

Stevens County 4-H Equine Committee

Mission Statement and Policies

Mission Statement

The purpose of this committee shall be to educate, enable, equip and empower our young people, families, and community in the 4-H equine program.

Policies

Governing Guides: Stevens County shall follow PNW574 4-H Horse Contest Guide as the policies and rules for Stevens County 4-H equine events. Situations not covered by the 4-H Horse Contest Guide, USA Equestrian rules, or project manuals will first, give the benefit of doubt to the 4-H member and then be brought to the attention of the Stevens County Horse Leaders equine committee at the next regularly scheduled meeting for follow up and possible ruling, if the dispute cannot be resolved the day of the event.

Breaking rules in the 4-H Horse Contest Guide may result in dismissal from the show and/or forfeiture of all awards. Also, any gross abuse of these rules could result in the removal of a 4-H member from the 4-H program.

See Stevens County 4-H Policy and the Washington State 4-H Policy and Procedure Handbook for additional county and state regulations.

ASTM-SEI helmets are required to be worn by all youth when mounted on horses and chin straps must be properly connected and adjusted. Helmets must not be damaged or past their expiration date. Helmets are recommended, but not required for leaders.

Know the rules so that everyone may have an enjoyable experience.

Requirements

Horse Sign Up

Those who wish to exhibit as a 4-H member must be enrolled in their project(s) by May 1. Horse project members must have the following documents on file with WSU Stevens County Extension to be eligible to show in 4-H classes.

- 4-H Enrollment Form
- Horse Certificate(s) with photos—you may register up to 5 horses

Enrollments received after the May 1 deadline will only be eligible for open classes in state qualifying shows and fairs.

A Horse Certificate is good for six years as long as the proper signatures are affixed. Members can appeal to Stevens County 4-H Leaders' Council to replace a project animal in the case of documented (veterinary statement) death, injury, illness, or pregnancy/birth.

State Qualification

Stevens County 4-H is given a quota of the number of participants we can send to the State 4-H Fair. The quota is determined by project enrollment and past State 4-H Fair participation.

To qualify for state riding competitions (i.e. State Fair) 4-H members must attend and participate in: an area public presentation contest, 1 county 4-H clinic, 1 county approved 4-H schooling show (participate in showmanship and at least 1 riding class) and the county state qualifying event.

To qualify for state non-riding competitions (i.e. Hippology, Horse Bowl, National Equine Presentations) 4-H members must attend participate in:
an area public presentation contest, 1 county 4-H clinic, and the county state qualifying event for that contest.

English/Western Performance, Dressage, Western Games, and Harness are the four disciplines offered at State. Youth must qualify in showmanship and at least 50% of the state qualifying riding classes offered at the show in order to be eligible for the state team.

Western Games Qualifying System

Times from all qualifying shows will be combined as if you had one large show and then a reverse points system will be used to determine state qualifiers. Participants receiving blue ribbons in showmanship have first priority followed by a red ribbon in showmanship. Youth are ineligible to participate in classes at state in which they received a white ribbon.

Performance Qualifying System

The Danish system will be used to calculate the state qualifying team members. Blue is 85-100 points and Red is 84-70 points. A white ribbon in a class disqualifies youth from participating in that event at State Fair.—a ribbon will be awarded, but no points will be calculated into qualifying equation.

For state qualifying purposes Danish points will be given in all listed qualifying classes. Highest points from the following three classes will be used for county eligibility: stock seat, hunt seat, or saddle seat for intermediates. Stock seat, hunt seat, or saddle seat and either discipline rail western or discipline rail English. Whichever class they placed higher in and received a blue or red placing. (This give a fair playing field across the board).

Even though only the highest Danish point placings are used in choosing qualifiers at county level, as listed above, if the youth is eligible in the other classes, they may choose to enter those classes at the state level. If a white ribbon is received in a class, the youth cannot enter that class at state fair.

