



4-H Horse Contest

GUIDE FOR

ISLAND COUNTY

Updated March 5, 2015

Island County, WA

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Welcome to the Island County 4-H Horse Program

Welcome to the Horse Program. Whether you are a first time 4-H member or parent or are just new to the horse division, we are glad you have chosen to join us.

The purpose of any 4-H program is for the member to learn good life skills. In our division it is enhanced by the care and use of horses of all kinds. Having a horse project requires a great amount of time and commitment and can yield many benefits.

Although our shows allow the members to compete on a regular basis, we are part of the great community of 4-H. As we learn we can help each other and pass our knowledge on to the next group of members. Enjoying each other as we work together is a great part of this division.

Horse Project Committee

The Island County Horse Project Committee is made up of the leaders, parents and 4-Hers of each horse club and the 4-H Coordinator. Their purpose is to decide on issues that affect the entire Horse Division. Their meetings and discussions directly affect the horse division and each club should be represented at each meeting with a minimum of one adult or senior 4-Her. They raise funds through various means to provide for judges, trophies, ribbons and awards for Spring Show, Leaders' Show and the County Fair as well as other projects that are good for the entire division. Although fund raising is not really something most people like to do it is obviously necessary for the items listed above. Each club must help and support this committee and these fund raising efforts.

From time to time the Committee may have to decide on the suitability of a horse to be around a group of other members' horses, in the interest of safety. This is unfortunate when it happens and the situation will be fully explored before such a decision is made.

The Horse Project Committee is designated as the show committee. They may make rules that are in addition to the 4-H Horse Contest Guide PNW574, and make various decisions as necessary for the conduct of the 4-H horse shows in Island County, WA.

Committee meetings are usually held on a monthly basis with the exception of August, the County Fair month, September and December. This meeting is open to anyone involved in the project and the committee welcomes everyone's participation.

Dealing With Issues

The goal of 4-H is to help young members learn skills that will help them throughout their lives. In the Horse Division this is done as they follow the 4-H plan, such as record books, attending and participating in club meetings and county events, and assisting one another in learning the skills associated with keeping, training, riding and showing a horse. It is inevitable that problems or misunderstandings will arise. The proper method of handling these problems is to try first to solve them on a personal basis. 4-H has many fine documents that will yield answers to your questions concerning proper equipment and care of the horse. If that does not satisfy or solve the issue, the member or their parents should address the issue with their club leader. The club leader will, as necessary, discuss the issue with the horse project committee, the Horse Superintendent and the 4-H Coordinator.

The point is that problems should be resolved at the lowest level possible. This too is a life skill that needs to be learned by 4-Hers. By going through the club leader, when necessary, the leader is kept informed of problems. By using the Project Committee there can be continuity within the division on resolving certain issues. Good, civil communication can be the answer to many of these issues.

Washington 4-H Ethics Statement

I will be worthy of trust, honor, and confidence.

I will respect all people, including myself.

I will be responsible, accountable, and self-disciplined in the pursuit of excellence.

I will be just, fair, and open.

I will be caring in my relationships with others.

I am aware that my actions and decisions affect others, and will be a contributing and law-abiding citizen.

4-H Pledge

I pledge my head to clearer thinking, my heart to greater loyalty, my hands to larger service, my health to better living... for my club, my community, my country, and my world.

Island County Code of Conduct

As a participant in 4-H events, you have the responsibility of representing ALL members to the public. Therefore, you are expected to conduct yourself in a manner that respects individual rights, safety, and property of others, and reflects favorably on your state, county, club as well as yourself. While you are attending 4-H events, you are expected to observe the following guidelines.

1. The possession and use of alcoholic beverages and/or drugs other than prescribed medication is PROHIBITED. Smoking by youth members is prohibited, including anywhere on the fairgrounds.
2. Setting off Fire alarms or tampering with fire extinguishing equipment or other emergency equipment is prohibited.
3. Obscene and discriminatory language, roughhousing and insubordination will NOT be tolerated at any time.
4. Members, Leaders, and Parents must demonstrate respect to others.
5. Display of overly affectionate attention between boys and girls is discouraged.
6. Damage to, or destruction of property belonging to others is strictly prohibited.
7. Animal abuse of any kind is prohibited.
8. Display of unsportsmanlike conduct is prohibited and could result in immediate dismissal or pulling of premiums.
9. Dress APPROPRIATELY for the function, in a manner that reflects on the 4-H program in a positive way.

Anyone (other 4-H members, parents, leaders, Fair Staff) observing an infraction of the Code of Conduct must report promptly to the adult in charge. Parents and the 4-H Program Coordinator MUST be notified when penalties are necessary. If the infraction occurs on the Fairgrounds during fair, the Fair Management MUST be notified as well.

Penalties for Infraction

(may include any or all of the following)

1. *Sending a member home from the event immediately.*
2. *Barring a member from future 4-H events.*
3. *Assessing the member the cost of damages and repairs in the event of damage or destruction of property.*
4. *Barring the member from receiving fair premiums, ribbons, and/or awards.*
5. *Probationary periods may be invoked- allowing the member to participate in events, but cannot receive rosettes, Highpoints, or participate at any level beyond Island County.*

I have read the 4-H Ethics Statement, the Pledge, and the Island County 4-H Code of Conduct. I understand what is expected of me in terms of behavior and will adhere to those requirements. I also understand what the penalties are if I don't act appropriately as a 4-H member.

Name (Please Print) _____

Signature _____ Date _____ Leader Signature _____ Date _____

Island County 4-H Horse Program Commitment to Excellence

1. The purpose of my participation in the Island County 4-H Horse Program is to strengthen my own knowledge, ability and skill as a manager, rider, and exhibitor of horses, to develop my sense of responsibility and good character, and to have fun.
2. I will do my own project work to the best of my ability.
3. I will not use or allow to be used any abusive, fraudulent, or illegal practices in the feeding, care, fitting, and/or showing of my horse(s).
4. I will not misrepresent my horse(s) or myself in any way.
5. I will read, understand and follow the rules, without exception, of all horse events in which I am a participant and ask that my parents and my 4-H leader(s) do the same.
6. My horse project is an example of how to accept what life has to offer, both good and bad, and how to live with the outcome.
7. I realize that I am responsible for the proper care and safe, humane treatment of my horse(s). I understand that I am responsible for maintaining a horse health plan designed with my veterinarian. I realize that bringing a sick or unsound horse to a 4-H event could be a potential danger to my horse, to other horses and a safety risk to me and others.
8. I realize that I am also responsible for demonstrating strong moral fiber and good character as an example to others. I will treat other people's animals with the same respect and care I give my own.
9. When I participate or compete, my goals will be to:
 - have a performance goal... never a "to only beat someone else" goal,
 - respect and learn from other participants more skilled than myself,
 - not criticize other youth, officials, judges, or volunteers,
 - do my best for that day,- have FUN
 - stay home if I can't follow the rules.
10. I accept that Island County 4-H Horse Leaders can remove or dismiss any horse or horse/rider combination from participation in 4-H events for health, safety or behavior reasons at the discretion of the organizing committee. I accept that failure to uphold this commitment could result in forfeiture of my right to participate in current or future 4-H activities or events.
11. No non-4-Her may coach any rider once that rider has entered the warm up arena, nor may any person other than another 4-Her or Leader help groom, tack, or hold a 4-H horse at a 4-H event. A parent may assist in tacking any horse being exhibited by a Junior 4-H member to assure the proper use of the tack and safety of the rider.

Project Member _____ Date _____ Parent/Guardian _____ Date _____

4-h Leader _____ Date _____

Primary Members

Primary 4-H Members are Kindergarten, First and Second Grade members. They are welcome in the Horse Program and may participate in many events, however, according to Washington State 4-H program policy, Primary members are restricted from events involving them directly with horses or ponies, and from competitive events.

Participation Allowed	Participation Not Allowed
<ul style="list-style-type: none"> • Club meetings and all activities where a Primary Member does not handle a horse or pony. • County Horse Judgings • County Fair- • Herdsmanship (may not clean occupied stalls or handle horses or ponies) • Horse Shop* • Horse Photography* • Horse Public Presentations* • Stick Horse • Workshop Exhibition • Spectator at any county activity 	<ul style="list-style-type: none"> • 4-H Horse Shows • Club Horse Shows • County Riding Clinics • County Horse Bowl • County Hippology • County Ride Nights • Any other activity where direct involvement with a horse or pony is included.

