The East Coast Open Show Circuit (ECOSC) Rules will be followed where applicable. Those rules can be viewed at the following:


For those classes not included in the ECOSC rules, the following rules will apply:

Over Fence Division Classes:
Over Fences General Rules:
Martingales are not allowed in under saddle classes. Boots, bandages, etc. are not allowed in any hunter classes. Exhibitors are required to wear an approved ASTM helmet with fastened harness when mounted.

O/F Novice Riders– Please refer to Novice Rules in the ECOSC rulebook. This class is open to horses and ponies. There will be no cross entry into any other Over Fence Division classes.

Hunter Hack Classes– These classes are open to horses and ponies. Rules for these classes may be viewed under the Hunter Division rules of the NC 4–H Horse Program Rulebook:
http://www.cals.ncsu.edu/an_sci/extension/horse/Webpages/NCSU_EH_H_Rulebook_ChapterIII.html#IIIC
Childrens, Low Hunter and Open Hunter:

- **Childrens Hunter**: rider 18 years and under open to horses and ponies.
- **Low Hunter**: open to horses or ponies shown by junior or adult rider.
- **Open Hunter**: open to horses or ponies shown by junior or adult rider.

**Versatility Class Rules:**

The Versatility Class is composed of four events, with each event counting equally toward the overall placement. Each event will be run in accordance to the rules governing that event, unless otherwise specified.

**A. General Rules – Versatility Class**

1. A fall by a horse or rider will result in a disqualification from the Versatility Class, and the horse and rider will be excused from the ring.

2. Anything resulting in a no-score or no-time from any one event will result in 0 points or no placement in that event, but will not eliminate the entry from placement in other events in the class (for example, going off pattern in the precision pattern or receiving a no-time in the games portion).

3. In Versatility Class, attire must appear to be in accordance with the rules of the event with the exception of boots. (Western chaps or jeans over hunt seat boots or jodhpurs with straps over western boots are acceptable).

4. All horses and riders will remain in the arena for the entire class. Horses and riders will not be permitted to leave the arena between events or before the class is dismissed. Failure to follow this policy will result in disqualification from the versatility class. Large classes will be split in accordance with 4-H Horse Program rules. Horses not competing in a round of the finals of a split class will be maintained in a specified holding area and must not be spoken to or assisted by non-horse-show personnel. Unauthorized assistance at any time will result in disqualification from the class.

5. Exhibitors disqualified from the Versatility Class may keep any awards earned in previous Versatility Class events, but all points
will be forfeited. Should an exhibitor be disqualified, points will not be redistributed.

(6) Ribbons will be awarded to first- through tenth-place entrants in each event and overall, depending on the number of entries.

(7) Two grooms per horse will be permitted in the ring at a designated time between events. The function of the groom is to assist the rider in changing tack and attire. Use of wheelbarrows or motorized vehicles during tack changes is prohibited. Grooms will not be permitted in the arena during the judging of the event and may only enter the arena when so designated by the announcer per their instructions. At the announcer’s direction, the grooms will first be lined up down the middle of the ring at the cones; and, at the specified time, the grooms will be instructed to WALK to their respective exhibitor. There is a 5-minute limit for each tack and attire change. Failure to complete the tack and attire changes within the time limit will result in disqualification from the class.

(8) Only one rider per horse will be permitted. Points will be awarded for first- through tenth-place entrants in each event in the following order:

### Versatility Class Awarding of Points

<table>
<thead>
<tr>
<th>Number of Horses in Class</th>
<th>Points Awarded by Competition Placement</th>
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Ties will be broken according to the following rules:
(a) The horse and rider placing in the most events will win the tie.
(b) The horse and rider with the highest finish in any one event will break the tie.
(c) The final tiebreaker will be the fastest time accumulated in a barrel race according to the barrel-racing rules listed for the Speed Events (Game) Division rules listed in this chapter (item III-I.2.a)

B. Versatility Events
(1) Western Pleasure. Horses will be judged according to AQHA Novice Western Pleasure Class rules. Tack must correspond to that listed in AQHA Novice Western Pleasure rules except as noted above in the general rules for Versatility Class item A.3.
(2) English Pleasure. Horses will be judged as an open Pleasure Class entry at a walk, trot, other appropriate gait, and canter, both ways of the ring. Horses may be shown in either Hunt Seat or Saddle Seat Division attire. Tack must be in accordance with USEF rules for appointments for the Hunt Seat and Saddle Seat divisions, except as above in the general rules for Versatility Class, item A.3.
(3) Precision Pattern
(a) Horses will be judged on their ability to perform a prescribed equitation-type pattern with emphasis placed on execution of movements, manners, responsiveness to the rider, precision, and exactness of pattern. Cones will be used to denote movements within the pattern. A pre-announced time limit will be imposed on all patterns. Horses will not be required to do flying lead changes.
(b) Riders equitation will not be evaluated.
(c) Horses may be exhibited in either Western, Hunt Seat or Saddle Seat Division tack and attire, but a mixture of tack and attire is prohibited, with the exception noted above in the general rules for Versatility Class, Rule A.3. Entries must conform to appointment rules for their respective divisions.
(4) Texas Barrels. Horses will be judged according to the following rules:
(a) Three barrels are placed in a straight line, 60 feet apart, the first barrel being 30 feet from the timing line, which is 20 feet long. (Measurements are to the center of barrels.)
(b) The exhibitor shall cross the timing line, pass the first barrel on either side, pass succeeding barrels on alternate sides, turn around the third barrel, and return in the same manner to cross the timing line.
(c) Knocking over a barrel shall carry a 5-second penalty. Failure to follow the course shall receive a no-time. A contestant may touch the barrel with his or her hands.
(d) The course must be measured exactly. If the course is too large for the available space, the pattern should be reduced by 5 feet between each barrel until the pattern fits the arena. At least 60 feet are required for a stopping area.
(e) The Texas Barrels pattern is as follows:

![Texas Barrels Pattern](image)

**Reining:**
Rules for the Reining classes may be viewed under the Western Horses and Ponies division of the NC 4-H Horse Program Rulebook at the following address: