



Mason County 4-H Horse Project Rules



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Mission

Washington State Horse Project: As part of the 4-H youth development program, our mission is to use horses as the vehicle for members to practice life skills while learning about the equine industry and how to safely handle, ride, and manage their 4-H horse project.

Mason County Horse Project: To promote the development of youth life-skills through learning how to safely handle, ride and manage their 4-H horse project.

4-H Motto: To Make the Best Better

4-H Pledge:

I pledge my HEAD to clearer thinking,
My HEART to greater loyalty,
My HANDS to larger service,
And my HEALTH to better living
For my club, my community, my country, and my world.

General Rules

1. Only 4-H members may ride, groom, school, or handle a horse while on the show grounds. Junior members may have assistance with saddling and bridling if needed. Anyone may have assistance for safety reasons.
2. No one is allowed to coach contestants while the contestants are in the show ring and/or warm-up arena during qualifying shows (example: Fair/prefair).
3. A horse not under control may be dismissed from the ring.
4. A visibly ill or unsound animal may be dismissed from participation by show personnel or at the judge's discretion.
5. The humane treatment of all animals is required. Exhibitors are expected to treat their animals with respect and to provide for their continuous well being through proper feeding, handling, disease prevention, sanitation, and attention to safety. Rule to be enforced by show personnel or superintendent.
6. Horse may not be ridden double at any time.
7. Horses may not be ridden with halters only.
8. The arena is off-limits to everyone except working show personnel or during an emergency.
9. Judges' decisions are final.

10. Approach the judge for information only, not to dispute placings, and only after judging is completed.
11. Show management or the judge reserves the right to dismiss any youth or party from any 4-H class or show for any misconduct, lack of sportsmanship, or infractions of the rules. Exhibitors may forfeit all awards received in the class or at the show.
12. County committees may make accommodations for special circumstances at county 4-H events. State committees may decide if county accommodations are eligible for respective state 4-H events.
13. No youth enrolled in 4-H shall demand monetary compensation for their time in assisting another member with their project. i.e. 4-H members cannot charge for giving lessons to other 4-H members or otherwise. If this rule is abused the 4-H member will be subject to review by Horse Council.

Herdsmanship

When Stabling is Available

All exhibitors are responsible for the care and cleanliness of their own horse and equipment. 4-H members may assist each other, but parents are not to help unless the safety of the child or horse is at stake. The 4-H Herdsmanship Contest encourages 4-H members to make a presentable exhibit for the public and helps develop teamwork, cooperation, and pride. This involves courtesy, cooperation, neatness, safety, and proper care of animals. Leaders and parents are encouraged to give guidance, but members must do their own work. All materials used in decorations must be fire retardant.

Scoring

100 points total

Members

Appearance (clean and neat), friendliness, courtesy and conduct, cooperation, and positive attitude. All work must be done by members. Boots or fully enclosed shoes must be worn at all times

..... 20%

Animal

Horses are securely and properly tied, clean, and comfortable. No saddled horses should be left unattended in stalls. Horses are safely tied in relation to other horses. Horses are well groomed and clean. Gates are secure. Water and feed are clean and properly arranged. Stalls are clean. Identification stall cards are posted 40%

General Club Area

Club area is clean, neat, and orderly; tack, feed, and other equipment are stored and organized in an orderly and safe manner. The quality of exhibitor decorations and

educational information are good. A club banner or sign is used for identification.
..... 40%

A judge will tour the barns twice a day, once in the morning once in the afternoon.

If a horse is being improperly cared for, per the herdsmanship guidelines, the exhibitor will be sent home. To be enforced by show personnel or barn superintendant.

County Level Classes:

***Please note the following classes are only offered at County level and are not a State Qualifying event.**

***Junior Horse (Formerly known as Greenhorse):**

Scoring

100 points total

Member and appointments

Clothing, equipment, courtesy,
poise.....15%

Seat and hands

Seat, posture, head, legs, hands, balance, distribution of weight,
aids.....35%

Performance

Standing, starting, walking, jogging or posting trot, upward and downward transitions,
stopping, turning, backing, general control.....50%

The Junior Horse division is designed to showcase the knowledge and skills of the 4-H exhibitor and how they apply their knowledge to their young project horse.