*All Primary Members receive a Primary Member ribbon and a set amount of premium points for County Fair. Entries are not scored competitively.

Horse Emergency Treatment Authorization

It is the responsibility of the lessee/owner to have an emergency care plan for their horse. If I (lessee/adult owner) am not present at an event I direct the island County 4-H Horse Leaders to take the following action in the event of an emergency requiring veterinary care:

I (parent/adult owner) have checked the treatment option(s) below:

1. ___ Take no action other than contacting me. I accept the consequences of delayed action if I cannot be reached.
- 2.** ___ Contact my regular veterinarian, Dr. _____, phone number, _____. He/She has my permission to perform treatment which is necessary in his/her professional opinion. All veterinarian expenses are at Owner's expense. Expenses for treatment shall not exceed \$_____.
- 3.** ___ Contact local veterinarian, Dr. _____, phone number, _____ or Dr. _____, phone number _____, if I or my regular veterinarian cannot be reached. All veterinarian expenses are at the Owner's expense. Expenses for treatment shall not exceed \$_____.

**** Event staff will make every effort to notify parent/owner prior to treatment of horse.**

Name of Horse Owner: _____ Phone# _____

Name of Lessee: _____ Phone# _____

Name of Horse: _____

Signature of Lessee/Owner making the financial decision:

Parent/Owner Signature _____ Date _____

Home: _____ Cell: _____

Any horse under the personal management and care of the member PRIOR TO MAY 1 of the current 4-H year is considered your **Project Horse**. **You must have a signed Horse certificate in the 4-H Office by May 1st of the current project year.** Horses shown at Spring Show in May are required to be horses with project certificates on file.

Replacement Horse

In the event that after May 1st a project horse becomes unsound or is declared unsafe by the Horse Project Committee, it may be possible to exhibit a *replacement horse*. The following applies:

A horse certificate is submitted for the replacement and must be accompanied by:

- A. A written recommendation from the member's club leader and parent(s) submitted to the horse superintendent. This recommendation must include a thorough explanation of the reason the horse is unsafe or unusable and a plan of action (ex: explanation of the replacement horse to be used) and signed by the member, member's club leader, and parent(s).
- B. A signed Veterinarian Certificate showing the original Project Horse is unsound, if applicable.

The replacement horse, if approved by the Project Committee, may be shown at the remaining shows and at the county fair. The horse may be entitled to enter any classes and receive premium money the same as any project horse. They may participate in medal classes for which they have qualified. They may be awarded, as appropriate, Grand or Reserve Grand Champion in a class, but no state points. Should a rider of a replacement horse receive Grand or Reserve in a class, the points and state points will then be distributed to the next highest scoring eligible rider in the class.

A Replacement Horse may be shown at the county level, but is not allowed to exhibit at the State Fair per the State rules.

The Project Committee has the right to revise the proposed plan to ensure safety of members and horses. The Horse Project Committee reserves the right to reject any project or replacement horse that does not meet our county 4-H requirements, not only in the areas of health and veterinary soundness, but in safety and suitability to the exhibitor.



EQUINE FEEDLEASE AGREEMENT

I, (lessee) _____ agree to the following terms of
 (lessor) _____ for temporary use and custody of
 (horse's name) _____. While in my care, I agree to be responsible for said
 horse's hoof-care (trimming and shoeing), healthcare (regular de-worming, shots), veterinary care in the event of
 injury or illness while in my care. I agree to provide adequate feed and water (free choice) to maintain a healthy
 body weight for the activities for which I will be using said horse. I agree to provide a safe and health shelter and
 containment for said horse. I agree to hold the lessor harmless for any and all injuries, damage or loss incurred by
 myself, my possessions, or property involving said horse while in my care.

I, (lessor) _____ agree to give temporary use and custody of (horse)
 to (lessee) _____ from _____ until (date)
 . I will not hold the lessee responsible for the injury or loss of said horse in the event of unpreventable illness
 or unavoidable, accidental death.

Description and registration of said horse:

Feed Program:

- Morning:
- Midday:
- Evening:
- Additives or Vitamins:

Hoof Care: Trims or shoeing at _____ week intervals.

De-worming: at _____ month intervals, or _____ daily wormer program.

Vaccinations: namely _____ at _____ month intervals.
 at _____ month intervals.

Activities said horse would be involved in while in care of lessee:

Restrictions, if any

Signatures: Lessee _____ Date: _____
 Lessor _____ Date: _____

General 4-H Rules for Horse Competition

Washington state 4-H guidelines are stated in the publication PNW574 4-H Horse Contest Guide. Counties are bound by state rules, but are allowed to have more restrictive rules as determined by the Island County Horse Project Committee. If, however, there is a discrepancy, *the state contest guide takes precedence*.

The guidelines published here are for members, leaders, judges and parents. To compete successfully and enjoyably everyone must be familiar with this guide as well as the following:

- 4-H Horse Contest Guide, PNW574
- Performance Horse, EM4727
- Harness Driving, EM4881
- Western Games, EM4610
- Training Horses, EM4714E
- 4-H Hunt Seat and Jumping Manual, PNW0488
- Horse Judging Manual, PNW575
- Oregon 4-H Dressage Project, 4-H1311

Other references that may be useful are:

- Beginning Horsemanship, EM4842
- Washington 4-H Horse Judging Manual, EM4797
- Horses Are Fun, EM4715
- United States Equestrian Federation Rule Book (Memory Stick)

In addition there are many other helpful publications available through the Washington State extension Office.

It is recommended that the 4-H Safety Rules and Precautions from the Performance Horse Manual, EM4727, be reviewed frequently, but especially prior to the show season, by each member and their parents. A copy of those rules is included in this publication.

No one (except for other 4-Hers) is allowed to coach contestants while the riders are in the warm-up arena or show ring. It is tempting to give the rider a little help and in some instances the riders will ask for it, but once the rider enters the warm-up arena, it is their time to show what they have learned. Coaching from outside the arena can be heard by more than one rider and may be confusing to others. The contestant can exit or be called out of the warm-up arena, time permitting, receive whatever help they need, and then return to the arena. Nothing in this paragraph prevents the intervention of a parent, trainer or other 4-Her if that intervention is necessary for the immediate safety of a horse or rider in the warm up arena. Equipment adjustment, putting on numbers and other such assistance should be done outside the warm-up arena. The rider should exit the arena, make the adjustments and then return to the arena. Safety in the show ring is covered later in this publication.

Only 4-H members may ride, groom, or school a 4-H project horse while on the show grounds. Members may be assisted in handling their project horse by a leader and/or parent when safety is a factor. This should not be taken to mean that a parent or trainer can lunge a horse so that the horse would be safe for the member. For shared horses (that is, one horse shared by two or more members) please refer to the 4-H Horse Contest Guide, PNW574, Project Animal.

At the Island County Fairgrounds, horses can only be ridden in the designated warm-up area, the trail area, or the arena. When your class is over you must dismount shortly after exiting the arena. This will be the standard at all shows and is imperative during the County Fair since many people unfamiliar with horses will be in the immediate area. No riding in the campground, on the back side of the arena (opposite the announcer's booth) except when being used for Western Games, or to and from the barns to the arena/warm-up areas.

The fall of a horse or rider shall not necessarily eliminate the rider but the rider may be penalized at the judge's discretion. Rider may remount, as desired, with permission of the parent/guardian. All liability to continue riding will be the responsibility of the parent/guardian.

The judge's decisions are final in all performance classes, however, in Western Gaming, a judge's call may be disputed by addressing the show organizer (leader of the club sponsoring the event) or the gaming superintendent BEFORE the end of the current event, (for example, if there is a dispute of the judge's call in pole bending, the issue must be brought to the appropriate person before the final rider finishes their pole bending course). Approaching the judge directly with a disputed call will automatically result in disqualification, and removal of points for the event. The show organizer or superintendent will then confer with the judge and make a decision. This decision is final, and must be made before the next event is allowed to proceed.

