualified in the first run. If the youth receives a 'No Time' in their first run, they are still eligible for their second run. If the youth is disqualified in their first run, they are not eligible for a second run.
8. Counties must hire judges that are designated as PAS judges on the current year's Ohio 4-H Horse Show Judges List. This list can be found online at <http://horse.osu.edu>.
9. The show committee must have the current PAS score sheets printed for the judge when arrive at the show. These sheets are available online at <http://horse.osu.edu>. The judge will score the youth in the classes. As the sheets are turned in, a show committee member should total the scores. These scores can then be compared to the qualifying scores to determine if the youth qualified in that class for State Fair. Post the scores as soon as possible after the class is completed so youth know what they have to do in future classes to qualify. If the judge gets to a point in the scoring that they know a youth will definitely not qualify for State Fair, they may place a NQ (not qualified) in the total score box on the evaluation sheet and stop keeping score on that youth.
10. Show management should not expect judges to give comments to youth in PAS classes since the youth can see their evaluation on the posted score sheets.
11. Entry fees may be charged for PAS State Fair qualifying shows/classes to help cover the expense of these classes.
12. Due to the expense of conducting horse shows, some counties may find it desirable to have a show that includes classes that are not judged by PAS standards. This is acceptable; however, PAS classes may not be combined with other classes.
13. PAS classes should not be placed. If you wish to give awards, give awards based on score received (i.e. if a youth scores a 90 in showmanship, they get an award indicating excellence in that class).
14. Exhibitors with animals that are of the incorrect size for the class entered will be moved to the correct class.



15. Counties can send their youth to another county to qualify for any reason, but they must follow the current guidelines in the Uniform Rules for 4-H Horse Shows.
16. An Out-of-County PAS form is available online at <http://horse.osu.edu>.
17. If an exhibitor participates in an Out-of-County PAS Show, the exhibitor must upload a copy of their completed out-of-county PAS Show form to their 4-H Online account by 1:00pm on July 1, 2023.
18. Each PAS show must record the PAS scores (qualifying or not) of all exhibitors participating in that show on the PAS verification form. This form must be submitted to the Ohio 4-H Horse Program office at cole.436@osu.edu by 1:00 pm on July 1, 2023.
19. Exhibitors intending to show at the Ohio State Fair Junior Horse Show must upload a copy of their equine's current negative Coggins test (dated on or after January 1, 2023) to their 4-H Online account by 1:00pm on July 1, 2023.
20. It is the responsibility of each exhibitor to submit their entry and pay their \$50 stall fee online at www.ohiostatefair.com by 1:00 pm by July 1, 2023.

In summary, the following information must be submitted in order for an exhibitor to be able to compete at the Ohio State Fair Junior Horse Show:

- Out-of-County PAS form (if applicable); uploaded to the exhibitor's 4-H Online account.
- Junior Horse Show entry and \$50 stall fee; online at www.ohiostatefair.com.
- Current negative Coggins test; uploaded to the exhibitor's 4-H Online account.
- PAS Verification Form; submitted to cole.436@osu.edu by the PAS Show Manager or County 4-H Educator.

21. Refer to the current rulebook (Uniform Rules for 4-H Horse Shows) for requirements for all classes.
22. Youth should review the 2023 State Fair Junior Horse Show schedule carefully for potential class conflicts when selecting their classes. At State Fair, classes will not be held for class conflict.
23. Easy Gaited horses may not show in riding classes that require a trot. Correct tack and attire for Easy Gaited Equitation and Easy Gaited Pleasure is Saddle Seat or Western tack and attire, respectively. **Easy Gaited classes for State Fair will be two-gaited classes (no canter).** Gaits will be a Show Walk and a Show Gait. County qualifying classes will also be two gaited. In Easy Gaited Pleasure, the Show Gait will be worth 70 points since they do not canter. Easy Gaited horses may show in Gymkhana as the class does not require a trot.
24. A youth may show in draft horse/pony or light horse/pony) driving, but not both. A heavy harness is expected in draft classes while a light harness is expected in light horse/pony driving classes.
25. At State Fair, a horse cannot be shown in both of the following combinations of classes:
 - a. Western Pleasure and Ranch Pleasure
 - b. Western Pleasure and Ranch Riding
 - c. Trail and Trail in-Hand
 - d. Intermediate Equitation Over Fences and Advanced Equitation Over Fences
 - e. Low Hunter Over Fences and Regular Hunter Over Fences
26. Patterns for the 2023 PAS qualifying classes will be posted online at hppt://horse.osu.edu. **These patterns are the ONLY patterns to be used for PAS classes in 2023.** In addition to these patterns, the following rules will apply for the specified classes:

PAS Qualifying Showmanship Rules

A judge may bring the class into the arena and then do the pattern, or they may work the youth as they enter the arena. Draft horses are an exception in that they will always come into the arena and work out of the line.

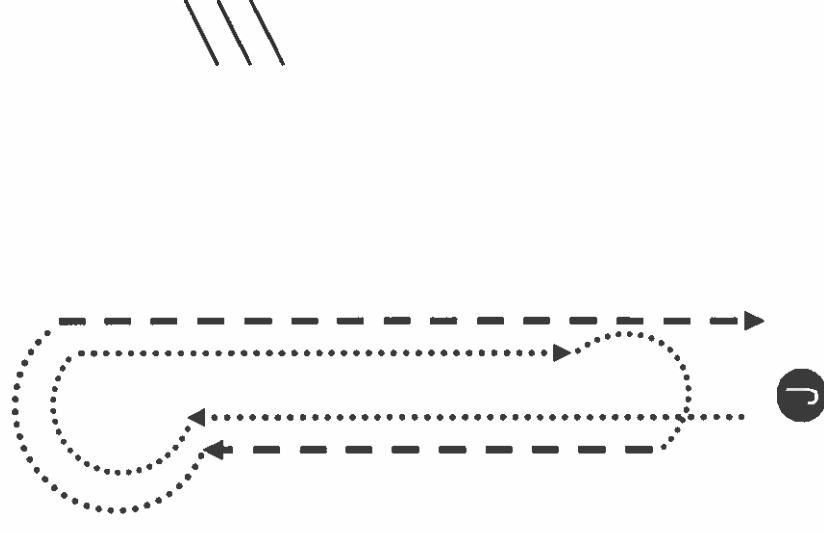
PAS Qualifying Horsemanship/Equitation Rules

For Western Horsemanship and Hunter Equitation, the judge may work the pattern as the rider enters the area and then bring either the finalist or the whole class back for rail work. They may work the rail first and do the pattern afterward for any Horsemanship/Equitation class. Saddle Seat and Easy Gaited Equitation will always work the rail first.

