



Thriving in the 4-H Horse Project

GRAYS HARBOR 4-H HORSE COUNCIL

2016- 2017

Authored by: Horse Council Procedure Committee

Part 1: 4-H Horse Project Introduction

The 4-H Horse Project can be an exciting and worthwhile experience for you and your horse. It's also a project that requires a lot of time and dedication. Let's take a closer look at some of the basics of the project.

I. What will I learn?

A. **Horse Project Objectives**

- How to know and select a good horse.
- How to care for horses properly.
- How to ride a horse.
- How to train and handle horses.
- About horses and the horse industry.

II. Your Project Animal

- Your 4-H Horse Project animal may be a horse, pony, mule or donkey.
- Stallions over 12 months of age are not allowed.
- You may own, share, borrow or lease your project animal.
- You should be responsible for the horse's primary care and management.
- If you board, take on as much responsibility for the care of the horse as you can.

III. What if I want to Show?

A. **You may show your horse in a variety of classes including:**

- Showmanship
- Hunt Seat
- Stock Seat
- Saddle Seat
- Trail
- Dressage
- Driving
- Western Games
- Colt Training Project
- Equine In-Hand

IV. How Do I know What's Happening

A. **Attend Meetings**

- Club meetings
- Horse Council meetings
- GH General Council meetings

B. **Go On-line**

- Get on the county email list
- Watch the website:
www.ext100.wsu.edu/graysharbor

C. **Read the Rules** (<https://pubs.wsu.edu>)

- PNW 4-H Horse Contest Guide (PNW 574)
(<https://catalog.extension.oregonstate.edu/sites/catalog.extension.oregonstate.edu/files/project/pdf/pnw574.pdf>)
- Judging Contest Guide (PNW 575)
(<http://cru.cahe.wsu.edu/CEPublications/pnw0575/pnw0575.pdf>)
- The 4-H Horse Project Guide (PNW 587)
(<http://cru.cahe.wsu.edu/CEPublications/pnw587/pnw587.pdf>)

V. How do I get to County Fair?

A. **Meet Enrollment Requirements**

- Be enrolled by April 1st.
- Have a Horse Certificate on file (Recommended)

B. **Meet Showing Requirements**

- Clinic your new horse in 2 shows or returning horse in 1 show
- Complete 4 hours of volunteer time at an approved event

C. Meet Club Requirements

- Check with your club to see if it has additional requirements

- Your club must be represented at both mandatory Horse Council meetings.

The 4-H Horse Project is Fun! Remember, the more effort you put in.....
the more enjoyment you'll get out!

Part 2: 4-H Horse Divisions

I. Performance Division

- Performance is a state-wide division.
- The Performance Division includes the following classes:
 - Stock Seat Equitation and Pleasure
 - Hunt Seat Equitation and Pleasure
 - Saddle Seat Equitation and Pleasure
 - Bareback
 - Arena Trail
 - Disciplined Rail
 - Western/English Riding Pattern (County level)

A. Stock Seat

- Commonly known as "Western" riding.
- Works best with horses with a low head set who can jog and lope slowly.

B. Hunt Seat

- Commonly known as "English" riding.
- Works best with horses with a medium head set who move out a little more quickly.

C. Saddle Seat

- A less common form of "English" riding.
- Works best with horses with a high head set who move with more action.

II. Western Games Division

- Consists of individual timed games on horseback.
- Regular gaming is a state-wide division.
- The gaming classes are:
 - Key Race
 - Pole Bending
 - Texas Barrels
 - Figure 8 Race
 - 2 Barrel Flags
 - International Flags

III. Harness Driving Division

- It is a state-wide division.
- You can use a 2 or 4 wheeled cart, but not a sulky.
- The following classes are offered:
 - Reinsmanship
 - Pleasure Driving
 - Precision Driving

IV. Dressage Division

- Dressage is a state-wide division.
- Exhibitors compete 1 at a time on a pattern they choose from a provided list.
- The lowest level includes walking and trotting.
- The most advanced levels include more difficult maneuvers.
- Dressage Seat Equitation is similar to Hunt Seat Equitation, but with a focus on a dressage riding position and gaits.

V. Groom Squad

- Groom Squad is a state-wide division. (Seniors only)
- Team event that demonstrates horse knowledge, grooming, and showmanship.