Safety Rules and Precautions

From *Performance Horse EM4727*

1. At a Show, tie your horse far enough away from strange horses so they cannot fight.
2. Avoid letting your horse kick. Space horses when possible. If your horse is a kicker, tie a red ribbon on its tail to warn other riders.
3. When leading your horse, always walk beside the horse, not ahead or behind. Always turn the horse to the right and walk around it.
4. Never wrap a lead strap, halter shank, or reins around your hand, wrist, or body. A bad accident could result if the horse spooks.
5. Keep longe lines and leads off the ground to prevent them from entangling your feet.
6. When using a double rigged saddle, do the front cinch first, the rear cinch last; when unsaddling, unbuckle the rear cinch first. Failing to do so can spook your horse and cause a bad accident.
7. Soon after starting to ride, dismount and tighten the girth. Horses often swell up when first saddled and failure to tighten girths later can result in serious accident.
8. Keep your horse under control at all times and maintain a secure seat. Horses are easily frightened by strange objects and noises. Anticipate these things and steady your horse. If your horse is frightened by an obstacle, steady the animal; give your horse time to overcome its fear; then ride by the obstacle.
9. When your horse is too full of steam, work it on a lunge line a few minutes before riding.
10. Don't try to show an untrained horse. Teach the horse at home, not in the show ring.
11. Keep calm, confident, and collected. A nervous show person creates an unfavorable impression.
12. Follow the instructions of the judge and ringmaster carefully, courteously, and exactly.
13. Be courteous and respect the rights of other exhibitors.

14. Be a good sport. Win without boasting; lose without complaining.
15. Know your horse, its temperament, and reactions. Control your temper at all times, but let your horse know you are its firm and kind master.
16. Know your horse's peculiarities. If someone else is riding it, tell him or her what to expect.
17. Do not punish your horse, except at the instant of disobedience. If you wait even a minute, your horse will not know why you are punishing it. Punish without anger, lest your punishment be too severe. Never strike your horse about the head.
18. Never ride off and leave a mounting rider alone.
19. Make sure the excess latigo strap does not work loose and drag. The horse may step on the latigo or it may hang up on something, scaring the horse and causing it to injure the rider.
20. Manners and suitability to the owner are prime qualities in any horse. Know your horse and make sure that your manners are at least equal to your horse.
21. Never race. Horse play is only for the unmounted horse, not for the horse and rider.
22. Treat other people on horses and afoot in the same way you would like to be treated.
23. Wear boots when riding and handling horses. Tennis shoes can slip through the stirrups. Soft-soled shoes will allow the toes to curl around the stirrup. Be certain your stirrups are not too narrow for your boots. You should have an extra ½ inch of space between the side of the stirrup and your boot.
24. Wear ASTM-SEI equestrian approved protective headgear when riding. This will help prevent head injuries if you fall from your horse.
25. If you use a lead shank with a chain, use it properly. Never jerk or yank on the lead strap when you have the chain under your horse's chin. Using a chain to control your horse is a poor substitute for good training.
26. Before jumping, learn to go over a cavaletti with and without stirrups.
27. Keep bridle reins, stirrup leathers, headstalls, curb straps, and cinch straps in the best possible condition. Check these items frequently for signs of wear, cracking or fraying. Replace or repair any that need care.

Tack Check

English Performance Tack Check:

- Snug Girth
- Chin strap/chain not twisted (no chin strap or chain required with simple snaffle)
- Spurs must be English type and properly strapped on, no press-on spurs
- Noseband no more than 2 finger-widths below cheekbone, and should be adjusted snugly.
- Drop, figure 8 and flash nosebands are allowed only in Dressage and Equitation Over Fences classes, but not in Huntseat Equitation or English Pleasure classes
- Throat latch buckled
- Double twisted wire and gag bits are not allowed.
- Stirrup bars in open position for Over Fences classes
- Clearance between side of boot and side of stirrup
- Whip no longer than 36" (48" for Dressage)
- Helmet must be properly fitting

Stock Seat Tack Check:

- Snug Cinch
- If a cinch pin is present on the cinch, it must be in a hole , it may not be taped or buckled. (should be removed, buckling means it is in a hole).
- Back cinch must have no more than a two finger-width gap between the strap and the belly, and be connected to the front cinch

- Stirrup Hobbles are Required on all saddles
- Cavessons and nosebands are not allowed
- Split or Romal reins are required
- The overall bit length must be no longer than 8.5”
- Double twisted wire and gag bits are not allowed
- Chin straps must be plain leather or flat ½” chain that lays flat, rolled leather is not allowed
- Spurs must be western in type and properly strapped on (no press-on spurs)
- Helmet must be properly fitting

Gaming Tack Check:

- Snug Cinch
- If a cinch pin is present on the cinch, it must be in a hole on the latigo, it may not be taped down
- Back cinch must have no more than a two finger-width gap between the strap and the belly, and be connected to the front cinch
- Stirrup Hobbles are required on all saddles
- Throat latch is required and must be buckled
- Tie downs must be connected to or run under the breast collar and connected to the cinch and be set to an appropriate length.
- Spurs must have spur straps.
- Throat latch is required and must be buckled.
- Tie downs must be connected to or run under the breast collar and connected to the cinch and be set to an appropriate length.
- A chin strap is required on **ALL** bits, including full-cheek snaffles. Riders are encouraged to practice in and use a bit **other** than a full-cheek snaffle, as the chin strap can interfere with the bit.

- Closed reins must be used, no split reins, and no reins tied in a knot.
- A long sleeve, western style shirt is required and it **MUST BE TUCKED IN AT ALL TIMES FOR SAFETY REASONS**
 - If leg wraps are used, check tightness.

Driving Tack Check

Attire:

- Helmet properly fitted
- Riding boots or sturdy leather shoes, spurs not allowed
- Driving whip or buggy whip long enough to reach animal's shoulders

Vehicle:

- Vehicle must have a foot rest or basket constructed so the driver's feet can't get stuck
- Shafts should be equipped with a single tree or trace hooks to hold the end of the traces to the vehicle. The single tree pivots at the center and attaches directly in front of the basket; trace hooks are attached to a solid part of the vehicle and positioned on each side of the basket in line with shafts.
- Vehicle must be in safe, useable condition, tires inflated

Required pieces of Harness:

- Crupper
- Breeching or thimbles (thimbles attach to the saddle/backpad of the harness and connect to the point of the shaft)-unless vehicle is equipped with a braking system
- wrap straps or over girth (attach to the girth and secure the shafts to the harness)
- Blinkers (or blinders)
- Cavesson/noseband
- Snaffle or driving curb bit (no twisted wire or gag bits allowed)

Harness-vehicle fit:

- Vehicle shafts should be long enough to provide enough clearance behind the animal to allow for free hock action and the shaft tips should reach the point of the shoulder
- Reins pass through the saddle/backpad terrets and buckled together at ends
- Throat latch buckled
- Belly band snug – 2 fingers should fit between animal and girth
- Wrap straps adjusted to adequately prevent shafts from rising up - no more than 2 inches
- Breeching hold back straps or thimbles adjusted to prevent vehicle from hitting animal when stopping, backing or going downhill. Breeching strap should lay against the animal, not floppy or too tight, to allow the animal to move freely.
- Traces should be under the shaft loops, through trace holders (if equipped) and fastened to single tree or trace hooks. Traces should be same length on both sides without any slack.
- Crupper adjusted – not too tight or too loose – 2 fingers between animal and crupper

Header- an Intermediate, Senior or Adult Header (properly dressed-sturdy shoes) for each driver. A 4-H member acting as a header is required to wear a helmet.

Protective Head Gear in the 4-H Program

ALL EQUESTRIANS PARTICIPATING IN EQUINE PROJECTS AND ACTIVITIES SPONSORED BY THE ISLAND COUNTY 4-H YOUTH DEVELOPMENT PROGRAM MUST WEAR AMERICAN SOCIETY OF TESTING MATERIALS (ASTM)/SAFETY ENGINEERING INSTITUTE (SEI) APPROVED HEADGEAR WHEN RIDING OR DRIVING. THE HEAD GEAR MUST HAVE A CHIN STRAP AND BE PROPERLY FITTED.

Safety is a primary concern of our 4-H Youth Development Program. When the Washington 4-H Youth Program assumes the volunteer liability risk for a 4-H Project Program, the 4-H Youth Program leadership must assure the University's underwriters and the State Attorney General's Office that all of our 4-H youth in the 4-H Equine Program use protective headgear in an appropriate manner and at appropriate times.

Youth are therefore required to wear approved helmets under Washington State University 4-H Youth Development Program Policy. Adults who enter 4-H sponsored equine shows are also required to wear approved helmets under the Island County 4-H rules.