Showmanship and at least one state qualifying riding class are required for state eligibility consideration. In a qualifying show the rider must use the same horse for both showmanship and riding classes. Different horses may be used in each discipline. Qualifiers with the most points will be given first opportunity to compete at the state level. Should a state qualifying team member elect not to participate at the state level, then the opportunity will be presented to the next eligible member. In order to make the state qualifying team, the member/animal team must meet the following criteria:

1. Tier 1: Blue in showmanship, blue in type (performance, harness, or games)
2. Tier 2: Blue in showmanship, red in type
3. Tier 3: Red in showmanship, blue in type

A youth is ineligible to advance to state if they receive a white ribbon in showmanship at the qualifying show.

State Fair Classes

Performance: Showmanship, Saddle Seat Equitation, Hunter Seat Equitation, Stock Seat Equitation, Bareback Equitation, and Trail. Seniors only: Disciplined Rail.

Performance Dressage: Showmanship, Dressage (test determined yearly), Saddle Seat, Hunter Seat, and Dressage Seat Equitation.

Western Games: Showmanship, Texas Barrel Race, Pole Bending, Two Barrel Flag Race, Idaho Figure Eight Stake Race, Pole Key Race, and International Flags.

Harness: Showmanship, Reinsmanship, Precision Driving I or Open, and Pleasure Driving.

If a 4-H member qualifies in more than one discipline for state, s/he must make a choice on which type s/he plans to participate in at state fair (State Fair Rule). Non-state fair classes will not be used to calculate points for qualification to state fair.

Judging contest participants are selected by the highest scores per judging contest.

Judges for state qualifying events must be PNW certified. Judges will be required to provide a blue, red, or white placing for all exhibitors in all state qualifying classes. Judges for non-state qualifying events should be familiar with both 4-H rules and PNW rules.

Requirements to Enroll in Stevens County Drill Team

Individual Requirement: Drill team members must be enrolled in the 4-H horse project and have a horse certificate on file to participate in any 4-H drill event, practices or activity due to insurance reasons. Adult volunteers must be enrolled in Stevens County 4-H horse project in order to be covered by insurance/liability.

Club Requirements: Members in different 4-H clubs are allowed intermix with other clubs to form their team. All club members do not have to intermix with the same club. Once a team is formed for the year, they must practice and compete together as one group. They may for that purpose give themselves a team name specifically for competition. 4-H clubs may not discriminate against anyone enrolled in the 4-H horse project with a horse certificate on file who wants to consider becoming part of their team. However, a team may set a limit of how many 4-H members they will be using to make a team and then close their team to that number in advance.

It is standard to require that all members enrolled in Drill team attend 75% of all practices to actively compete in any Drill activity at fairs, horse shows, parades, or any other group Drill program. When planning practice schedules make sure to take into account all members. Each team will have their own Drill Master (Adult Leader), Drill Captain (Teen Leader), and Assistant Drill Captain (2nd Teen Leader) who work together as listed in the organization of the Drill team rules.

It is recommended that small clubs, green clubs, and clubs with leaders and members who are unfamiliar with the Drill team that their first year program be combined with another group with prior experience or knowledge.

Organization of Drill Team

1. The authority in a drill should rest with the DRILL MASTER, who should be an adult familiar with horses and who works well with kids.
2. The DRILL CAPTAIN should be one of the 4-H members who is the lead rider of the team. When drilling in pairs, this person rides on the right hand side. Must be a good horseman with a well-trained horse and must be able to keep cool! The Captain can be appointed by the Drill Master or elected by the team.

3. An ASSISTANT DRILL CAPTIAN is second to the Drill Captain and should have the same qualifications. The Assistant may ride on the left of the Drill Captain when drilling in pairs or elsewhere on the team.

4. There is no set number of members required for a Drill Team. Multiples of 4 (8, 12, 16, etc.) work out best when drilling in pairs, but any number can be accommodated.

General Rules

1. 4-H Drill Team Competition is to be open to both mounted and driving drill teams, members grade 3 though 18 years of age.