VI. Open Walk-Trot Division

- Grays Harbor division only
- Limited performance classes only.
- Exhibitors receiving a Grand/Reserve must move onto canter classes the next year.
- Riders may not cross-enter to canter classes if competing in the Walk-Trot Division

VII. Alternate Performance Classes

- Grays Harbor County division only.
- Exhibitors show at the walk/trot/canter

VIII. Colt Training Project

- Grays Harbor County division only.
- Exhibitors must meet requirements outlined in the Colt Training project (see Appendix)

IX. In-Hand Division

- Open to any equine
- Horses entered in in-hand classes can't cross enter into riding classes.
- Grays Harbor County division only.
- Classes include:
 - Showmanship
 - Trail

Part 3: 4-H Volunteer Position Descriptions

It takes a lot of people to put on a show. Everyone who helps at our shows is a volunteer. Each exhibitor is required to put in a minimum of 4 volunteer hours to compete at the G.H. County Fair. Volunteer hours will be signed off by a Council member at each approved show/clinic. Below are some general descriptions of various jobs you can volunteer for at shows as well as fair.

I. General Indoor Jobs

A. Show Manager

- Oversee the flow of the show
- Be available for questions
- Make sure the show box is stocked
- Make sure all volunteer positions are filled

B. Announcer 1

- Primary responsibility is to announce for the inside arena the class name/type, and the requests of the judge.
- Performance classes: riders entry speed, direction of travel, arena riding speed (walk, jog, lope or walk, trot canter), may be asked by judge to have riders drop stirrups, halt, back, line up.
- At the end of classes/event announce placing and riders **FIRST NAME ONLY**.
- Gaming class; name of event, next three riders (up, on deck and in the hole) Announce rider's **FIRST NAME ONLY** and time.

C. Announcer 2

- Primary responsibility is to announce first, second, and third call for classes in the

warm up arena and in the barns documenting the times these calls were made for each class. In gaming announce next five riders. If no third announcer make changes to classes such as add/delete, call for missing riders that have not checked in.

D. Announcer 3/Floater

- Be an extra set of eyes for signals given by the judge, relay changes such as add/delete to class list.
- Relieve announcer 1 or 2 if needed for very short period of time.
- Run any errands that need to be done for the arena, judge's food/drink (keep them fed and well-watered).
- Can help pass out awards/ribbons after performance classes.
- Fill in where needed

E. Gate person:

- Opens and closes the gate (white chain if performance class or big metal one for gaming events)
- Be sure to close gate when the horse(s) are in the arena.

- Performance: Riders need to enter the arena single file when gate is open. If they are told to enter they should enter unless there is a good reason horse acting up, red ribbon in tail, etc.
- Gaming: Remember you cannot help them through the gate.

F. Awards/out gate person:

- PERFORMANCE will be double duty with awards and out gate.
- Close the gate when class is going.
- GAMING: If they exit dismounted off their horse; reins need to be off the horses head/neck. Pass out ribbons/awards with the help of announcer 3.

G. Paddock Steward

- Check in the people in the upcoming class.
- Performance: shuffle the next class into the small area inside the indoor arena for the holding area.
- Horses with red ribbons in their tails should be allowed to enter towards the end.
- Gaming: riders need to stay behind the cones to allow horses to move easily in and out of the gate.
- Remember you cannot help a horse enter the gate.

II. Performance Day Jobs

A. Scribe

- Performance and showmanship classes only.
- Relay judge's request to the announcer as the judge requests you to do so such as

reverse, speeds, drop stirrups, back, and line up.

- Deliver placing to the announcer's booth.

B. Ring Steward/Scribe

- Direct exhibitors where to line up
- May signal to the announcers for gait changes as dictated by the judge
- Some judges like to dictate to someone what they see while a class is going on
- After the class, take the judge's placing to the announcer.

III. Gaming Day Jobs

A. In-Gate/Out-Gate Keeper

- Make sure the next rider is ready on-deck, open the gate to let riders onto the course and close behind them.
- Open the gate for riders to exit.

B. Tack checkers 1 and 2

- A list of appropriate/legal tack will be provided for both western and english.
- Please go through the list with every rider that enters the warm up arena.
- Help monitor the warm up arena to ensure safety and order.

C. Rakers

- 6 needed: wear sturdy closed toe shoes (sneakers work). Smooth out the arena around a gaming event.

D. Back up timer

- Sit in the stands or on a chair at the start line running a stop watch in case the automatic timers fail and relaying your time to the announcer.

Part 4: Understanding the Horse Project Beyond the Arena

I. Why have 4-H Record Books?

- Record Books serve a variety of purposes:
 - Reflection
 - Goal setting
 - Record keeping
 - Scholarship application
- Educational Objectives:
 - To help the member realize what has been learned during the year
 - To help the leader realize what the member has learned during the year
 - To help the member learn how to figure costs (time & money)
 - To help the leader determine how members can best be helped

II. Record Book Awards

- A. Submit current book with Fair enrollment to receive a ribbon and be judged for Posse Award. (Top Record book in each division receives a monetary award at the Fair Awards Ceremony)
- B. County Level Year End Awards:
 - Each year a ribbon is given to the top record book entry from each age division.
 - Completed books are also up for special awards from General Council
 - Exact due date is announced by the 4-H office and Achievement Night is held in November.