Adults are powerful role models to youth. When an adult puts on a helmet before entering the arena, they demonstrate to the youth watching that the adult values their health and safety and would like the youth to value their own just as much. Adults also show respect for the program, the group and for the rules that they are asked to follow.

The leadership of this program understands that this is a change in the culture of equestrian events for many adults. The leaders are required to uphold these rules in order to be covered by the liability policy provided by Washington State University. Therefore they appreciate your awareness and support of these rules. We deeply appreciate your cooperation in supporting a positive attitude toward any reasonable measure that makes our 4-H projects as safe as possible without detracting from the project.

Horseless Horsemen Class Rules

*Attention: To participate in this class you must be registered by Aug. 1
(see details below)*

General Rules:

1. Must be enrolled through the island County Cooperative Extension Office in the 4-H Horseless Horsemen Project by June 1 and never entered in a riding class at the Island County Fair.
2. Primary members may also enroll in the Horseless Horseman Project, but may have NO contact with horses.
3. May not participate more than two years in this class.
4. Information is taken from the 4-H Publications "Horses Are Fun" (EM4715E) and "Beginning Horsemanship" (EM4842)
5. Any necessary equipment or tack needed at the Fair shall be furnished by the club sponsoring the Horseless Horsemen Class.
6. The sponsoring club will also be responsible for obtaining the necessary horses from 4-H horses currently registered at the Island County Fair.
7. Western or English boots shall be required while in the arena.

Procedures:

1. Register:

- A. All participants must fill out an official "Island county Fair Entry Form" which must be turned into the 4-H Office by July 15th.
- B. Entry shall be verified by a current list of members enrolled in the Project.

2. Entering the Arena:

- A. First call is ten minutes before the class; second call is five minutes before the class.
- B. All contestants must be at the gate by the second call.
- C. Contestants will enter the arena as designated

3. Judging:

- A. Contestants will be judged first on written questions. Questions vary from year to year and are Taken from the above sources, EM4715E and EM4842.
- B. Contestants will be judged on equipment, grooming, showmanship, etc.
- C. Contestants will be required to come in contact with the horse, such as brushing, or cleaning Hooves for example.

4. Ribbons, Premiums, and a Trophy:

- A. Contestants will receive a Blue, Red, or White Island County Fair ribbon and receive premium money according to the Island County Fair Premium List.
- B. A trophy will be awarded to the first place contestant.

Green Colt Division

(Horses and ponies 3 years old and under)

The purpose of this class is to promote handling and training of young horses by 4-H members and, at the same time, instill appreciation of good breeding in the animals with which they will be spending a lot of time. The desired result is not only the satisfaction of a well trained animal, but the growth of the handler through discipline, self-control and effort. Contestants must have trained their own animals, with minimal outside help, to be eligible for this class. The age of the foal will be determined as of Jan 1 of the current year. A junior 4-H member will show only with the club leader's permission in this age division. No stallions over 6 months old.

Entries will work individually and will be judged as follows:

Performance and Training.....	60%
Conformation and Fitness.....	30%
Cleanliness and Appropriate Tack Equipment.....	10%

Contestants may be asked to answer questions and will be required to perform the following:

CLASS 1 FOALS

1. Lead foal as directed. (Showmanship rules apply)
2. Sacking out.
3. Groom as for show. (assistant may carry equipment and hold foal during grooming. Assistant must be an intermediate or senior 4-H member and must follow the dress code for Showmanship.)

CLASS 2 YEARLINGS

1. Lunge. Contestants will lunge their colts for a limited amount of time and be judged on manners, way of going, and handling ability.
2. Show in hand (Showmanship rules apply)
3. Back three steps
4. Any of Class 1 requirements

CLASS 3 2 YEAR OLDS

1. Yield to pressure; sidestep left and right.
2. Stand quietly to be saddled and bridled.
 - A. Shown in a plain snaffle or bosal hackamore.
 - B. Handler will be judged on proper fitting and use of tack.
3. Ground drive a pattern under saddle at a walk with turns, stops, and back.
(pattern to be determined by judge)
4. Any of Class 1 or 2 requirements.

CLASS 4 3 YEAR OLDS

1. Do any of the requirements of class 1, 2 or 3 that the judge requests.
2. Ride under saddle at a walk, jog/trot and lope/canter both ways of the ring. Stand quietly and back. Both hands on the reins are allowed.
Or: Drive under cart at a walk trot and extended trot both ways of the ring. Stand quietly and back.

In Hand Classes

Purpose: To allow Island County 4-H members to exhibit horse projects that may not otherwise fit into the ridden performance or gaming horse projects.

Eligibility: Open to all 4-H Horse Members and horse projects that are not eligible for Green Colt Classes (the horse/pony is over 3 years old) or are not ridden under saddle as a performance or gaming horse project. Driving horses are eligible if not being ridden under saddle in any other 4-H classes.

Showmanship: To be judged as its own showmanship class under the same rules as any other showmanship class.

In Hand Trail: To be judged on way of going and willingness over trail course obstacles in hand.

Walk/Trot Rider Division; Performance Horse

Rules

1. Cannot cross enter with other divisions. A walk/trot rider that moves up to their age division may not return to walk/trot. The Horse Project Committee may recommend /approve a rider returning to the walk/trot division as needed for safety reasons.
2. Will not count for State Fair points.
3. Any 4-H'er who has not previously shown their current project horse in Walk/Trot classes is eligible to enter Walk/Trot
 - A. Their Club Leader recommends entry in the novice or walk/trot division.
 - B. Safety is a determining factor.
 - C. Horsemanship skill refinement is integral to the 4-Hers overall achievement.
4. Premium money will be paid for ribbons received at the Whidbey Island Area Fair.
5. May not enter jumping classes, but may enter ground pole classes.
6. Dress code and conduct is the same as the rest of the 4-H Horse Show exhibitors.
7. Must stay at the Fair as all other horse exhibitors are required to do so.
8. Walk/Trot Classes will be:
 - A. Equitation (English or Western)
 - B. Pleasure (English or Western)
 - C. Bareback
 - D. Trail
9. Walk/Trot will participate in Showmanship in their age division.
10. Walk/Trot riders will ride Western Games in their own age division, and may lope/canter if they can safely do so.

Equitation Medals

Rules

1. MEDALS DIVISIONS:

A. There shall be three divisions of Medal Competition:

Bronze

Silver

Gold

B. Each division will be offered in (horses and ponies combined):

Hunt Seat Equitation

Stockseat Equitation

C. Within each division, the Grade Group will be:

Senior

Intermediate

(There will be no medals program for Juniors or Walk/Trot Riders)

2. ELIGIBILITY

A. Must be a currently enrolled Intermediate or Senior 4-H member in the Island County 4-H Horse Program.

B. Must have a current Horse Certificate on file.

C. Must enter at least 2 other classes at that show. (3 class minimum)

3. QUALIFYING CLASSES

A. Regular Equitation Classes at Island County 4-H shows (Spring Show and Leader's Show), or other 4-H sponsored shows.

B. Regular Equitation classes at Island County Fair.

4. QUALIFYING FOR PARTICIPATION IN MEDAL COMPETITION

A. To be eligible for Bronze Medal Competition, a 4-H member must earn three Danish Blue Ribbons in an Equitation Seat in approved qualifying Equitation Classes. (Example: Show 1 rider wins a Hunt Seat Equitation blue ribbon and a Stockseat Equitation Blue. Show 2 Rider wins a Hunt Seat Equitation blue. During show three rider wins a Blue in Hunt Seat Equitation and a Red in Stockseat Equitation. She/he is now eligible for competing in medal competition in Hunt Seat and must win 2 more Blue ribbons in Stockseat before competing for a medal in Stockseat)

B. Silver Medal Competition is open only to Bronze Medal Winners

C. Gold Medal Competition is open only to Silver Medal Winners.

D. A member may win only one Bronze and one Silver Medal in each seat and in each Grade Group. A contestant may continue to ride in the Gold medal

division and win as many Gold Medals as she/he is capable of, as long as the member remains in the same Grade Group.

- E. A rider does not have to qualify each year while in the same Grade Group. (Example: A rider wins a silver medal at the Fair. At the next show, even though it is a new year, the rider can ride for a gold medal. The medal is based on the rider's equitation not the horse. In this case the rider can compete for the gold medal even if the project horse is new).
- F. When an Intermediate graduates to the Senior Grade Group, she/he will begin again to earn the required three Danish Blue ribbons to be eligible for Senior Bronze Medal Classes.

5. CLASS PROCEDURE

- A. Individual performance shall be required in all Medal Classes
- B. A Contestant who is "Off Course" will not receive a Medal.
"Off Course" means:
 - 1. Failure to complete any elements of a pattern in proper sequence (ie, a simple lead change where a flying lead change is required)
 - 2. Leaving the designated boundary areas of the arena.
- C. Patterns for contestants to practice are available in the Island County 4-H Program Medal pattern booklets. There are three patterns from which the judge may choose for each grade group and each seat. The selected patterns will be posted for all contestants to study. For Gold Medals, the judge is required to supply the pattern or she/he may have the contestant draw their own.

6. CLASS SIZE

There is no minimum or maximum class size.

7. MEDALS AWARDED

There will be no maximum number of medals awarded; however, no medals need to be given.

8. JUDGES

Judges approved by the Horse Show Committee for each show will be used for Medal Classes. Judge's comments for each contestant will be posted.

Hunter Over Fences Classes

Refer to the PNW 4-H Horse Contest Guide for class rules and PNW Horse Project Manual and PNW 4-H Hunt Seat and Jumping Manual for more information regarding Over Fences Classes.

Riders must be Regular Status in Performance to compete in cross pole (18-24"), 2'3" – 2'6", 2'6" – 2'9" and 2'9"-3' Over Fences classes.

Walk/Trot and Novice riders may enter ground pole classes only.

No Cross entry of horse and rider between ground poles and other divisions. All other divisions may enter any two consecutive divisions. Riders may be required to choose only one height division in which to compete during fair.

To compete in Equitation over Fences at the Western Washington State Fair, you must have participated in at least one 4-H Equitation Over Fences show at the level in which you are entered. Showmanship is required in order for points from a show to count towards State Fair qualification.

Equitation Over Fences

CLASS PROCEDURE

- Offered in Cross Poles, 2'3" – 2'6", 2'6" – 2'9" and 2'9" – 3' Regular divisions
- May also be offered in 2' straight rail (no walls) at the discretion of the show management.
- To be shown over not less than six fences
- Ground Poles will be ridden at a trot only.
- Cross Poles may be ridden at a trot or at a canter, but the rider must maintain a steady gait for the duration of the course. If the course is begun at a trot, the rider may not canter during the course, if the course is begun at a canter, the rider may not trot during the course. Simple lead changes are acceptable in Cross Pole class only.
- Courses will be run individually per horse/rider combination and will be posted at least one hour prior to the regular divisions
- Courses consist of at least six fences, with at least one change of direction. They progress in height and difficulty.

- When final placing is announced, riders may be asked to dismount and lead their horses in at a trot past the Judge (in the order they are called) so that they may be inspected for any unsoundness.

BASIS OF JUDGING

- Judged on performance, suitability, and soundness. Manners shall be emphasized.
- Refusals, knockdown of fences, wrong leads, losing a stirrup or reins, excessive speed and trotting when not a specified part of a test will be considered major faults.

Working Hunters

CLASS PROCEDURES

- Same as Equitation Over Fences
- When final placings are announced, riders may be asked to dismount and lead their horses in at a trot past the Judge (in the order they are called) so that they may be inspected for any unsoundness.

BASIS OF JUDGING

- Judged on performance, suitability, and soundness, Manners shall be emphasized.
- Refusals, knockdown of fences, wrong leads, losing a stirrup or reins, excessive speed and trotting when not a specified part of a test will be considered major faults.

Dressage

Purpose: To allow Island County 4-H Members the opportunity to exhibit horse projects in dressage and establish rules to determine eligibility for competing at the Western Washington State Fair.

Eligibility: Open to all 4-H Horse Members and horse projects.

Showmanship: To be judged with the appropriate level of the performance horse group. (Example: Senior Dressage rider will compete in the senior performance showmanship class.)

Setting up the Dressage ring and the nature of the competition where only one horse competes in front of the judge takes a large amount of time. Adding Dressage to the performance shows would probably demand an additional day to complete. To provide for the best environment where Dressage can be performed and judged well, a rider will need to compete at approved Dressage shows, scoring a minimum of 60 on their test, to be eligible to compete at the Western Washington State Fair representing Island County.

Approved Dressage shows will be those shows governed by the standards and rules of the United States Equestrian Federation (U.S.E.F.), United States Dressage Federation (USDF), United States Equestrian Team (USET) and the Federation Equestrian International (FEI).

The rider(s) chosen to compete at state will have had to ride in one approved dressage qualifying show and at the fair in the Dressage event **if** it is offered. The test at a qualifying show will have had to be completed and judged, with a score of 60 or higher. The score sheet for the qualifying show must be signed by the judge and be presented to the Island County Horse Project Committee. In other words, you will ride in a regular Dressage show at a barn such as the Whidbey Equestrian Center (WEC), complete the test, have the judge sign the score sheet and make sure your leader brings the completed sheet to the Horse Project Committee. You will also have to complete a test at the Island County Fair Dressage event with a score of 60 or higher if it is offered.

The State qualifiers will be determined by the highest scores within a particular division (Intermediates and Seniors only to the State Fair.)

At the Island County Fair, there may be Dressage testing and judging. Properly tacked horses and properly dressed riders will be able to compete even though they have not ridden in a qualifying show. This is to allow riders that may express an interest in the Dressage discipline a chance to try it. The event will be open to all age groups including Walk/Trot. Without a qualifying show done prior to the Island County Fair, those riders will not be considered for the State Dressage Team.

Gaming Times

Gaming times are updated each year. We take Island county's three previous years, plus the previous year's state gaming average. This was voted on and approved at the October, 2003 Horse Leaders meeting.

Example:

Event #1

Scores 2012. Take all the scores for this event for this year. Put them in order and divide them into thirds. *This is not an average.*

9.0

9.25

9.50

10.0

10.5

11.00

12.00

13.00

17.00

For this year, 9.5 would be a Blue cut off point, 11.00 a Red cut off point.

Next, we must take the cut-off point (figured in the same way for year 2013 & 2014. 2014.

Scores 2013 cut-off 8.5 and 10.5 (Example only)

Scores 2014 cut-off 9.90 and 12.50

Now we add the cut-offs from these three years:

Blue cut-off $9.5+8.5+9.9 = 27.90/3 = 9.30$

9.30 would be the cut off between Blue and Red.

Red/White would be $11.00+10.5+12.0 = 34/3 = 11.333$

11.333 would be the cutoff between Red and White.

This is an average.

The next year, we would drop the 2012 cut-offs and add in the 2015 cut-offs and average them.

Medals will be awarded for gaming times 2 seconds (or more) faster than the Blue cut-off. Any attempt to complete an event, even in the event of a disqualification, will result in a white ribbon and 1 state point.

Right to Exhibit at the County Fair

To exhibit a horse at the Island County Fair the member must:

Attend at least two thirds (2/3) of all club meetings (from the time you join).

Participate in two community services

Participate in one 4-H Fundraiser (Leaders Council/4-H Coordinator)

Participate in Spring Show or Leaders Show

Attend at least 2 county, state, or national functions of the 4-H year (Oct 1 – Sept 30). If, however, there are more members wanting to go to the fair than stalls available, attendance at the number of functions would be one of the qualifiers used to help determine just who gets to exhibit at the County Fair.

County and State Functions include:

Achievement Night

Rally Night

Super Saturday

District Teen Rally

Know Your Government (KYG)

Complete a public presentation (in front of a judge or WSU Ext. Event. No school or own club)

Up to date Record Book, checked by your leader.

Current on all fees (\$23 administration fee, \$50 fee to support the coordinator's position)

To qualify for Performance classes or Games events at the County Fair, exhibitors must show their project horse at least two times in each specific Performance class or Games event, prior to Aug 1 of the current year.

To qualify for Equitation Over Fences classes at the Fair, exhibitors must enter one jumping show in the height they plan to ride at Fair, prior to August 1st. Showmanship is required.

At Fair, members must participate in Showmanship plus two performance classes, or Showmanship and three timed events for Western Games.

If there are more horses desiring to attend the Fair than stalls available, the horse leaders will arrive at an equitable distribution of the stalls. Each club will have to have supplemental rules in place to determine which riders can exhibit at the County Fair and who cannot.

Horse Health for the Fair/Spring Show

Leaders will review shot records for each member before the first show of the season, and compile a club record.