Horses five years of age and under are eligible for this class. As of January 1st of the 4-H year, horse is considered one year older. For example if a horse is born in June, it becomes one year older as of January 1st of the following year.

Horses may be shown in either Western, or English tack. They can be shown in either a bosal, or smooth snaffle. No curb type bits are allowed.

No cross entry between the Junior horse classes and the performance or gaming classes.

The member, horse, and equipment may be inspected at any time during the contest. Members using unsafe equipment may be asked to leave the ring. Difficult or

unmanageable horses may also be asked to leave the ring at the show managements' discretion.

Class Procedure

Junior Horse Rail Class: Enter the arena to the right in a counter-clockwise direction. Horses shall be shown at a walk and jog/trot in the arena both directions. Exhibitors will be asked to halt, back their horses and change directions as well.

Junior Horse Trail in Hand: The horse shall be lead over a series of individually scored obstacles at a walk and trot. No bridle or saddle allowed must be shown in a well fitting halter. Leather, or nylon halter is permissible.

Junior Horse Halter: Judged upon the horse's conformation of form to function.

Junior Horse Showmanship: Member must be able to maintain control at all times, while completing an age appropriate Junior Horse pattern as specified by the judge.

***Novice Horse Rule Specifications:**

Scoring

100 points total

Member and appointments

Clothing, equipment, courtesy,
poise.....15%

Seat and hands

Seat, posture, head, legs, hands, balance, distribution of weight,
aids.....35%

Performance

Standing, starting, walking, jogging or posting trot, upward and downward transitions,
stopping, turning, backing, general control.....50%

This class is designed for older horses over the age of 5 that do not have much training and are still very green. Horses can be shown in Western, English, or Saddle Seat tack. Bit must be of a legal type; either a snaffle or curb is okay.

For a horse to be able to qualify as a Novice horse, they must be in their first or second year of being shown. The horse is not to have won 3 first place ribbons at **any show**. Or three high blues (1st through 5th) at any 4H show or any combination of the two. A horse that is eligible to compete in novice horse maintains that eligibility for the entire 4-H calendar year.

Novice horses may not cross enter in other events.

Class Procedure

Novice Horse Trail: 4-H Member will ride their horse through a series of individually scored obstacles at a walk and trot.

Novice Horse Showmanship: Member must be able to maintain control at all times, while completing an age appropriate Novice Horse pattern as specified by the judge.

Novice Horse Rail Class: Enter the arena to the right in a counter-clockwise direction. Horses shall be shown at a walk and jog/trot in the arena both directions. Exhibitors will be asked to halt, back their horses and change directions as well.

Novice Horse Halter: Judged upon the horses' conformation of form to function.

***Hunter Hack**

Scoring

100 points total

Member and appointments

Clothing, equipment, courtesy, poise.....15%

Seat and hands

Seat, posture, head, legs, hands, balance, distribution of weight, aids35%

Performance

Standing, starting, walking, jogging or posting trot, figure-8 or equivalent at lope or canter from walk, stopping, turning, backing, general control.....50%

A horse should be at least 5 years old before going over jumps.

Exhibitors must receive a red or higher in Huntseat in order to compete in hunter hack.

Performance

Any test listed under equitation may be asked. Performance will be judged on effective use of aids on the entire course. Emphasis will be on light hands, balance, correct posture, and seat on the flat and over fences. Excessive speed will be penalized.

Before taking any jumps, including the warm-up jump, a safety inspection should be done. The inspection will include, but is not limited to, making sure the stirrup bars are open, the stitching on saddle stress points is in good repair, the girth is snug, and the bridle is properly fitted and in good repair.

Recommended jump heights:

2' 3" for Juniors

2' 6" for Intermediates

2' 9" for Seniors Jump height is not to exceed 3', and the spread is not to exceed the height.

A ***supervised*** warm-up jump must be available prior to the class. This warm-up should be limited to 1 jump, preferably not on the course or inside the arena or pattern area. The number of times a competitor can practice the warm-up jump is to be specified by the local show committee.