III. Record Book Forms to Use

- Grays Harbor uses 2 record book forms, available at (<https://pubs.wsu.edu>):
 - 4-H Record Book (C0932)
<http://cru.cahe.wsu.edu/CEPublications/c0932/c0932.pdf> (C0934)
<http://cru.cahe.wsu.edu/CEPublications/c0934/c0934.pdf>
 - 4-H Permanent Record book (C0933)
<http://cru.cahe.wsu.edu/CEPublications/c0933/c0933.pdf> (C0935)
<http://cru.cahe.wsu.edu/CEPublications/c0935/c0935.pdf>
- Record books come in two levels:
 - Level One: Form (C0932) & (C0933) to be used by Juniors
 - Level Two: Form (C0934) & (C0935) to be used by Intermediates and Seniors

IV. Additional Educational Opportunities

- A. Educational poster turned in at fair
- B. Public Presentations (Optional)
- C. 4-H Year Pins (See Appendix)
 - Members need to complete 5 out of 7 items to receive pin: Complete the project in which the member is enrolled, attend at least 50% of their club's general and project meetings, give a public presentation, complete the 4-H record book, exhibit at a fair or other designated activity, participate in a 4-H community project, or serve as a club officer.

V. Additional Awards

A. Snooks, Randall, Zemball Memorial Awards

- Nominations will be completed and returned with Fair enrollments and each award will be given at the Fair Awards Ceremony. (Appendix)

B. Judging Awards

- Top 10 will be awarded at Fair Awards Ceremony.
- Intermediates and Senior Top 10 will earn a position on the State Judging Team.

B. Versatile Horseman and Outstanding Gamer Awards

- Complete the application (Appendix) and submit at the end of Fair.
- Will be awarded at the November Awards Ceremony.

C. Herdsmanship Awards

VI. Where to go if you have a question or a concern

A. Leader:

B. Horse Superintendent

C. Horse Council

D. General Council

E. WSU Extension

Part 5: Important Dates and Deadlines

- I. Important Deadlines
 - A. Horse Certificates Due (2nd Monday of July)
 - B. Fair Entries Due (2nd Monday of July)
- II. County Sponsored Horse Shows and Clinics
 - A. Hairy Horse Show #1
 - B. Hairy Horse Show #2
 - C. Hairy Horse Show #3
 - D. Pre-Fair Horse Show (Last weekend of June)
 - E. July Clinic
 - F. Grays Harbor County Fair (August)

Part 6: Appendix

1. Constitution of the Grays Harbor 4-H Horse Council
2. Grays Harbor 4-H Horse Project Versatile Horseman and Outstanding Gamer Awards form
3. Snooks, Erin Randall, and Susan Zembal Memorial Awards application
4. Horse Clinic Form
5. Volunteer Hours Form
6. 4-H Year Pin Request Form
7. Colt Training Project

CONSTITUTION
OF THE
GRAYS HARBOR 4-H HORSE COUNCIL

ARTICLE I NAME AND PURPOSE

The name of this organization is the Grays Harbor 4-H Horse Council.

The purpose of the Grays Harbor 4-H Horse Council is to implement the mission of the Washington State University 4-H Youth Development program through horse related projects and activities.

WSU 4-H Youth Development Mission Statement:

4-H youth development education creates supportive environments for all youth and families to reach their fullest potential. This will be accomplished through a systemic approach of foundation and mission driven science to meet our goals to:

- provide formal and non-formal experiential learning
- develop skills that benefit youth throughout life
- foster leadership and volunteerism in youth and adults
- build internal and external partnerships for programming and funding
- strengthen families and communities
- employ research based knowledge and the land grant university system
- embrace and expand the traditions of the 4-H Youth Program

ARTICLE II MEMBERSHIP

1. Membership of the Grays Harbor 4-H Horse Council shall consist of all currently enrolled 4-H individuals (adult and youth) interested in the 4-H horse project.

ARTICLE III OFFICERS

1. The officers of the Grays Harbor 4-H Horse Council shall consist of: President, Vice President, Secretary, and Treasurer.
 - Youth (senior classification) may serve as Vice President, Secretary, and Treasurer with a currently enrolled adult volunteer mentor.

ARTICLE IV MEETINGS

1. Meeting will be held on the first (1st) Monday of the month.
2. There will be two mandatory meeting per year.

ARTICLE V VOTING

1. All currently enrolled 4-H volunteers as well as intermediate and senior youth members of 4-H will have voting privileges at the Grays Harbor 4-H Horse Council meetings.
2. A simple majority of eligible voting members is needed to pass agenda items once a quorum is established.

ARTICLE VI AMENDMENT PROCESS

1. By-laws may be amended or revised with a majority vote present.
2. 15 days written notice of the proposed amendment or revision must be given to all Grays Harbor 4-H members (youth and adults) prior to vote.

ARTICLE VII QUORUM

1. $\frac{3}{4}$ of the elected officers of the Grays Harbor 4-H Horse Council shall constitute a quorum.

BY LAWS
OF THE
GRAYS HARBOR 4-H HORSE COUNCIL

ARTICLE I OFFICER ELECTIONS AND TERM LIMITS

1. Election of officer positions will take place at the October meeting. Election of the President and Secretary will occur in odd number years, while Vice President and Treasurer elections will occur in even number years. The newly elected officers will take office at the closing of the meeting.
2. An officer term shall be:
 - a. Adult – One (1) year
 - b. Youth – One (1) year
3. Elected adult officers can serve four (4), one (1) year terms for a total of four (4) years of consecutive service.
4. Elected youth officers can serve four (4), one (1) year terms for a total of four (4) years of consecutive service.
5. All individuals must have one (1) year off the council before serving another term.

ARTICLE II COMMITTEES AND TASKS

1. There should be three (3) standing committees for the Grays Harbor 4-H Horse Council. Individuals will be appointed annually to serve on each of these committees.
 - a. Horse Camp
 - i. This committee exists to plan and implement 4-H Horse Camp.
 - b. Show/Clinic
 - i. This committee exists to plan and implement all shows and clinics for the Grays Harbor 4-H Horse project.
 - c. Executive
 - i. This committee exists to handle emergency situations. This committee will consist of the President, Vice President, Secretary, Treasurer, Horse Superintendent, with the WSU 4-H Youth Development Educator as an ex officio member.
2. All other actions that need to be taken by the Grays Harbor 4-H Horse Council will be undertaken by task committees. These committees perform the task, report the progress, and then dissolve.

ARTICLE III RULES

1. "Robert's Rules of Order" shall govern the business meeting of this Council.

ARTICLE IV DUTIES OF OFFICERS

1. See attached position descriptions.

ARTICLE V USE OF FUNDS

1. The Grays Harbor 4-H Horse Council is a member of the Grays Harbor 4-H Council, which is a not-for-profit organization. An annual financial report shall be presented to the Grays Harbor 4-H Council. Funds received by the organization for carrying out its purpose can be used to assist members in good standing to attend clinics, shows, fair or other events supported by the Horse Council. Those requesting funding will need to provide a written statement of financial need to the Horse Council and will need to report to the Horse Council how attending the function benefitted them. This can be an oral or written presentation to the Horse Council. Members may only request this scholarship one time per 4-H year.

ARTICLE VI DISSOLUTION

1. The officers of the Grays Harbor 4-H Horse Council are directed, in case of dissolution of the organization, to assign all assets of the Grays Harbor 4-H Horse Council to the Grays Harbor 4-H Council, a non-profit organization, for the purpose of carrying out their objectives.

ARTICLE VII AMENDMENT

1. These By-Laws may be amended by a majority vote of the members present at any regular meeting of this council, after the amendment has been proposed at least fifteen days previously at a 4-H Horse Council meeting and then made known in writing to all 4-H horse project members (youth and adults).
2. All bylaw amendments are subject to approval by the Grays Harbor 4-H Council as well as the 4-H Youth Development Educator.

ARTICLE VIII COMMUNICATION

1. A monthly activity/events report will be shared with Grays Harbor 4-H Council.
2. An annual financial report will be shared with Grays Harbor 4-H Council.

ARTICLE IX REPRESENTATION

Before being appointed by the 4-H Fair committee and the 4-H Youth Development Educator, the 4-H Horse Superintendent for the Grays Harbor county fair shall be recommended by the Grays Harbor 4-H Horse Council to the Grays Harbor 4-H General Council Fair Committee.

2014 Grays Harbor 4-H Horse Project Versatile Horseman & Outstanding Gamer Awards

Awards are determined and sponsored by the Grays Harbor 4-H Horse Council. They will be presented to a 4-H Horse Project Member who has demonstrated excellence as a diversified 4-H Horse Project Member. **The member qualifying for this award must receive:**

1. A Blue in Showmanship at the county level
2. A Blue in Judging at the county level
3. A Blue in Herdsmanship at the county level
4. A Blue in a Public Presentation **OR** a Blue in the Record Book due in October at the county level

In Addition:

VERSATILE HORSEMAN: must receive **6 (SIX)** Blue ribbons in any of the listed categories at the county level.

1. Any of the Equitation: Stock Seat, Saddle Seat, Hunt Seat, Dressage
2. Dressage
3. Driving Reinsmanship
4. Trail
5. Discipline Rail (Western or English)
6. Western/English Riding Pattern
7. Colt Training
8. Any **one** Western Gaming Event

OUTSTANDING GAMER: must receive **4 (FOUR)** Blue ribbons in any of the listed categories at the county level.

1. Poles
2. Figure Eight
3. Key Race/Pole
4. 2-Barrel Flags
5. International Flags
6. Texas Barrels
7. Any **one** alternate Equitation class: Stock Seat, Saddle Seat, Hunt Seat, Dressage, Trail

The application for either or both of these awards must be completed by the 4-H Horse Member and turned into the current Horse Superintendent(s) before the end of Grays Harbor County Fair. Print neatly!!!!

Name: _____
First
Last

Club: _____

Address: _____

Snr Int Jr

Phone #: () _____ - _____

Email: _____

Favorite Color: _____

Shirt/Jacket size _____ Adult Child

Versatile Horseman

List classes

Outstanding Gamer

- 1) _____
- 2) _____
- 3) _____
- 4) _____
- 5) _____
- 6) _____

- 1) _____
- 2) _____
- 3) _____
- 4) _____

SNOOKS MEMORIAL AWARD

Please nominate a **JUNIOR** member who you feel is the most improved rider in the junior age division. Snook was an aged pinto pony. She has a head the size of a horse and a mid-sized pony body. When she was brought to our home she was already in her thirties, but sometimes had more cunning and energy than her young riders. Many kids went to fair on Snooks, some whom are now grown and have children of their own. Snooks passed away in 1989 and we, in her memory and the memory of all other horses in 4-H that have been loved and lost, would like to present a small memento to the most improved Junior rider.

The Cozads and Brown Families

ERIN RANDALL MEMORIAL AWARD

Erin Randall was an all around 4-H member. She participated in many aspects of 4-H, along with her horse project. The recipient of the Erin Randall Award must be an **INTERMEDIATE** member of The 4-H Horse Program and should be an all around 4-H Member who participates in many areas such as camp, record keeping, and public presentation.

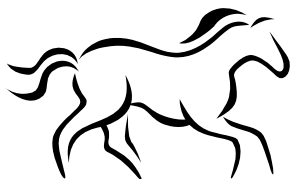
SUSAN ZEMBAL MEMORIAL AWARD

Please nominate a **SENIOR** member in the 4-H Horse Program who has a love for 4-H and horses. The 4-H member has tried extremely hard to help other 4-H members. This award will be presented in loving memory of Susan Zembal, a caring and loving 4-H teen who was tragically killed in an automobile accident.

the Commission has been very helpful in providing information and guidance on the various aspects of the process. The Commission has also been very helpful in providing information and guidance on the various aspects of the process. The Commission has also been very helpful in providing information and guidance on the various aspects of the process.

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

Blank lined paper.



Grays Harbor County 4-H Clinic Form



**Must be turned in to the clinic committee
before your first class**

All members are REQUIRED to clinic horses they want to exhibit at the 2018 GHC Fair.

> All horse/rider combinations must successfully **complete 1 clinic** in their discipline to be eligible to compete at the county fair.

Name of Participant: _____

Age Division: (please circle) JR INT SR **Exhibitor/Rider Number:** _____

Get a Green Ribbon (for new rider and/or new horse) **Get a Red Ribbon** (for horses that may kick)

Name of Horse: _____ (Form needed for each discipline)

Name of Parent: _____ **Contact Phone Number:** _____

Name of 4-H Club: _____ **Club Leader Name:** _____

Name of Clinic: _____ **Date of Clinic:** ____/____/____

List classes attended: (please circle) Gaming Walk/Trot Walk/Trot/Canter Driving
(Showmanship & 2 mounted classes are required)

1. Showmanship Class Number: _____

2. _____ Class Number: _____

3. _____ Class Number: _____

(To be Completed by Clinic Person)

Name of Clinician: _____ **Signature:** _____

Pass: _____ **Needs to be seen again:** _____

Comments: _____

4-H Year Pin Request

Club Name _____

Leader Making Request _____ Project Year _____

The 4-H year pin in an award earned by the 4-H member for completing the 4-H year. As the Grays Harbor 4-H Leaders Council purchases these pins, the council has established guidelines for earning a year pin. The 4-H member must complete five of the following seven items to receive a pin:

1. Complete the project/projects in which the member is enrolled.
2. Attend at least 50% of their club's general and project meetings after enrollment.
3. Give a public presentation.
4. Complete the 4-H record book.
5. Exhibit at a fair or other designated activity.
6. Participate in a 4-H community project.
7. Serve as a club officer.