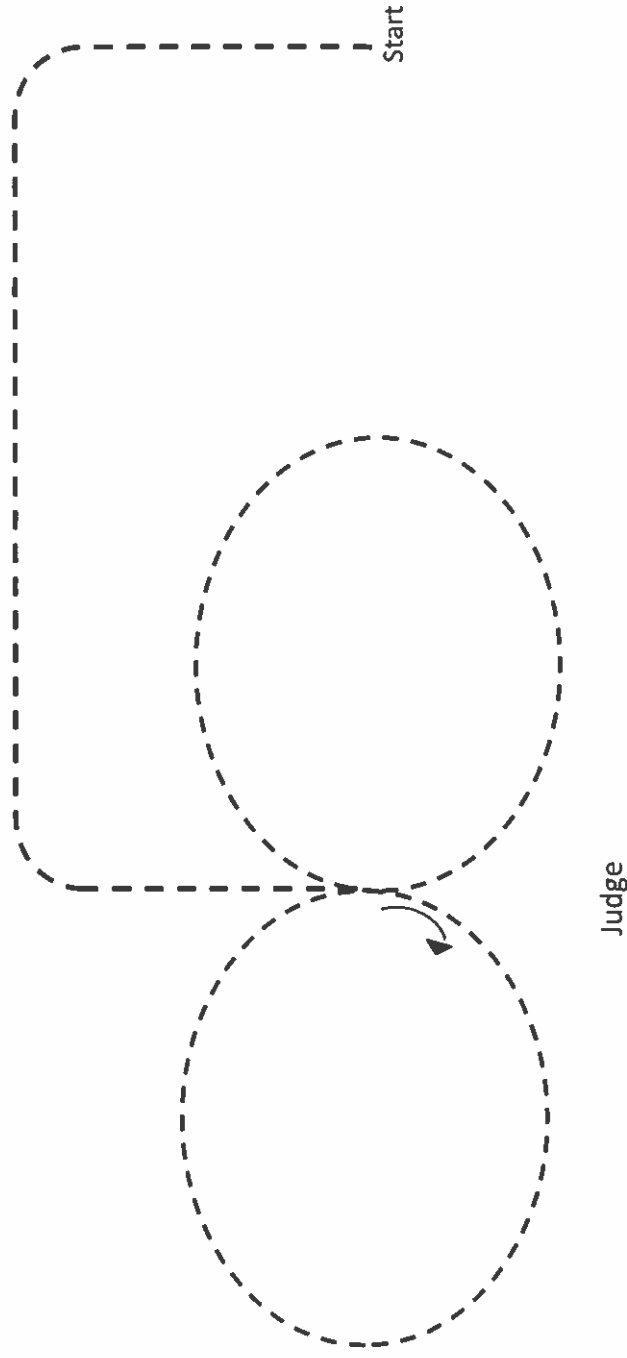
Draft Showmanship

All exhibitors will enter the arena at a trot and line up in a $\frac{3}{4}$ view on the rail.

1. From Judge, walk straight away. Walk a “golf club” loop and continue walking towards Judge.
2. Make a “golf club” loop at a walk. When lined up with Judge, trot in straight line away from Judge.
3. Walk a “golf club” loop and trot the remainder of the way back to judge. Set-up for inspection. (May turn horse 45° angle either direction.)
4. When dismissed, trot away from Judge.



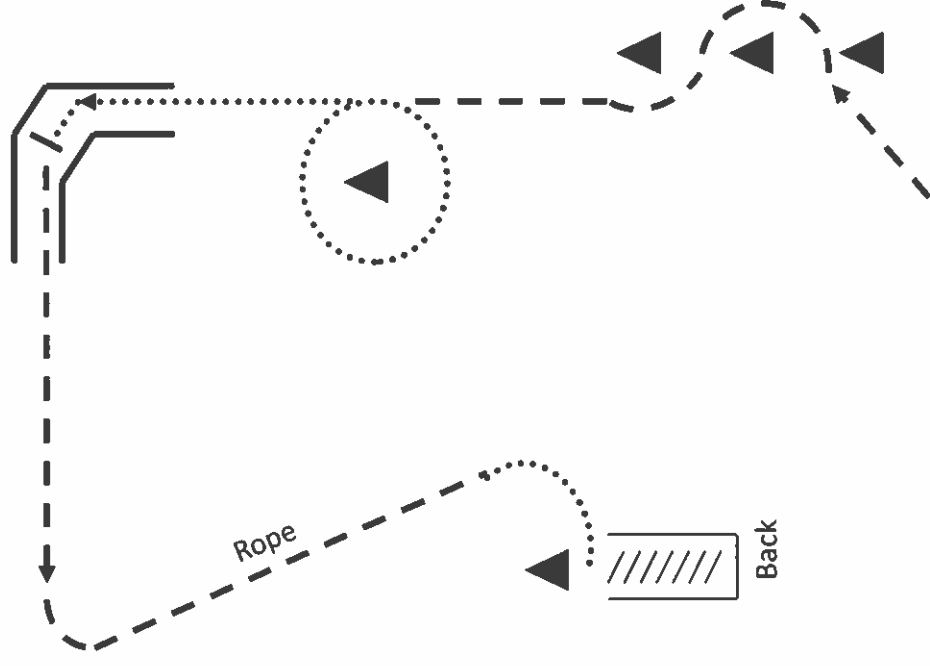
Driving Reinsmanship



1. Salute. Begin working trot/gait.
2. Drive down centerline until even with judge, halt & salute.
3. Perform a Figure 8 starting to the right at the working trot/gait.
4. Halt, salute, and exit at the walk.

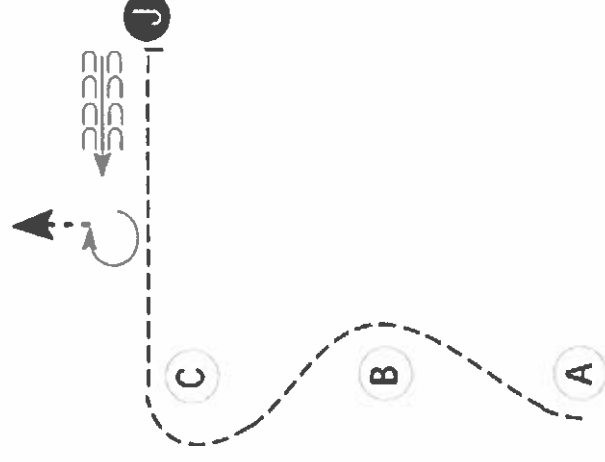
Driven Trail

1. Trot a serpentine around the first 3 cones and continue to cone 4.
2. Walk a circle around cone 4.
3. Continue at a walk into the corner, stopping halfway through the corner.
4. Trot out of the corner and over the rope, with the rope between the right wheel and the horse.
5. Walk to the final obstacle and back into the obstacle. You may start on either side of the cone in front of the back-in obstacle.
6. Stop and exit at a walk.

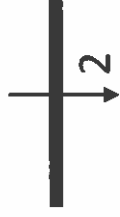
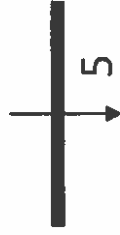
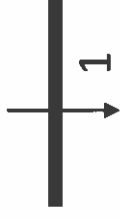
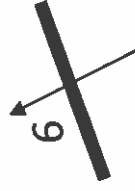
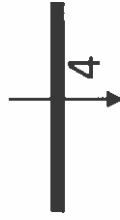


Small Equine Showmanship

1. Be ready at A.
2. When acknowledged, trot around B, around C and straight to judge.
3. Stop and set up for inspection.
4. When dismissed, back one-horse length.
5. Perform a 270° pivot.
6. Exit at a walk.

