

CATEGORY V COLOR CLASSES

To be eligible to compete in a color class a horse must also be entered in a performance class at the same show. In Hand Trail classes fulfill this requirement, Breed classes do not.

General Color Class Rules:

- A) No silver halters will be allowed. Plain leather, nylon web, or rope halters are allowed. Stud chains may be used over the nose or under the jaw, but no lip or mouth chains will be permitted.
- B) No other equipment, such as splint boots, wraps, etc. will be allowed.
- C) The judge may ask the age and sex of the horse. No other conversation shall be made.
- D) The judge, at his own risk, may touch the horse, but must use common sense in his/her approach.
- E) Horse should be clean and well groomed. The appearance of a horse's mane or tail, other than cleanliness, shall not be penalized. Dying or bleaching the mane or tail is a disqualification. No topical color enhancement allowed. No banding, pulling, ribbons, or other form of mane or tail tamers may be used in a class for any reason. No shaving of inside of ears is allowed. Excessive facial or leg hair may be trimmed - not shaved. Feet should be clean and trimmed. No hoof black is allowed. A red ribbon in the tail is acceptable to warn judges and exhibitors if the horse is a kicker.
- F) Classes offered shall be Palomino; Roan; Buckskin; and Dun/Grullo.
- G) Stallions shall be exhibited separately from mares and geldings in each class. (Stallions will enter the arena first, be judged, then exit the arena before the mares and geldings enter.) No youth may exhibit a stallion 2 years of age or older.
- H) In addition to color each horse shall be judged on breed characteristics, movement, and working condition.
- I) Lameness, extreme overbite or underbite, or Cryptorchid is an automatic disqualification. ALL judges must agree. Judges may confer on these issues only.)
- C) Rearing, striking, biting, getting away, or running over handler, shall result in a disqualification. Judges may excuse any horse for unruly behavior if safety is at stake.

COLOR JUDGING

The purpose of this evaluation is to look for breed characteristics, movement, working condition, and to judge color. In Three and Over classes, the age of all horses competing must be listed on the judges score sheet. In the event the ages are missing from the score sheet it is the judges' responsibility to ask each exhibitor the age of their horse. Aged horses' conformation is to be scored with the effects of time, use, breeding (as in a broodmare or pasture breeding stallion) taken into consideration.

The horse will be led to the judge at the walk and then setup for inspection. Then the horse is to be trotted away from judges. Judge may ask for additional movement if desired.

- A) Saddle marks or blemishes caused by an injury and not related to a conformational defect, shall not be penalized.
- B) Spavins, wind puffs, splints, etc... That are reflective of a conformational defect shall be penalized under either of the following scored components.
 1. Movement and travel (if the horse has caused this injury due to it's way of going).
 2. Substance of bone and foot (if the horse appears to have broken down or become lame due to lack of either).

Horses are considered correct if they resemble the following criteria.

BREED CHARACTERISTICS

The following are breed characteristics that set the Bulldog Foundation Quarter Horse apart from his fellow equines:

- A) Low center of gravity - length of legs not exceeding the depth of heartgirth (top of withers to bottom of heartgirth).
- B) Front legs set well under the horse - not coming out at front of chest.
- C) Heavy muscling, especially in the stifle, gaskin, and forearm.
- D) Moderate length of neck. The neck is of moderate thickness with a clean throat latch and ties high into the chest.
- E) Sturdy bone and foot, sized to provide adequate support for the heavy horse.
- F) Deep 'V' between front legs.
- G) Short cannon bones.
- H) Hocks low to the ground.
- I) Short head with large "bulldog" jaw, small to medium ears, wide between the eyes, with a refined muzzle and shallow mouth.
- J) The ideal Foundation Quarter Horse stands between 14.2 and 15.2 hands.
- K) Quiet, willing, intelligent disposition.
- L) The Foundation Quarter Horse should present a picture of a compact 'power house' of a horse.

The above breed characteristics were what set the original "Bulldog" or "Steel Dust" as they were referred to in the early part of the twentieth century, apart from other equine breeds. All of these attributes combined to form a durable horse able to stop and turn on a dime, with blazing short speed from a dead stop, and perfectly suited to short races, cow work, and just about anything required of a using, working and pleasure horse. It was to preserve these special attributes that Robert Denhardt originally formed the American Quarter Horse Association.

WORKING CONDITION

A horse in working condition is well muscled and not too thin nor too fat. The muscles should be type of muscle developed by loping and trotting, not by being put on a treadmill. This is the same as the difference between a body builder/weight lifter's physique and a football quarterback's physique -or- the difference between a modern reining horse and a modern halter horse. The horse should appear physically capable of putting in a long hard day on a cattle ranch.