(Primary members are not required to complete items #3 and #4, but must complete four of the remaining five items.)

The following must be completed and returned to the 4-H/Youth Agent to receive year pins:

Name of Member	Year Pin	Please Check the Items completed						
		1	2	3	4	5	6	7
1.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8.		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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1. 1981 - 1982

2. 1982 - 1983

3. 1983 - 1984

The 1981 year was an average year for the 1981 year. The 1982 year was an average year for the 1982 year. The 1983 year was an average year for the 1983 year. The 1984 year was an average year for the 1984 year.

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Grays Harbor County 4-H Colt Training Project & Classes

May 7, 2014

Premise – All animals involved in the colt training classes have **ONLY** been trained by the exhibitors once enrolled in the project. It will **NOT** be substantially handled, trained, or shown by anyone else (including parents). It is completely acceptable (and encouraged) for exhibitors to obtain coaching or instruction assistance in how to train their animals – we just expect the exhibitor to be doing the handling, even during that instructional time period. As always safety is a huge concern and assistance is allowed until a situation becomes safe again.

Colt Completion Project – Requires the project animal to have been exhibited at the county level beginning as either a weanling or a yearling, for at least three years of exhibition. Special dispensation may be applied for (to the GH 4-H Horse Council Executive Council) if special circumstances require the animal not be shown in a particular year. Animals must have been in the possession of the 4-H exhibitor for at least 6 months prior to county fair, unless it is the weanling year. The final year requires exhibition as either a 3, 4, or 5 yr old.

Only Intermediates and Seniors may participate in the Colt Training Project.

Project animals can be shown in the colt training classes, even if not participating in a colt completion project. In other words, as long as the above premise is met, the project animals may be shown in any of the colt training classes. This means, as long as premise is met, the project animal can be shown at any age up to 5 yrs old. However, once the project animal has been shown in a completion class (regular performance classes), it may no longer be shown in any colt training class.

Age of project animal is determined as of January of fair year. The project animal becomes a yearling the first January 1st after its birth.

Colt Training project animals may be colts or fillies; colts must be gelded by their yearling year.

Halter classes are judged as a standard halter class with the following clarification:

Mare/Foal halter class judging includes 15% of improvement of foal over mare.

Training classes: Exhibitors will discuss details of their project during an introductory statement to include name, age, experiences during training (challenges and successes). Introductory discussion with judge expected to last under 3 minutes per exhibitor.

Weanling: may be shown with or without mare:

Lead at walk

Pick up front feet for cleaning

Groom – demonstrate curry, dandy, body brushing

Rub neck and body with rag

Yearling:

- Basic walk/trot/back showmanship pattern – although no turn on haunch or fore
- Pick up all four feet for cleaning
- Groom – demonstrate curry, dandy, body brushing
- Freestyle – Up to 3 minutes to demonstrate your relationship/training with your project animal. Activity must be cleared by your 4-H leader and Superintendent

Two Year Old:

- Showmanship pattern – may include turn on haunch
- Walk/Trot on longe both directions (change of equipment to change directions not penalized)
- Freestyle – Up to 3 minutes to demonstrate your relationship/training with your project animal. Activity must be cleared by your 4-H leader and Superintendent

Three Year Old (not completion):

- Two Options:
 - A. Walk/Trot/Canter on longe both directions wearing either halter or bridle AND surcingle or saddle; OR
 - B. Ground drive in bridle demonstrating walk/trot including turning right and left; stop; back. Must use either a surcingle or a saddle
- AND**
- Freestyle – Up to 3 minutes to demonstrate your relationship/training with your project animal. Activity must be cleared by your 4-H leader and Superintendent

Four Year Old (not completion):

- Two Options:
 - A. Under saddle, walk/trot/canter; stop; back up; OR
 - B. Driving with cart, walk/trot; stop; back up; and precision driving with obstacles
- AND**
- Freestyle – Up to 3 minutes to demonstrate your relationship/training with your project animal. Activity must be cleared by your 4-H leader and Superintendent

- They can participate in the WalkTrot/Jog classes and then may move up to 1st year Horse/Rider Classes as a non completing Three or Four Year old. During their completion year they may ride in Alternate classes or Regular Performance Classes. For horses driving please let the current horse superintendent know. They will create open driving classes.