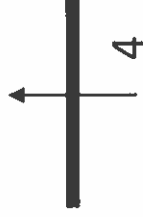
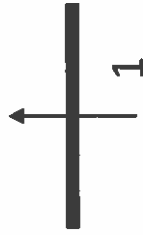
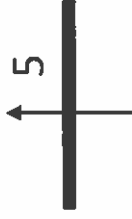
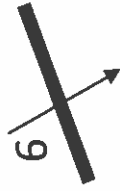
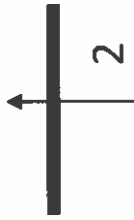


Small Equine Hunter In Hand



Fence Heights: 12-24"

Small Equine Jumpers

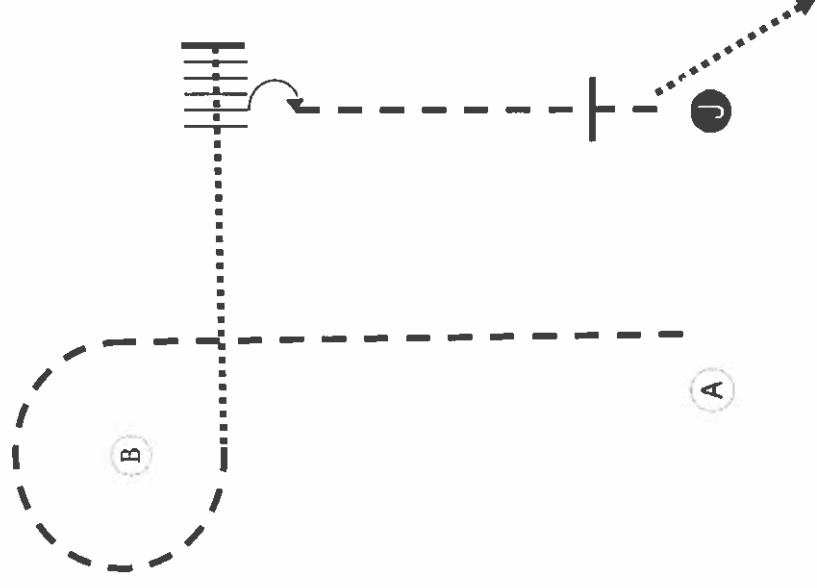


Fence Heights: 12-24"

Easy-Gaited Showmanship

Be ready at A.

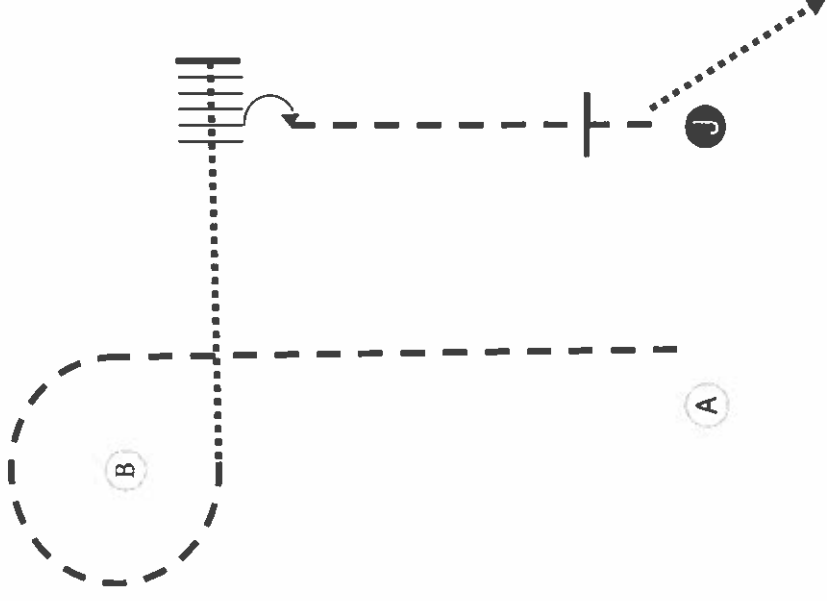
1. Show gait to and around B.
2. Show walk from B until past Judge.
3. Back until horse's hip is even with Judge.
4. Perform a 90° turn.
5. Show gait to Judge.
6. Stop and set up for inspection.
7. When dismissed, exit arena at a show walk.



Saddle Type Showmanship

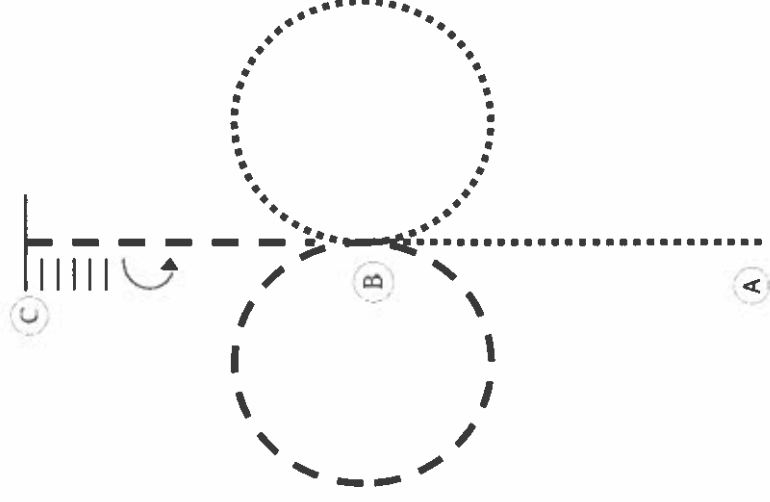
Be ready at A.

1. Trot to and around B.
2. Walk from B until past Judge.
3. Back until horse's hip is even with Judge.
4. Perform a 90° turn.
5. Trot to Judge.
6. Stop and set up for inspection.
7. When dismissed, exit arena at a walk.



Jr English/Western & Sr Easy Gaited Equitation

1. Show walk from A to B.
2. At B, show walk a circle to the right.
3. Show gait a circle to the left.
Continue to show gait until you reach C.
4. At C, stop, back at least 5 steps, and turn 180° on the forehand to the left.
5. Exit at the show gait.

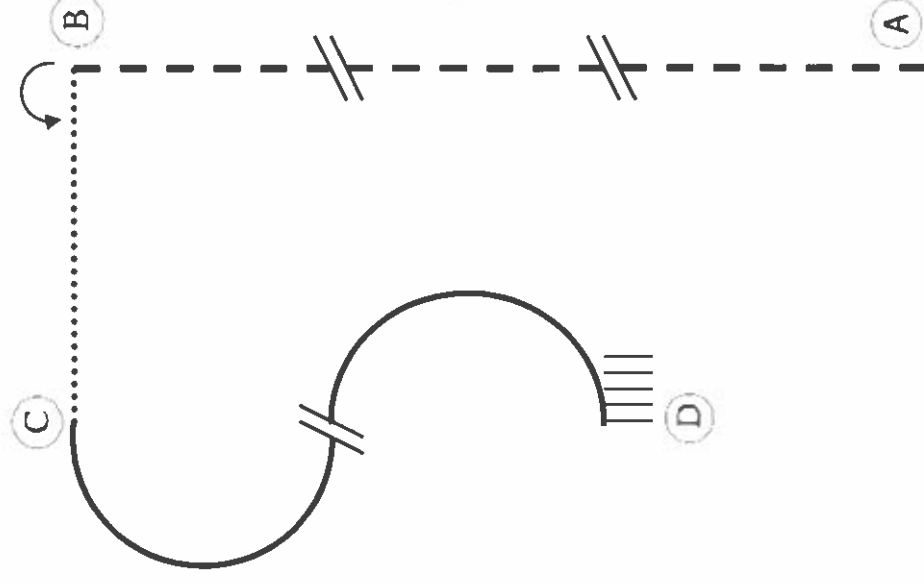


Saddle Seat Equitation

Be ready at A.