There will be a Veterinarian at Fair conducting a “Vet Check” on each animal. The Doctor will check the overall health, the pulse, respiration and soundness of each animal, and if necessary, check the temperature of the animal. The animal must pass this check to be exhibited. All horses, including foals, performance, gaming, jumping and drill horses participating at the Fair must report to the Fair Vet Check at the designated time.

For Whidbey Island Fair, you may not stall your horse in the fairground barns until the Vet Check is completed and passed (unless not passed for soundness reasons that the veterinarian has agreed you may be able to remedy to his/her satisfaction).

You ***MUST*** present your horse's shot record at the Fair Vet Check. It is recommended that you maintain an on-going record. You should know which shots are necessary for your horse's health and how often they are given. You should also know the frequency and type of de-worming program you use with your project horse.

For Whidbey Island Fair, your shot record must show a tetanus shot administered by a veterinarian that is less than one year old.

Your horse must also have flu and rhino vaccinations given not less than 14 days nor more than 6 months prior to the Fair. These shots must have been given by a Veterinarian and he/she must sign or initial your shot record or receipt.

In addition, ALL horses must have a flu and rhino vaccine that has been given not less than 14 days nor more than 6 months prior to their FIRST show of the season. These shots are not required to be administered by a veterinarian. Please remember when purchasing a new project horse to verify that their shots are current before attending a show.

Some horses are allergic to the shots. If this is the case with your horse you must provide a written and signed statement from your Vet.

Whidbey Island Fair

4-H Horse Health Check

Date _____

4-H Member _____

Name of horse owner _____

Horse Name _____ Age of Horse _____

Breed _____

4-H Club _____

SCORES

Good – 30 pts

Needs improvement – 10 pts

Poor – 0 pts

1. Condition (weight & overall condition)

Vital Signs Pulse _____ Respiration _____ pts

2. Soundness _____ pts

3. Infectious and/or Contagious Disease Yes _____ No _____

Accepted, with the following conditions

Rejected, for the following reasons

Veterinarian's Signature

Shots and Worming record: Yes _____ No _____ Points _____ (30)

Date of last vaccinations:

Horse Care~~~

Explain your worming schedule Points _____ (5)

Explain your shot schedule Points _____ (5)

Explain what shots are required for fair (*including those given at other times in the year*) Points _____ (5)

Score needed for a “4-H Health Award of Excellence” is 100 – 105 points

Total Points

4-H Horse Superintendent's Signature _____

Judge **Island County 4-H Spring Show** Trail Judge
 TBA May 16, 2014 TBA
 Open to all 4-H Members

Exhibitor Name _____ Exhibitor Number _____
 4-H Club _____ Horse Name _____
 City/Zip _____ Phone _____ E-Mail _____
 Grade in School: 3 4 5 6 7 8 9 10 11 12
 (circle *grade*) (junior) (intermediate) (senior)

Entry fee is \$25.00 per rider. Pre-entry is required. One entry per horse.

- | | |
|---|--|
| <input type="checkbox"/> Reinsmanship | <input type="checkbox"/> Walk/Trot Pleasure |
| <input type="checkbox"/> Driving Pleasure | <input type="checkbox"/> Stockseat Equitation |
| <input type="checkbox"/> Precision Driving | <input type="checkbox"/> Western Pleasure |
| <input type="checkbox"/> Performance Showmanship | <input type="checkbox"/> Stock Seat Medals |
| <input type="checkbox"/> Driving Showmanship | <input type="checkbox"/> Walk/Trot Bareback Equitation |
| <input type="checkbox"/> Showmanship In-Hand | <input type="checkbox"/> Bareback Equitation |
| <input type="checkbox"/> Walk/Trot Equitation | <input type="checkbox"/> Trail |
| <input type="checkbox"/> Hunt Seat Equitation | <input type="checkbox"/> In Hand Trail |
| <input type="checkbox"/> English Pleasure | |
| <input type="checkbox"/> Hunt Seat Medals | |
| <input type="checkbox"/> Hunter Hack 18" _____ or 2' _____ | |
| <input type="checkbox"/> Green Colt | |
| <input type="checkbox"/> Foal Yearling 2-year old 3-year old | |

-----**-----**-----**-----**-----**-----**-----

Rules and Regulations

1. Exhibitors must bring their pre-assigned Exhibitor number (3" high) to wear on their back.
2. Show begins at 8:00am.
3. Refer to State 4-H Horse Contest Guide PNW574 (2005) and Island County 4-H Horse Rules (Rev. Oct. 2014)
4. All classes in each age division to count toward high point.
5. Danish System ribbons with Reserve and Grand. High Point Awards Novice, Juniot, Intermediate, and Senior. One overall High Point of the day will be given, all classes to count.
6. Entries must be in writing, signed by owner or authorized agent and accompanied by entry fees or they will not be accepted. Parents or Guardians must sign all entries under 18 years of age.
7. Must have Current Flu/Rhino and Tetanus vaccinations. (See pg. 23 Island County Rule Book)

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Name of Rider _____ Owner _____

I hereby certify that the horse being ridden, has a Horse Certificate on file with the Extension Office, as required for a project horse for the current year. I make this entry of my own free will, know the risks involved and will not hold Island County 4-H and its representatives responsible for any loss or injury to either my horse or myself or anyone with me at the show. Presentation of this signed entry from shall be deemed my acceptance to all rules of the show.

Signature of Rider _____ Signature of Parent/Guardian _____

Make checks payable to: Island County 4-H and mail to: Marilyn Gabelein, 2877 Cedar Spring Lane, Clinton, Wa. 98236

No entries accepted after 6pm, Thursday, May 14, 2015

This is a State Qualifying Horse Show

Things You Need to Know About Going To Spring Show and Fair!!

The following information is VERY IMPORTANT for all Horse 4-Hers and parents. It will help prepare you for the Island County Fair and 4-H Spring Show and help make these events great experiences.

All this information applies to the Fair and the items marked with * also apply to the 4-H Spring Show.

BRING FOR THE KIDS:

*Show Clothes Shirts-Pants-

Ties

Hats (Western, English, Drill, Jumping)

Boots, cleaned and polished

Boot socks

Boot polish

Chaps and Spurs if you use them

Vests or Show Jackets if you use them

Belts (Western, English)

Gloves if you use them

Rain Cover for your hat

*Hair Stuff, bobby pins, hair nets, hair spray, ribbons or barrettes, whatever you use.

*Make-up and earrings if you wear them.

*Safety pins of several sizes, especially the size you need for putting on your numbers.

***Exhibitor number** and special pins for the numbers if you use them.

*Scissors

*Warm clothes, coats, sweatshirts, etc. for wear on those cool mornings.

*A watch so you know when to be ready for classes and Barn Duty.

*A pen, to write on your ribbons.

A lock for your tack box and a spare key for those locks that need keys.

BRING FOR THE HORSE

*Shot record.

*Saddles, Western, English, Gaming.

*Girths.

*Saddle pads, Western, English, Gaming, Drill.

*Bridles, Western, English, Gaming, extra one for exercise if you need it.

*Bits that you need.

*Breast collar if you use one.

*Bell boots, splint boots for exercise or games if you use them.

- *Show halter and lead.
- *Barn halter and lead.
- *Blankets, coolers, hoods.

- *Slinkies if you use them.
- *Leg wraps if you use them.
- *Red ribbons if your horse kicks.
- *Hoof polish.
- *Show Sheen.
- *Fly spray.
- *Baby Wipes.
- *First Aid supplies for cuts, bandages, antiseptic.
- *Water bucket and electrolytes if needed.
- *Hay net.
- *Screwdriver, screws for saddle or bridle.
- Feed pan.
- Salt feeder and salt.
- Hay.
- Grain if not supplied.

FOR THE TRAILER OR CAMPER OR TENT

- First Aid kit.
- Fire extinguisher.
- Flash lights.
- Food.
- Bedding.
- Extra clothes.
- Rain gear.
- Tool kit.
- ETC.
- Patience.

ISLAND COUNTY 4-H HERDSMANSHIP RULES DIVISION I

This contest is to encourage better care and display of animals in barns. All clubs exhibiting animals at the Fair must enter the 4-H Club Herdsmanship Contest. Animals of one club will be grouped together.