When completing be prepared to write a story outlining your entire training process. Find somebody to read your story while you ride, showing off everything you have taught your project. This will be your **6 (six)** minute demonstration. In order to complete, your project animal must be able to lope/canter (unless driving must do working trot and pleasure trot) both directions for at least an arena lap with minimal breaking.

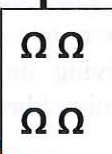
Colt Training Showmanship Patterns Yearlings

1. Start at cone **A**
2. Trot to cone **B**
3. Stop at cone **B**
4. Back 1 (one) horse length
5. Walk to Judge cone **C**
6. Set up for inspection
7. 90* right turn
8. Walk to line

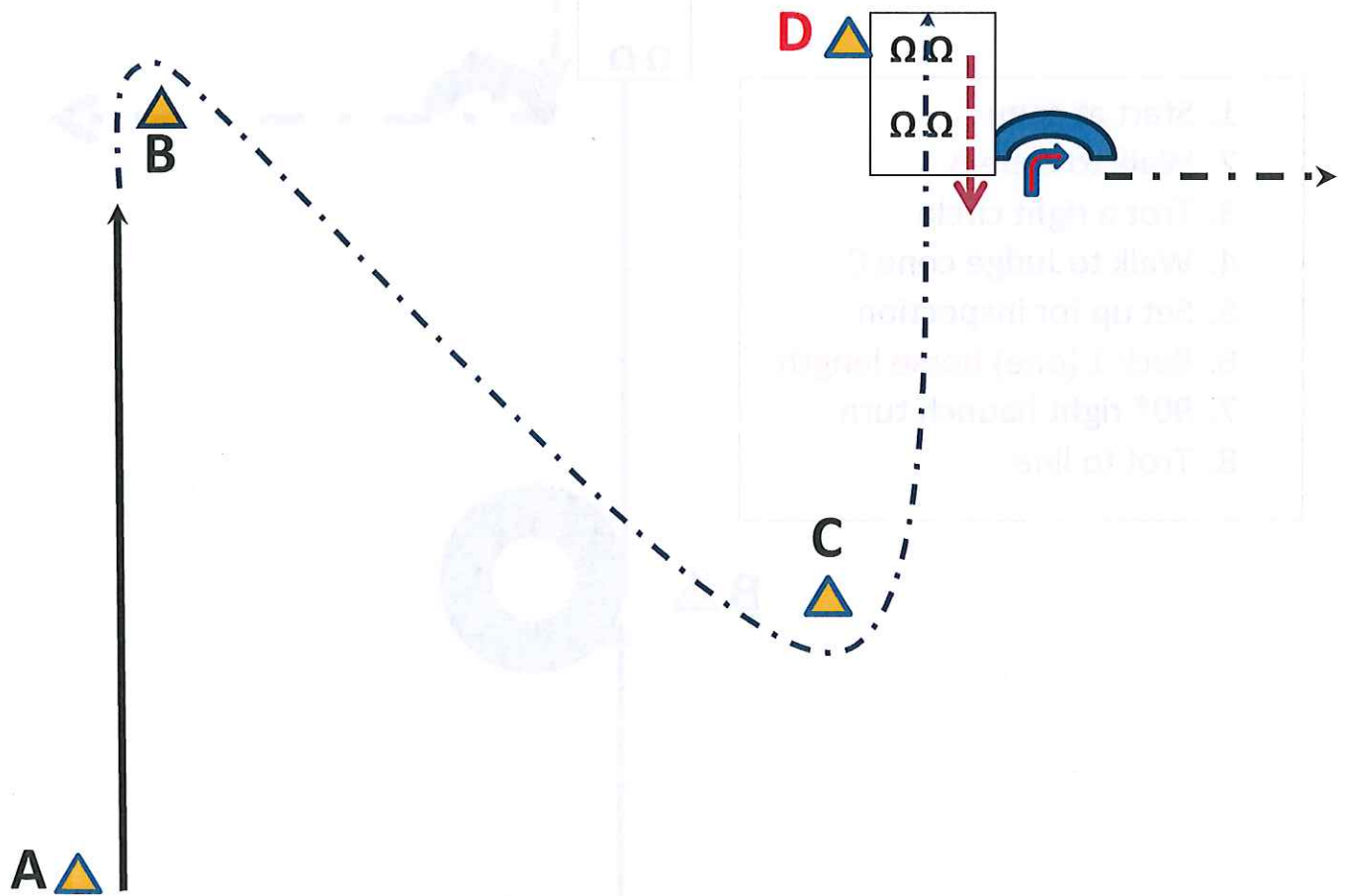
A ▲

B ▲

C ▲



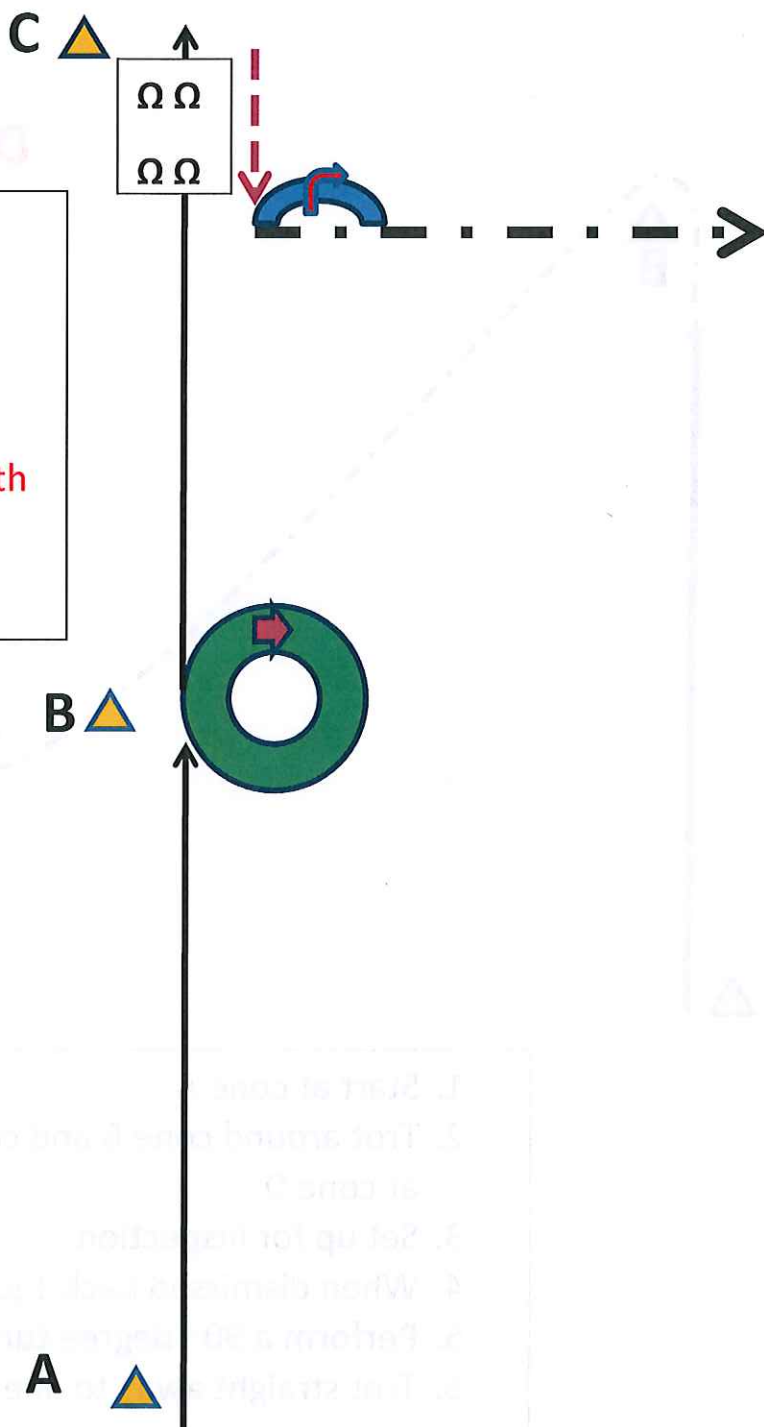
Colt Training
Showmanship Patterns
2-Year Olds



1. Start at cone A
2. Trot around cone B and cone C then straight to Judge at cone D
3. Set up for inspection
4. When dismissed back 1 (one) horse length
5. Perform a 90 *degree turn
6. Trot straight away to line

Colt Training
Showmanship Patterns
3 year old

1. Start at cone **A**
2. Walk to cone **B**
3. Trot a right circle
4. Walk to Judge cone **C**
5. Set up for inspection
6. Back 1 (one) horse length
7. 90° right haunch turn
8. Trot to line



Colt Training
Showmanship Patterns
4 year olds to Completion

1. Start at cone **A**
2. Walk to cone **B**
3. Trot a right circle
4. 360* right haunch turn
5. Walk to Judge cone **C**
6. Set up for inspection
7. Back 1 (one) horse length
8. 90* right haunch turn
9. Trot to line