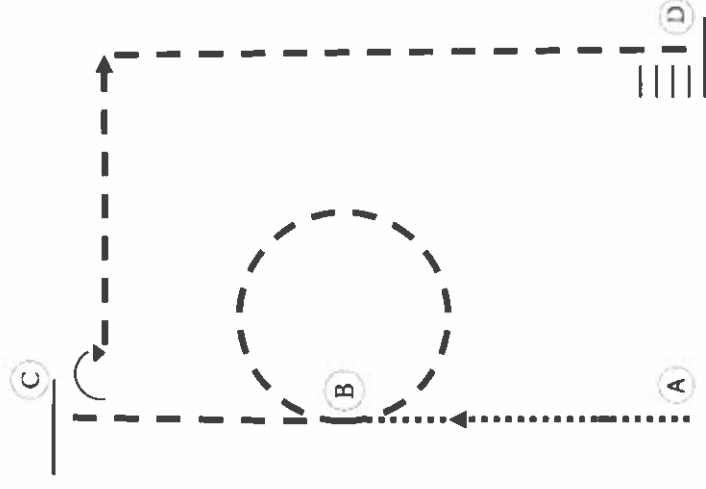
1. Drop your irons when the judge signals for you to begin.
2. Posting trot A to B beginning with the right diagonal and showing 2 changes of diagonal. Change to left diagonal when 1/3 of the way down the rail and back to the right diagonal when 2/3 of the way down the rail.
3. Halt at B.
4. Pick up your irons. Perform a 90° turn on the forehand to the left.
5. Walk from B to C.
6. Beginning at C, canter a serpentine between C and D. Canter the first loop on the left lead and the second loop on the right lead. Change of lead should be a simple lead change.
7. Halt at D. Back 5 steps. Exit at a walk.

Note: Pattern to be set far enough off rail to allow horses to complete turn on the forehand.



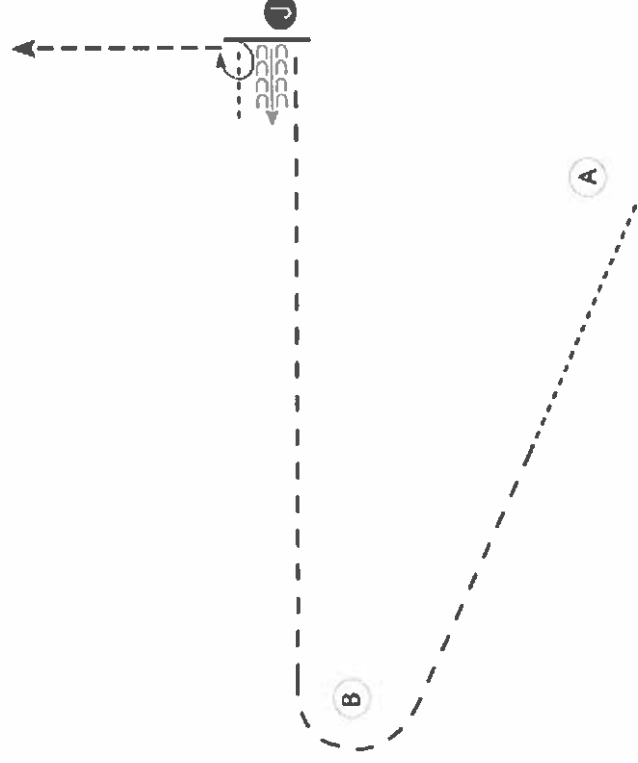
Sr Easy Gaited Horsemanship

1. Show walk from A to B.
2. At B, show gait a circle to the right.
3. Show gait to C and stop. Perform a 90° turn to the right.
4. Show gait a square turn to D.
5. At D, stop, back at least 5 steps, and exit at a show walk.



Ranch Showmanship (exhibitors 14 years & ↓)

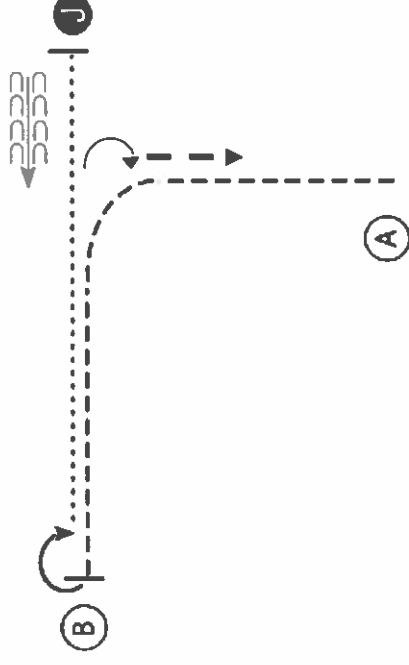
1. Walk halfway from A to B.
2. Trot around B to the Judge.
3. Stop and back 4 steps.
4. Walk to Judge and set up for inspection.
5. When dismissed, perform a 270° turn and trot away from Judge.



Place cones A & B at least 30 ft apart.

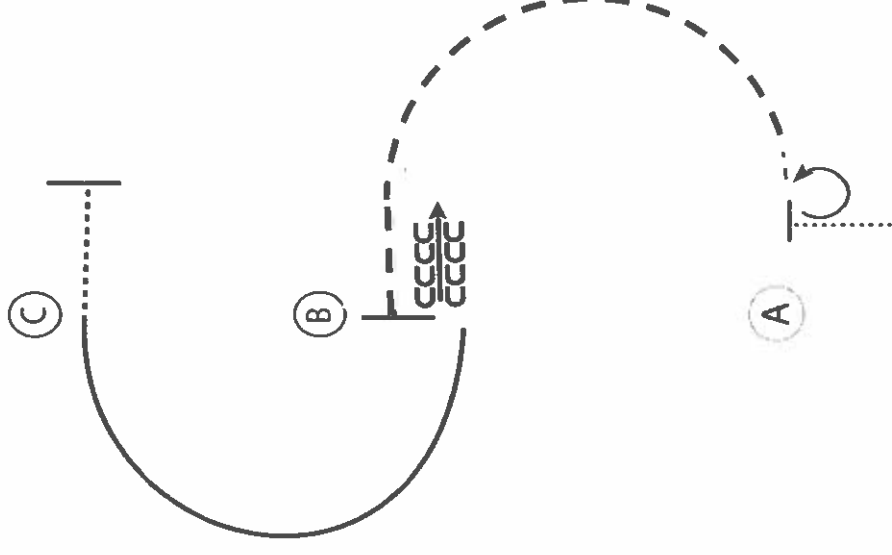
Ranch Showmanship (exhibitors 15 years & ↑)

1. Trot from A to B.
2. Stop and perform a 180° turn.
3. Walk to judge and set up for inspection.
4. After dismissed, back 4 steps and turn 90°.
5. Trot away from Judge to exit.