MOVEMENT

Movement should be free, ground covering, and smooth and easy, with good length of stride (extension from shoulder). Complete freedom of movement with excellent extension is one indicator of a horse in good working condition. When moving forward there should be no signs of paddling, interference, or stiffness.

BODY COLOR

Palomino - the body color (legs should be the same color as the body) should be bright and clear and the color of a gold coin. It should not exhibit any roaning or smuttiness. Dun factor, graying, or roaning are disqualifications.

Roan - the body color should have an even distribution of white hairs throughout the base coat and should be in marked contrast to the point color. The head and legs should be without roaning and should be darker than the body. Dark areas due to scratches or injuries shall not deduct from the body color score. Roans may

Color continued

exhibit dun factor but may not enter dun/grullo class. Graying is a disqualification .

Buckskin - the coat should not exhibit any roaning or smuttiness, and the points should be in marked contrast. Buckskins may have a dorsal stripe. Any dun factor other than a dorsal stripe; graying; or roaning are disqualifications.

Dun/Grullo - the coat color should be in marked contrast to the points and should not exhibit any roaning. The face should be darker than the body. Palomino with dun factor is a dun and should be in this class. Graying, or roaning are disqualifications.

POINT COLOR (Mane, Tail, and Leg Color)

Palomino - the mane and tail should be white with as few dark hairs as possible. Legs should be the same color as the body.

Buckskin - the points (legs, mane and tail) should be black.

Roan - the points may be any color but should present a marked contrast to the body color. The head and legs should be darker than the body and not exhibit any roaning.

Dun or Grullo - the points may be any color, but should present a marked contrast to the body color.

EYE AND SKIN COLOR

Palomino - the skin underlying the body color should be black and the eyes should be brown.

Buckskin - the skin underlying the body color should be black and the eyes should be brown.

Roan - the skin underlying the body color should be black and the eyes should be brown.

Dun or Grullo - the skin underlying the body color should be black and the eyes should be brown.

DUN FACTOR

The more pronounced and profuse the dun factor - the better.

Cobwebbing - lines resembling a cobweb on the forehead under the forelock.

Mask - the face should be darker than the body coat.

Ear Frames & barring - dark outline on ear with bars

Neck Markings - stripes and or patches of dark hair

Transverse Stripe - dark shading from the shoulder over the withers - definite stripes are preferred

Leg Barring - zebra stripes on legs.

Dorsal Stripe - a clearly defined stripe running from the base of the mane down the backbone and into the tail.

Barring on Barrel - barbs or stripes coming off of the dorsal stripe onto the barrel of the horse.

Mottling: concentration of small circles on legs usually on forearm or gaskin, sometimes appearing on the body.

Frosting - lighter 'guard' hairs that frost the mane and/or tail.

Ventral Stripe - darker stripe running lengthwise along belly.

IN-HAND COLOR SCORING

The horses are to be led at a walk to the judge, set up for a (maximum) 2 minute inspection, then trotted away from judge. Scoring is to be done before looking at the next horse.

A) Scoring is as follows:

1. Breed characteristics	0 - 10
2. Working condition	0 OR 10
3. Freedom & correctness of movement	0 - 10
4. Clarity and contrast of body color from points (duns; roans should have even distribution of white in body coat)	0 - 10
5. Contrast of point color from body color	010
6. Eye color	0 or 10
7. Skin color	0 or 10
8. White markings deductions	
star (-1)	
snip (-1)	
strip (-1)	
blaze (-3)	
bald face (-4)	
coronet (-1)	
pastern (-2)	
sock (-3)	
stocking (-4)	

B) The following will be scored in addition to the above in the dun/grullo classes only.

1. Cobwebbing	0 - 5
2. Mask	0 - 5
3. Ear frames & barring	0 - 5
4. Neck markings	0 - 5
5. Transverse stripe	0 - 5
6. Leg barring	0 - 5
7. Dorsal stripe	0 - 5
8. Ventral stripe	0 - 5
9. Barring on barrel	0 - 5
10. Mottling	0 - 5
11. Frosting	0 - 5

C) Evidence of graying shall be a disqualification. (Graying is a gradual loss of color.)

D) Ribbons and points shall be awarded as in any other class - however color classes shall NOT count toward Versatility, NFQHA Championships, nor any show High Point, or Overall awards on either the National or Club level.

DEFINITIONS

*Poor Movement; paddling, forging (striking fore foot with hind foot) rolling hocks, short strides either on both or only one side, one side of hoof striking ground before the other (not hitting level), etc.