2. There is no minimum number of riders or driver and points will be equal, regardless of the size of the drill team.

3. Maximum time allowed per team is 10 minutes. Time is taken from the last rider in, to the last rider out. Overtime is to be penalized. A 7 minute time out shall be allowed by the Judge in case of accident or broken equipment.

4. There shall be no outside coaching by senior instructors during drill. No senior instructor shall be allowed on the field during drill, except in case of an accident.

5. All teams shall line up for inspection in the arena before drills begin (if arena is big enough).

6. There shall be no objection to markers in the arena.

7. There shall be no penalty for use of a whistle during drill, however, whistle is optional.

Method of Scoring

1. ANIMALS- 10%

Cleanliness of Animals- horses or ponies should be clean in all respects. However, if arena is muddy or dirty, theses conditions must be considered. Consideration must be given to Drill Teams required to wait before entering the arena.

2. EQUIPMENT-10%

A. Cleanliness of Equipment- Tack and all parts of the equipment must be clean.

B. Uniformity of Equipment-

1. Mounted: All riders should have the same type of equipment: saddles, cinches, belt buckles, spurs, and bits not to count. If one bridle has roping reins with ear and noseband, then all should be the same type. All breast collars should match in color and style. Quality of saddles and equipment, or silver, will not count over good working outfit.

2. Driving: All drivers should have the same type of equipment; harness, bits, and belt buckles not to count. Carts should be the same type. Quality and equipment will not count over good working outfit. If one driver carries a whip, then all drivers should carry whips.

3. UNIFORMS- 10%

Uniforms should be spotless, must match in color and style (for example, if gloves are worn, all should be of the same color and style), and should be attractive. Good style of uniforms to count toward attractiveness.

4. PERFORMANCE OF DRILL – 70 %

A. Alignment- lines should always be straight whether in squads, columns, or a company front. Zigzag lines should be penalized.

B. Spacing- The space between the horses in a line must be exactly the same. The length not to count, as long as all spaces are equal. Some maneuvers require double spacing and this should not carry any penalty.

C. Variety- Defined as the number of maneuvers of different types a team performs. Pattern should not to be all circles or all lines. A team moving from one maneuver to another without repeating should receive credit for variety.

D. Coordination and Timing- A team should have the same cadence and speed at all times. A well-coordinated team will move as a unit and be smooth in its maneuvers, meaning the ability of the team to foresee necessity for adjusting speed to maneuver without breaking gait so that spacing will be retained and gait maintained. Team will be penalized for loss of gait unless change of pace is obviously a part of the maneuver.

E. Horsemanship

1. Mounted: Sitting the saddle in a good, easy manner. One hand only to be on the reins (if team is western). Position should be erect, and seat should be flat in the saddle. Hitting the horse with rein, or excessive spurring of horse to be penalized.

2. Driving: Drivers should sit in the cart in a good, easy manner. Position should be erect. Hands should be held in a good, comfortable manner, and should be even. Excessive use of the whip to be penalized.

F. Performance of Horse or Pony- Horse or ponies should be well-behaved, not jump and shy, and should work freely and easily at all times. They should stand straight and quietly in line, and not start until the signal is given. Teams should be penalized for unruly horses on the field at any time.

G. Spectacularity- A sharp execution of maneuvers. Teams should be alert and wide awake. Must be at attention at all times.

H. Flag Carriage- Color bearers should hold flags at an angle during the entire drill. In maneuvers, as well as when on point, the flags should be erect and straight.

Persons with a disability requiring special accommodations while participating in this program may call WSU Stevens County Extension, 509-684-2588. If accommodation is not requested in advance, we cannot guarantee the availability of accommodation on site. Extension programs and policies are consistent with federal and state laws and regulations on nondiscrimination regarding race, color, gender, national origin, religion, age, disability, and sexual orientation. Evidence of noncompliance may be reported through your local Extension office.

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