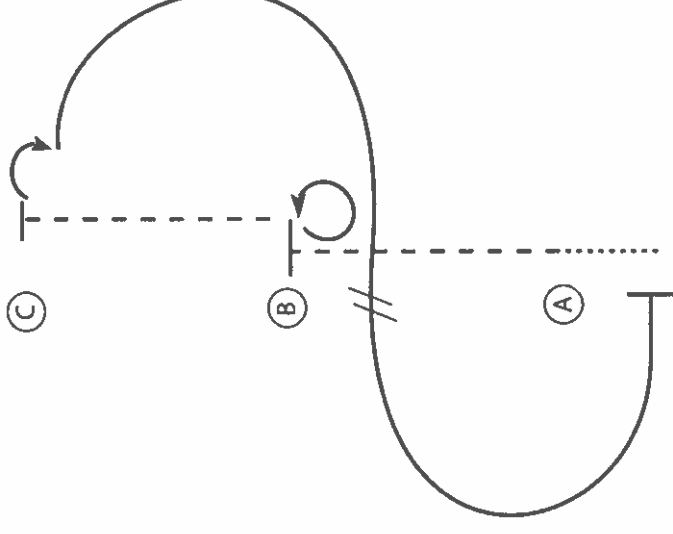
Ranch Horsemanship (exhibitors 14 years & ↓)

1. Walk to A.
2. Stop at A and perform a 270° turn to the left.
3. Trot a half circle to B.
4. Stop at B and back 3 steps.
5. Lope on the right lead a half circle to C.
6. At C, walk 5 steps and stop. Exit at a walk.



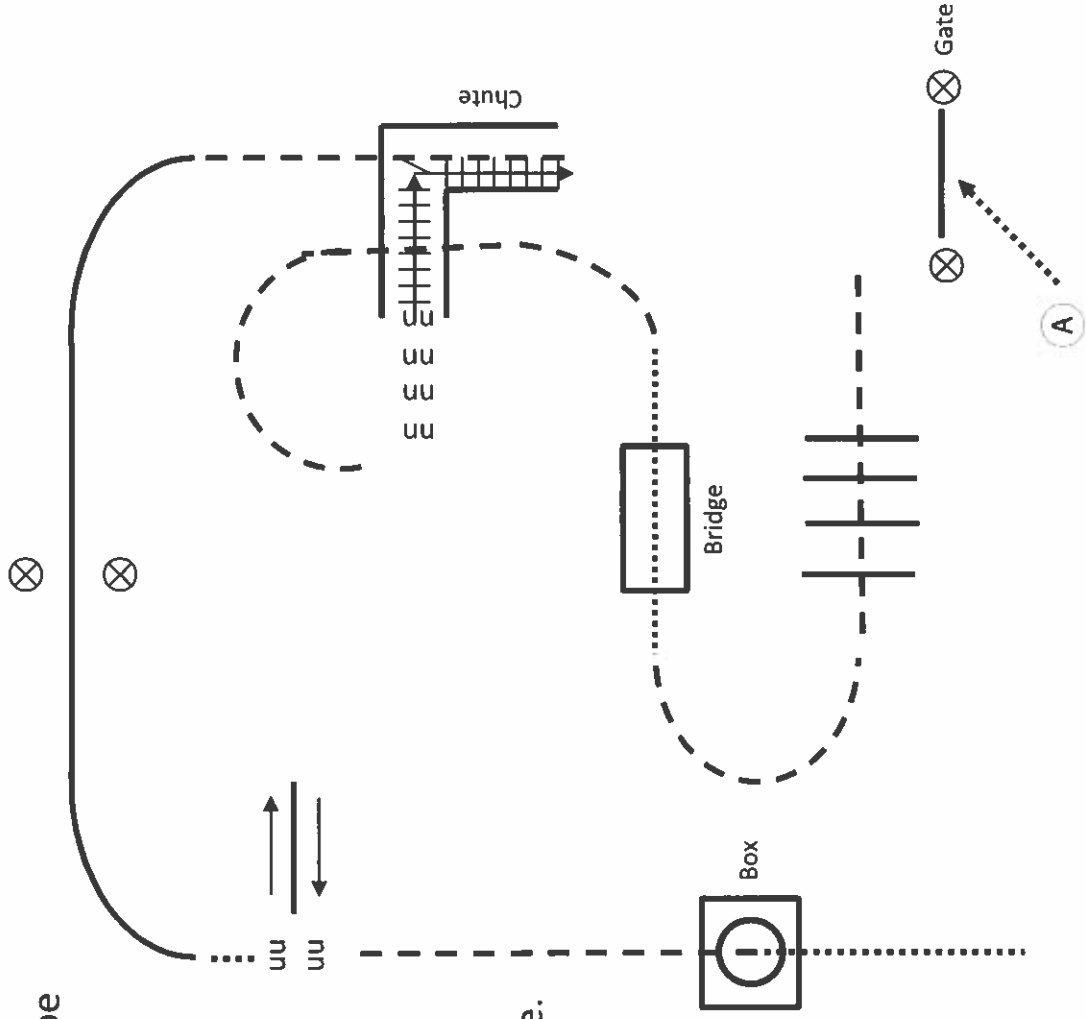
Ranch Horsemanship (exhibitors 15 years & ↑)

1. Walk to A.
2. Trot A to B..
3. Stop at B and perform a 360° turn to the left.
4. Trot B to C.
5. Stop at C and perform a 90° turn to the right.
6. Lope a half circle to B on the right lead.
7. At B perform a lead change and lope a half circle to A on the left lead.
8. Stop at A. Exit at a walk.