The course will consist of at least 2 jumps, performed at a canter, with at least 1 change of direction. The judge may ask the class to do rail work at a walk, trot, and canter both ways of the ring.

The rider will be allowed to circle 1 time before starting the course. A refusal will be called when a horse avoids a jump or stops forward motion. If the refusal is at a combination jump, the rider must retake all elements of the combination. Faults such as knockdowns and touches will not be considered unless they are the fault of the rider.

Types of Fences

Basic types of fences are allowed; for example, post and rail, wall, gate, brush, coop, planks, and picket fences. Spreads should not exceed the height of the fence. Wings at least 12" higher than the jumps and 30" wide are compulsory when jumps are less than 12' wide. The distance between standards should be a minimum of 9'. Ground pole or lines are required. Courses should have at least 4 different types of jumps and 1 combination jump (24 or 36' apart); in and outs are not to be used at the start of the course. Use of striped rails is discouraged. Triple bars, hogs backs, targets, square oxers, hinged chicken coops, and any bizarre or dangerous jumps are prohibited.

Table 1. Major faults and disqualifications in hunt seat equitation over fences

Major Faults	Refusal(s) Loss of stirrup Trotting while on course Loss of reins Excessive speed Lack of control
Disqualifications	Fall of horse or rider 3 cumulative refusals Off course

***Versatility**

Scoring

100 points total

Member and appointments

Clothing, equipment, courtesy,
poise.....15%

Seat and hands

Seat, posture, head, legs, hands, balance, distribution of weight,
aids.....35%

Performance

Standing, starting, walking, jogging or posting trot, upward and downward transitions,
stopping, turning, backing, general control.....50%

This class is an equitation class where the exhibitors and horses are shown in Western and English attire and tack. All tack/attire changes are to be made in the ring. Two grooms are allowed to assist in changing for the second phase. Class may start either Western or English, which is to be specified on the show class list. Safety will be judged and speed is not a consideration. Horses must stand quietly.

Two grooms may come into the center of the arena when the exhibitors line up on their horses. They may wheel in a wheelbarrow with the necessary tack, they cannot run in with the wheelbarrow, they must walk! Grooms can help out by holding and helping tack the horse up as the exhibitor changes into the appropriate attire for the next part of the class.

Advanced Riding*Scoring**

100 points total

Member and appointments

Clothing, equipment, courtesy,
poise.....15%

Seat and hands

Seat, posture, head, legs, hands, balance, distribution of weight,
aids.....35%

Performance

Standing, starting, walking, jogging or posting trot, upward and downward transitions,
stopping, turning, backing, general control.....50%

Advance Riding is strictly a pattern class. The pattern is a set pattern that will be posted at the show. Maneuvers include: trotting/loping a serpentine-like pattern through a series of cones.

***Production Mare Halter Class**

Scoring

100 points total

Member

Neat and clean, properly dressed, prompt and alert, confident (poised), courteous 25%

Conformation and suitability as a breeding animal

Conformationally sound, fits the breed standard, has quality of type, 65%

Showing the animal

Following directions, leading, turning, standing, backing, stopping, showing to advantage, controlling on lead and in line, attention in line..... 10%

The Production mare halter class is a class judged solely on the mare's suitability as a breeding animal. A mare may be shown with foal at side, if she has one, however any mare is eligible to enter, even maidens. The judge may ask to see a walk and a trot to determine movement and then follow with a more detailed inspection of the horse.

State Qualifications for Gaming and Performance

Order of preference for State Fair will be:

1. Blue in showmanship, blue in type
2. Blue in Showmanship, red in type
3. Red in showmanship, blue in type

To determine the cut off for blues, reds, and whites for gaming at the County level, 10% will be added to the State Fair times.

If an exhibitor qualifies for state fair participation in more than one equine section (performance, western games, dressage/jumping or driving) they must choose one. They will then be moved to the third alternate position in the second event. If they become eligible to participate as third alternate in the second event, they will be allowed to participate in a maximum of two equine sections at state fair.

Mason County 4-H Horse Project members are bound by the rules as stated in the Pacific Northwest 4-H Horse Contest Guide in addition to the rules contained in this document. Please refer to the PNW 4-H Horse Contest Guide for all other guidelines.