Herdsmanship is divided into six divisions:

DIVISION I -	HORSES
DIVISION 11-	DAIRY & LIVESTOCK, ALPACAS
DIVISION III-	DOGS & CATS
DIVISION IV-	POULTRY, RABBITS & CAVIES
DIVISION V-	VARIETY ANIMALS
DIVISION VI-	NON-TRADITIONAL PETS & 4-H BUILDING

At least one 4-Her must be present with each club from 10am to 8pm daily, except Sunday, from 10am until animals are released from barn. Individual club decorations for display must comply with the General Fair Regulations (as per fair safety and fire regulations). When animals are absent from the barn (showing of animal or leaving due to illness) they are required to hang a sign stating their reason for being absent. No score will be given for that club in the animal category if judging occurs during this time. The score from the second judging for the day in that category will be doubled.

Judges will examine the barns twice a day during the Fair, final inspection will be on Monday following the Fair. Rotating Herdsmanship banners will be displayed for a day with each club winning the Daily High Point for each division. Club leaders will receive copies of their scores daily.

Judges must use the Club Herdsmanship Score Card for the division they are judging only.

Information for Judges:

- Animals should be secured in such a manner that is safe for them and attractive.
- Bedding should be clean, but lightly spread, no waste (allow small pieces & time for clean-up).
- Animals should be fed on schedule (ask 4-Her on duty about feeding schedule).
- All feed & water containers should be neat and safely secured.
- Each club should have some unique way of identifying their area of the barn.
- NO** clowning around in barns by ANY club members. **NO** eating in barns.
- All work in barn is to be done by 4-H club members only.
- 4-Hers should be dressed appropriately for barn chores, including boots or fully enclosed hard soled shoes.
- Educational Displays are judged separately – do not include in Herdsmanship!**

- *Judges are required to walk through barn at least twice.
- *Judges must ask 4-Her on barn duty questions for their knowledge of the project.
- *Judges are required to ask questions if they have concerns, doubts or something missing.
- *Judges judging in AM must be done by 12:30 pm. Judges judging in PM must be done by 6pm.
- *All score cards must be turned in by 6:30 pm.

NOTE: Horses and exhibitors compete daily all day long, it will be hard to catch each club in all their stalls at the same time, but requires sign stating their absence.

NOTE: Judges please see attached sheet.

PLEASE JUDGE FAIRLY – YOU ARE HERE TO ENCOURAGE NOT DISCOURAGE

ADDITIONAL INFORMATION FOR JUDGES

HORSE DIVISION

ANIMALS:

- *Horses are to have at least a ½ bucket of water at all times (no deduction on points for floating hay).
- *Horses are not to be left standing in stall with saddle on, except for a brief time.
- *Halters are not to be left on in box stalls if unattended by exhibitor.
- *Horses in stalls should not be marked down for shavings in mane & tail.
- *No horses to be left unattended tied to tie rails out in front of barns.
- *No one should encourage anyone to pet any horse through the stall wire. Horses bite!

STALLS/AISLES/STORAGE:

- *Stall doors are to be closed at all times, unless horse is going out or coming in.
- *No empty hay nets left in stall.
- *Each horse club is responsible for the area in between their section of the barn and the arena.
- *Area behind the barns where hay is kept is to be judged in herdsmanship.
- *Storage rooms are NOT to be included in herdsmanship judging and to be closed at all times.
- *Tack boxes are NOT to be judged or looked into.

EXHIBITORS:

- *Horse members & attendants (parents) on barn duty should be dressed with hard-soled shoes or boots. Boots are defined as high-topped (above the ankle) leather or leather-like riding shoes with heels. Tennis shoes are not acceptable.
- *Exhibitors are not to invite friends into their horse's stall to show them their horse.

Horse Division Herdsmanship for Fair

Stall doors are to be closed at all times unless horse is going in or coming out. Although not required, use of a restraining strap across the stall doorway (if the horse is in the stall) is appropriate for a short time while cleaning the stall throughout the day.

Exhibitors, or their parents, are not to invite friends or visitors into their horse's stall for any reason.

No one should encourage anyone to pet a horse through the stall wire. Horses bite!

Horses are not to be left standing in a stall with the saddle on, unless for a brief time with a halter on and secured to a tie ring or post. The exhibitor will not leave the horse alone like this. Never tie a horse with the bridle on. Halters are not to be left on in the stalls when the horse is unrestrained.

No horse is to be left unattended tied to the tie rails in front of the barns.

If you feel that your horse needs to be blanketed because of extreme cold weather at a time when the barn is open to the public you must get permission from your leader prior to blanketing.

It is not appropriate to bathe your horse in the area between the barns and the arena. There is inadequate drainage in that area and the water will create a large muddy area. Small wash jobs should be done in your stall and more extensive bathing can be done at the beef barn wash area. Okay this with your leader prior to going to the beef barn. We will be guests at the beef barn area and need to make sure that the timing is right for them too.

Horses are to have water at all times. Minimum is ½ bucket. Wisps of hay in the bucket are okay.

Empty hay nets should not be left in the stalls.

Empty feed bins should not be left in the stalls.

Members and parents on barn duty should be neat, clean and dressed in appropriate attire. You must be easily identifiable as being on barn duty with your club and your name prominently displayed. This must be done with a club apron and a name tag.

You must wear boots that are high topped (above the ankle) and leather. Sturdy hard-soled shoes are okay for parents. Leather-like riding shoes with heels are approved. Tennis shoes,

sandals or flip flops are never acceptable. You must guard against the possibility of being stepped on by the horse.

If your horse dumps manure in a public area outside the arena, (for example while you are grooming or walking the horse) you are responsible for cleaning it up as soon as possible.

Each member is responsible for taking care of their horse and keeping their stall clean at all times or according to club rules. Barn duty members are there to make sure the entire club exhibit stays neat and clean for their time on duty. They will keep stalls as tidy as they can, while greeting the public and answering questions. They will also ensure horses are watered. You should not expect someone else to take care of your horse.

Each horse club is responsible for keeping the area between their barn, or section of barn, and the arena clean.

Horse clubs at the ends of the barns are responsible for cleaning these areas. Clubs on the ends of barn 1 and 2, 2 and 3, are responsible for sharing the clean-up of those areas.

Please see the 4-H Herdsmanship rules for general guidelines in addition to the above.

Information for Clubs

There is a possible 100 points to earn on Herdsmanship score sheets.

With the addition of the manure composting bins every effort should be made to keep the amount of shavings in the compost to a minimum.

Each exhibitor is responsible for his or her own exhibit, or according to club rules. If a horse does have a problem, the exhibitor should be the only one in the stall along with a parent, leader or an adult who knows the horse.

Daily there will be a Horse Division Herdsmanship winning club. The club that wins it the most during the fair will be announced as the overall Herdsmanship winner for the year. This announcement will be made at achievement night.

CLUB DRILL TEAM

ORGANIZATION OF DRILL TEAM

1. The authority in a drill team 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 CAPTAIN 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 through 18 years of age.
2. There is no minimum number of riders or drivers 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 objections 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, these 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, and bits not to count. If one bridle has roping reins with ear and noseband, then all should be of 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. Spurs are optional and riders who need them may use them, riders who do not need them are not required to use them.
2. **Driving:** All driver should have the same type of equipment; harness, bits, and belt buckles not to count. Carts should be of the same type. Quality of carts 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 of space 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 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:** Driver should sit 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 whip to be penalized.
- f. Performance of Horse or Pony- Horses 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 erect angle during the entire drill. In maneuvers, as well as when on point, the flags should be erect and straight.

ISLAND COUNTY 4-H DRILL TEAM SCORE SHEET

Judge

Date

Total Points

Team

Placing

<u>Item</u>	<u>Points Possible</u>	<u>Points Awarded</u>
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1. Animals – Cleanliness, Uniformity of pairs	10	
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2. Equipment – Cleanliness, uniformity (spurs not to count)	10	
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3. Uniform – Cleanliness, Attractiveness	10	
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4. Drill	70	
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Alignment

Spacing

Variety

Coordination and Timing

Horsemanship

Performance of horses

Spectacularity

Flag Carriage

TOTAL POINTS

100

Additional Judges Comments: _____

Judges Signatures _____

Island County 4-H Groom Squad Contest

PURPOSE:

The purpose of this contest is to provide 4-H youth an opportunity to demonstrate their ability to work together in a safe and humane manner to groom and prepare a horse for show.

ELIGIBILITY:

1. This contest is open to Island County Horse 4-H Seniors
2. The team will be composed of three competitors. May be composed of own or another club members.