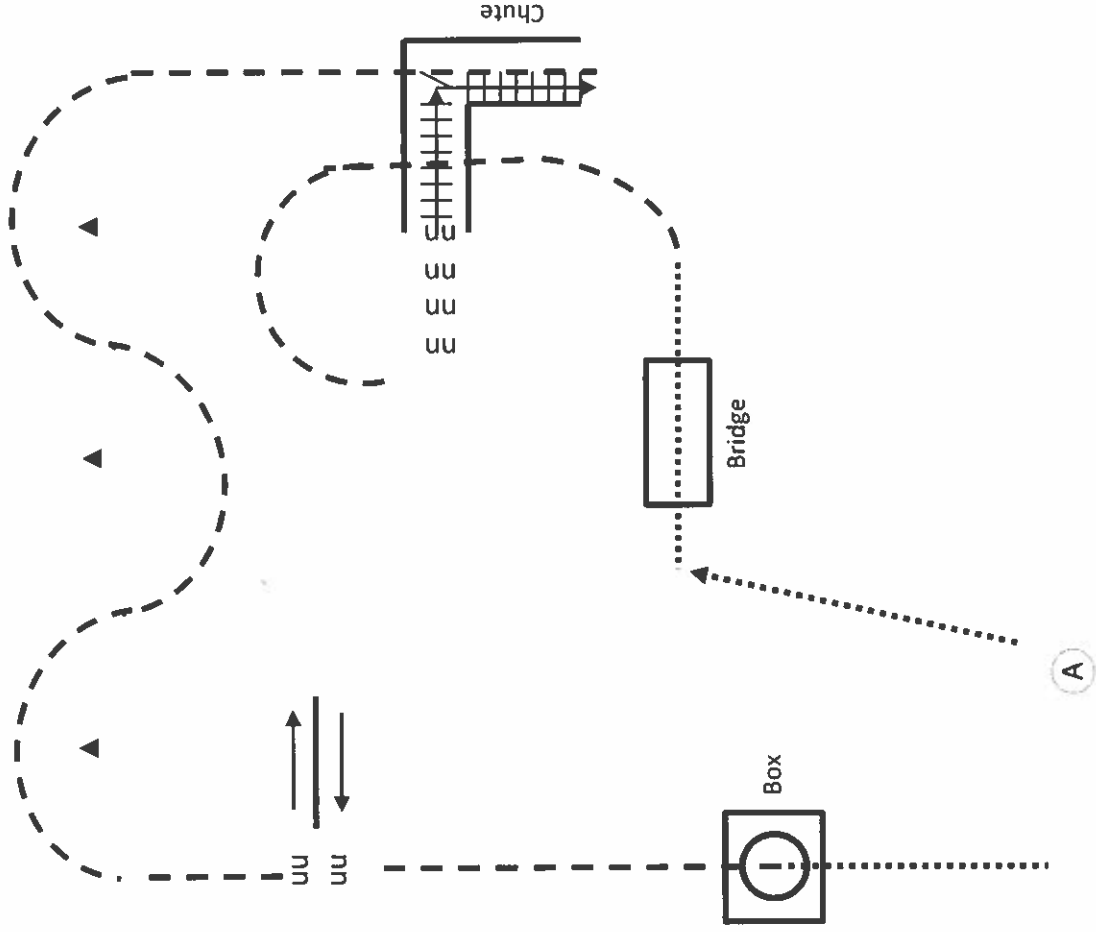
Trail

1. Begin at A. Walk to gate. Go through rope gate.
2. Jog over poles.
3. Walk over bridge.
4. Jog over poles to chute.
5. Back through chute.
6. Jog over poles.
7. Lope between 2 barrels set 6' apart.
8. Transition to a walk and stop beside pole. Side pass left to end of pole, then side pass right past end of pole.
9. Trot into the box and stop. Perform a 360° turn. Walk out of box.



Entrance Gate

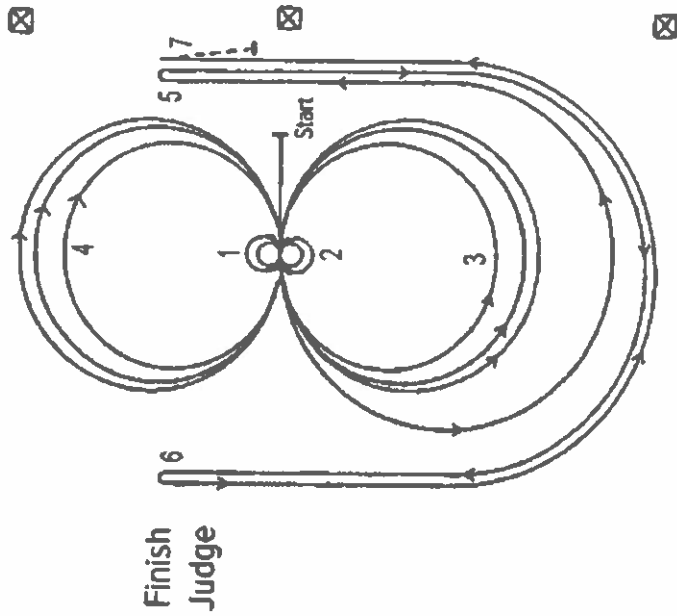
Trail in-Hand



Entrance Gate

1. Begin at A. Walk to and over bridge.
2. Jog over poles to chute.
3. Back through chute.
4. Jog out of chute and continue to jog around cones.
5. Jog to side pass and stop.
6. Side pass left over the pole.
7. Side pass right over the pole.
8. Continue to jog into the box. Perform 360° turn. Walk out.

Reining



Pattern C

Maneuver 1

Walk to the center of the arena and complete two spins to the right. Hesitate.

Maneuver 2

Complete two spins to the left. Hesitate.

Maneuver 3

Begin on the left lead. Complete two large fast circles to the left. Then do one small slow circle to the left and then do a flying lead change.

Maneuver 4

Complete two large fast circles to the right and one small slow circle to the right. And then do a flying lead change.

Maneuver 5

Begin a large fast circle to the left. Do not close this circle, but run down the side past the center marker and do a right rollback at least 20 feet from the arena fence.

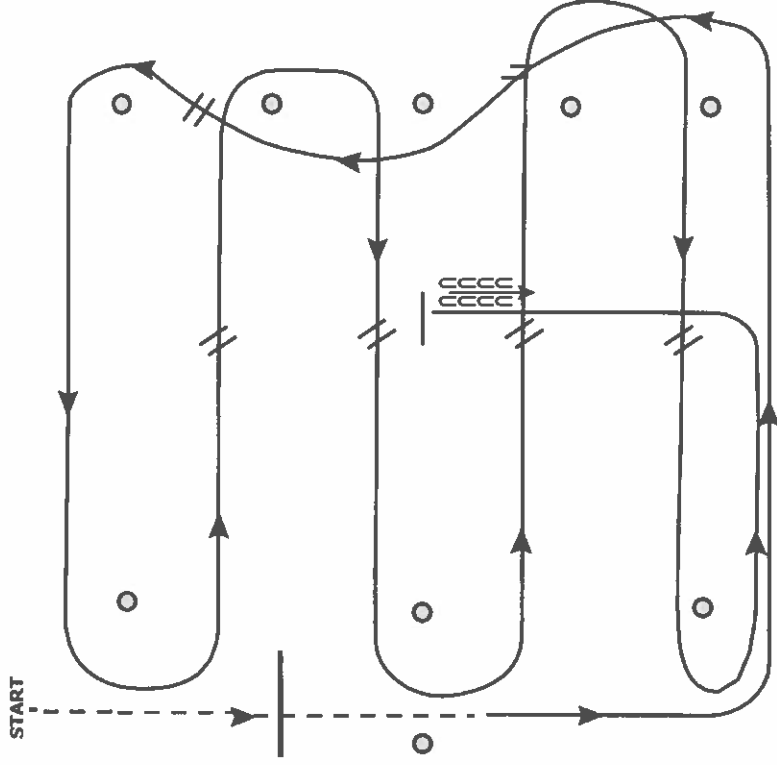
Maneuver 6

Continue back around the previous circle, run down the opposite side of the arena past the center marker, and do a left rollback at least 20 feet from the arena fence.

Maneuver 7

Continue back around the previous circle. Do not close this circle but run down the side past the center marker and do a sliding stop. Back straight to the center of the arena or at least 10 feet. Hesitate to indicate completion of the pattern and then exit the arena.

Western Riding



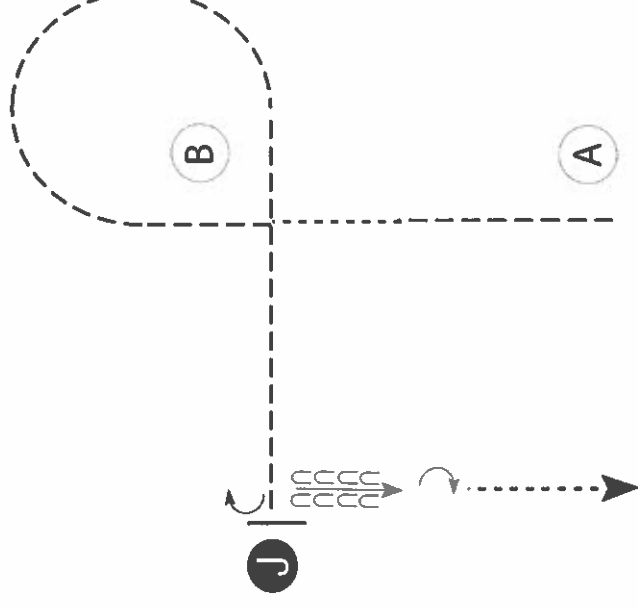
Maneuvers for Western Riding Pattern A

1. Walk to the first pylon and begin jogging to and over the log.
2. Transition to left lead lope and lope around the pylon.
3. First line change.
4. Second line change.
5. Lope around pylon.
6. Lope around pylon and first crossing change.
7. Second crossing change.
8. Lope over log.
9. Third crossing change.
10. Fourth crossing change.
11. Lope up the center, stop, and back.

PATTERN A

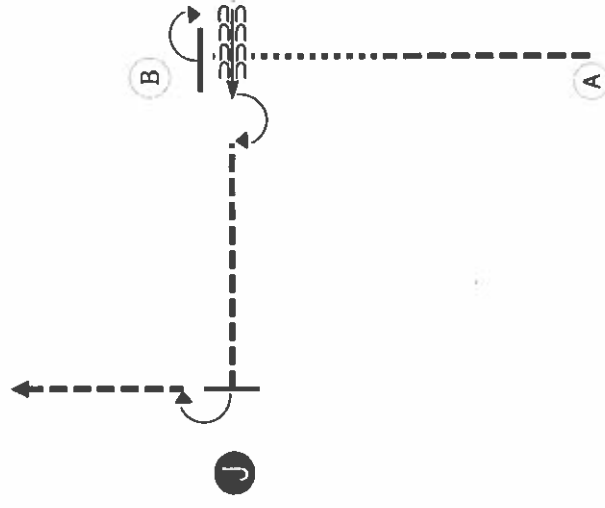
Western Showmanship (exhibitors 14 years & ↓)

1. Trot from A halfway to B.
2. Walk until even with judge.
3. Trot to and around B as shown.
4. Trot to judge.
5. Set up for inspection.
6. When dismissed, perform a 90° turn and back five steps.
7. Perform a 180° turn and walk straight away.



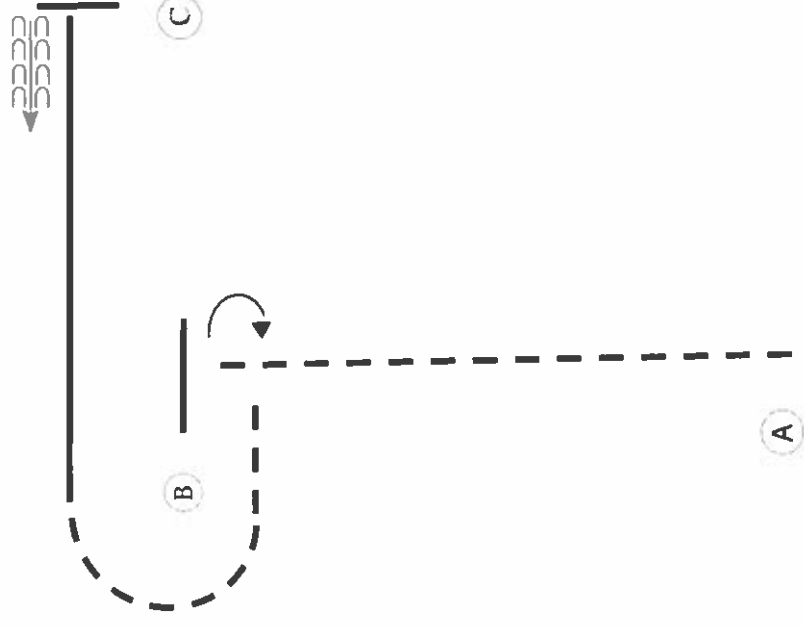
Western Showmanship (exhibitors 15 years & ↑)

1. Trot from A halfway to B.
2. Break to walk and walk to B.
3. Stop and perform a 90° turn.
4. Back 4 steps and perform a 180° turn.
5. Trot to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90° turn.
8. Trot to exit.



Western Horsemanship (exhibitors 14 years & ↓)

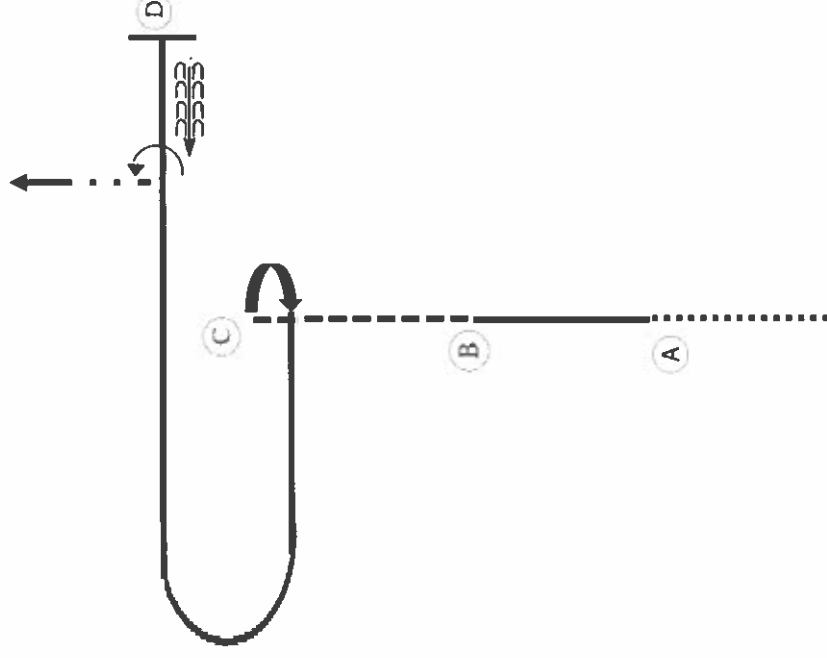
1. Jog A to B.
2. Stop at B and perform a 270° turn to the right.
3. Jog around B.
4. At B lope on the left lead to C.
5. Stop at C.
6. Back approximately one-horse length.
Exit at a jog.



Western Horsemanship (exhibitors 15 years & ↑)

Be ready before marker A.

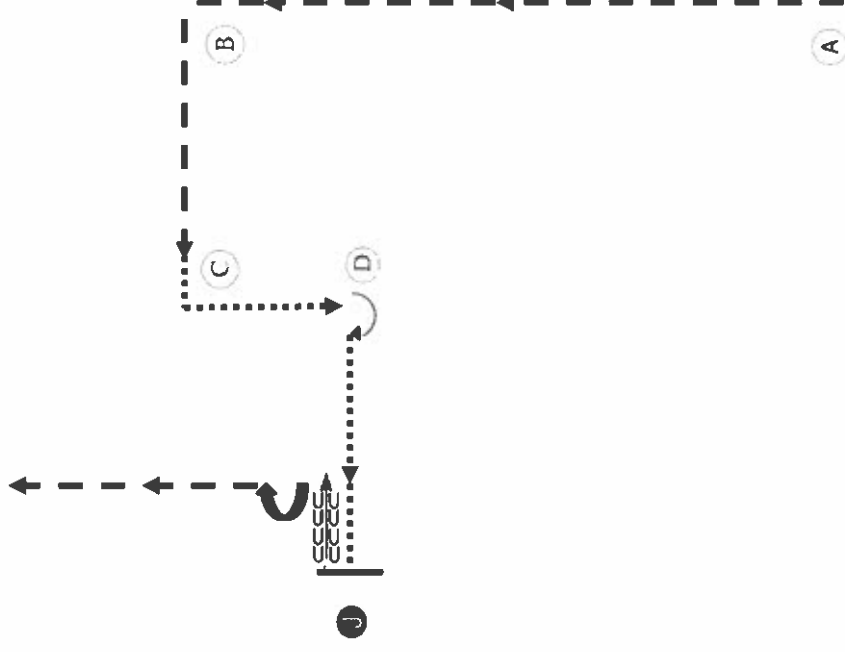
1. Walk to A.
2. Lope on left lead to B.
3. Jog to C.
4. At C, perform a 270° turn to the right.
5. Lope on right lead to D.
6. Stop at D and back approximately one horse length.
7. Perform a 90° turn to the left.
8. Extended jog to exit.



Hunter Showmanship (exhibitors 14 years & ↓)

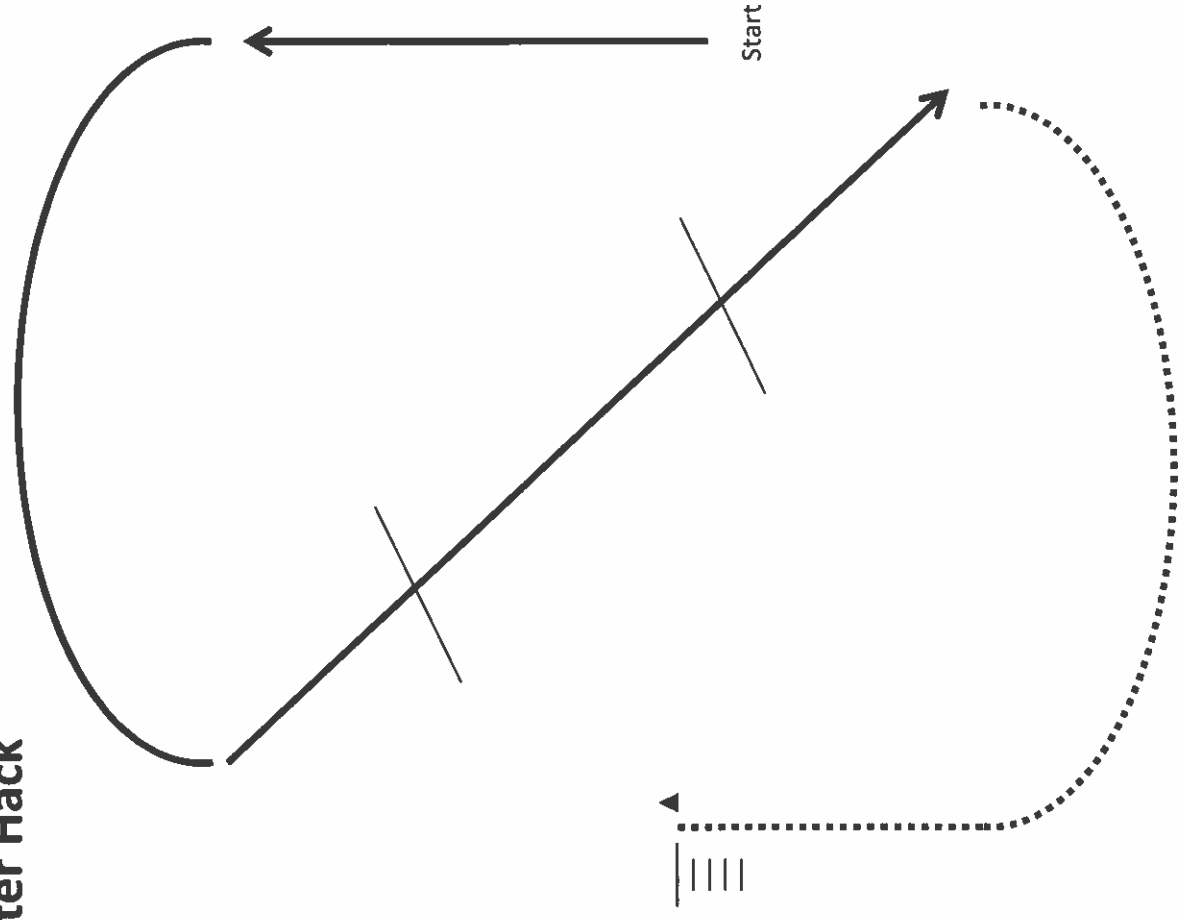
Be ready at A.

1. Trot around B and to C.
2. Break to a walk and walk around C to D.
3. Stop, turn 90° and walk to Judge.
4. Stop and set up for inspection.
5. When dismissed, back six steps.
6. Turn 90° and trot away from the Judge.

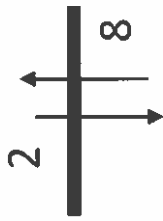


Hunter Hack

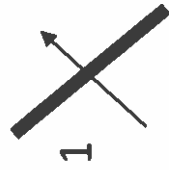
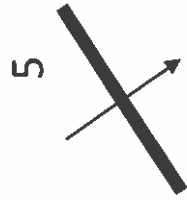
1. Fences are set ~72 feet apart.
2. After second fence, hand gallop to marker.
3. Stop and back at least 5 steps.
4. Drop your reins to signal completion.



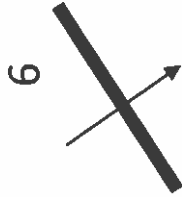
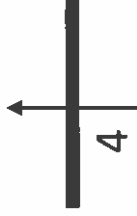
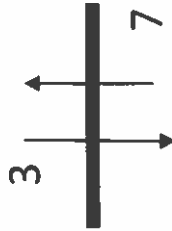
Intermediate Equitation Over Fences & Low Working Hunter



60 ft

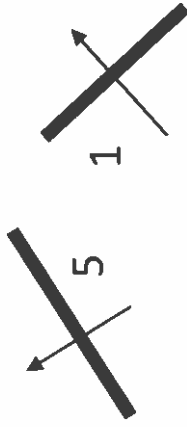
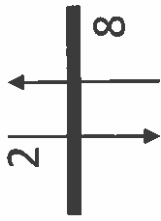


72 ft



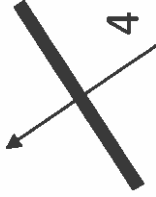
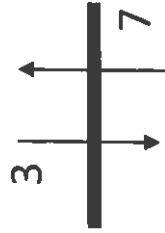
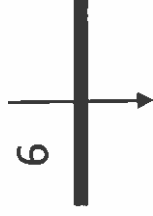
Fence Heights:
Horse and Medium/Large Pony – 2'3"
Small Pony – 2'

Advanced Equitation Over Fences & Regular Hunter Over Fences



60 ft

72 ft



Fence Heights:
Horse and Medium/Large Pony – 2'6"
Small Pony – 2'

Hunt Seat Equitation (exhibitors 14 years & ↓)

Be ready before A.

1. Walk to A.
2. Sitting trot from A to B.
3. Right lead canter from B to C.
4. Posting trot on the right diagonal from C to D.
5. Stop at D and back one-horse length. Exit at a trot.



Hunt Seat Equitation (exhibitors 15 years & ↑)

Be ready before A.

1. Walk to A.
2. Sitting trot from A to B.
3. Right lead canter at B. Circle to the right.
4. Simple lead change between B and C.
5. Canter left lead to C.
6. Posting trot on the right diagonal to D.
7. Stop at D and back one-horse length. Exit at a trot.