GENERAL RULES:

1. Each team will be provided a horse. Horse will be sound.
2. Each team must furnish all grooming equipment and supplies.

MINIMUM SUGGESTED:

- 4x4 Tarp
- 2 Curry Combs (rubber, plastic, or metal)
- 2 Body Brushes (hard bristles)
- 1 Dandy Brush (soft bristles)
- Mane and tail comb or brush
- Groom rags – dry, with no grooming aids added
- Hoof pick
- Bucket – all water used must be contained in a bucket
- Shavings

ADDITIONAL ALLOWED:

- Show Halter and Lead
- Bot Block
- Shedding knife

NOT ALLOWED:

- Electrical equipment
- Commercial products (soap, hoof black, mane and tail whitener, Show Sheen, etc.)
- Razor blades or any items containing any type of razor blades
- Bot knife
- Spray containers

SCISSORS:

Scissors will only be allowed at the groom squad class superintendent's approval. This will be determined based on whether the horse provided has been brought in, or if it is a 4-H horse that is

already on the premises and has been pre-clipped. Be aware that scissors are not allowed at the state fair, as these are 4-H horses. Please have your scissors ready for this class so you will be able to use them “if” they will be allowed for the class. It will be announced prior to the beginning of the class.

PROCEDURE:

1. Register team prior to class.
2. Thirty minutes will be allowed for grooming the horse. One team member will hold the horse. The holder may work on the horse, as long as it is done in a safe manner. The horse must always be under control.
3. Following grooming, one squad member will leave to take the written test and the other two squad members will have 15 minutes to practice showing the horse. Only the selected member by the team will be allowed to show.
4. Resources for questions on the written test will be 4-H project publications for the “Horse Science Series”, Washington 4-H Horse Judging Manual (EM4797) , and “Equine Awareness Youth Education Program” video and 128 pg. Publication: - all available in the 4-H publications & Projects Catalog (EM2778).

BASIS OF JUDGING

GROOMING: 20 Points Possible

Points awarded on the method the squad demonstrated to clean and “slick off” the horse for show.

Use tools correctly, and in correct sequence on the body:

1. Hoof pick – Use on hooves from heel to toe to remove dirt and rocks.
2. Curry combs – Use in circular motion to lift dirt, flicking motion to remove dirt.
3. Hard brushes and Soft brushes – Use short, brisk, flipping motion to remove dirt.
4. Mane and tail comb or brush – Start brushing at bottom of hair and work up towards roots. Never start at the top, as this breaks the hair.
5. Rags – For use on head and finishing touches on coat.
6. Hands – Use for adding bloom to coat and removing excess hair.

TEAMWORK: 15 Points Possible

Based on how well the team is organized for each member to have his own task to perform, if all participate equally, and if total job is finished in the allotted time.

1. Be well-organized. Each team member should have his own tasks.
2. Space out to work. Never cluster around one area.
3. Be pleasant to fellow team members.
4. Do not talk with friends or parents in audience or other teams. Excessive talking within a team may be marked down.

EQUIPMENT: 5 Points Possible

Team should have at least minimum equipment suggested. There is no limit to amount of equipment allowed, but extra equipment will not necessarily receive more points. All equipment should be clean and in usable condition. Do not borrow from or loan equipment to other teams. Prior to the contest, a groom squad official will check all equipment. All equipment points will be deducted if illegal equipment is found.

SAFETY: 25 Points Possible

Points awarded for properly following the rules of safety for working around a horse.

1. All members of the team must wear boots.
2. Never stand or work in the “Danger Zone”, which is directly in front of and directly behind the horse.
3. All team members will work on the same side of the horse.
4. Never kneel or sit near the horse. When grooming legs, squat down so you can move quickly away if the horse moves. Never have all team members squatting at the same time.
5. When crossing behind horse, either cross out of range of hind legs. Or pass close, with a hand on the horse.
6. Never cross under lead rope between handler and horse.
7. Work quietly
8. Any abuse or harsh treatment of the horse will result in disqualification of the team.

WRITTEN QUESTIONS: 20 Points Possible

Resources for questions: See Procedure #4, above. Examples of Groom Squad written questions are:

1. What is the distance of a “horse length”?
2. Name five important features of a stride of a horse.
3. Referring to conformation, what is meant by a “smooth” horse?
4. Define: Breed Character, Cold Blooded, Get, Aids, Breed type.
5. What is the proper method of fitting the following breeds for halter?: Quarter Horse, Arabian, Appaloosa.

SHOWMANSHIP: 15 Points Possible

One squad member is judged on personal appearance and ability to present the horse his squad has groomed. Will be conducted as an actual 4-H Showmanship class.

AWARDS WILL BE MADE ON THE GROUP SYSTEM OF JUDGING. EACH TEAM MEMBER WILL RECEIVE THE RIBBONS EARNED BY THE TEAM.

Groom Squad Class Score Card

SQUAD MEMBERS:

JUDGE:

	<u>Maximum Score</u>	<u>Points Lost</u>
1. Grooming	20	
Points awarded on the actual method the squad used to completely clean, trim, & “slick off” the horse for show.		
2. Teamwork	15	
Based on how well the squad is organized for each member to have his own task to perform, whether team members each help with every task, whether all perform equally, and whether the total job is finished in the allotted time.		
3. Written Questions	20	
Questions will concern fitting and grooming the horse. Answers will be written by one member of the squad.		
4. Equipment	5	
Did the squad have the proper equipment for the task and use it all correctly.		
5. Safety	25	
Properly following the rules of safety for working around a horse. The attitude of the horse and the way the team handles it should be taken into consideration.		
6. Showmanship	15	
Judge on squad member on his personal appearance and ability to show the horse his squad has groomed.		

TOTAL POSSIBLE: 100

MATCHED PAIRS CLASS

RULES AND REGULATIONS

1. All horses in Matched Pairs Class must be 4-H exhibited horses and riders must be 4-H exhibitors.
2. Ribbons will be awarded to eighth place.
3. Scoring will be as follows:

Compatibility of Horses in size and coloring	30 points
Compatibility of Riders (clothing, etc.)	30 points
Performance of Horses and riders as a unit (synchronizing of gaits and strides)	40 points
TOTAL:	100 points

Right to Exhibit at Western Washington State 4-H Fair

1. Must be an Intermediate or Senior
2. Have earned enough points in either Performance, Western Games or Driving. (See how the qualifying points are calculated below) **OR** have qualified for Dressage or Equitation Over Fences.
3. For Performance and Gaming, points for State are your points from your top 3 shows. For Driving, points for State are your points from your top 2 shows. There are three possible ways of qualifying as explained below.

If this rule excludes any members with state qualifying shows, exceptions will be made using the Island County Horse Category 4 which follows:

These members will be chosen after those qualifying under Categories 1-3.

The members in category 4 must complete the following:

- A. Complete all Island County 4-H Horse Fair requirements
- B. Compete at the Island county Fair on the Horse you intend to take to state.

Participants will be chosen in the same order as the members qualifying under the first three Categories, but using their best two (2) qualifying shows. For Driving, order will be determined by the members best (1) show. If there is a tie in this 4th Category, as in the others, the tie will be broken with the member's Showmanship score at their top show. If this does not break the tie, we will add the next highest show total points.

4. All 4-H shows to count for State points, as long as the Show Point Sheet states the show is a State Qualifying Show. Leader's Show, Spring Show and Fair are State Qualifying Shows.
5. Performance classes which count for State points:
 - A. Showmanship
 - B. Bareback
 - C. Stockseat Equitation
 - D. English Equitation
 - E. Trail
6. Games Classes which count for State points:
 - A. Showmanship
 - B. Poles
 - C. Texas Barrels
 - D. Key Race
 - E. Figure 8

- F. 2 Barrel Flags
- G. International Flags

7. To qualify for State in Dressage, a rider must participate in one approved dressage show, complete the pattern and be judged, receiving a score of 60 or higher. The rider must present their signed score card to the Horse Leaders' Committee. If Dressage is offered at the County Fair, the rider must enter and complete the test, receiving a score of 60 or higher. The State qualifiers will be determined by the highest scores within a particular division.
8. To qualify for State in Equitation Over Fences, a rider must participate in one Equitation Over Fences show at the height they are attempting to ride for State Fair, completing Showmanship, an Equitation class, and their jumping course. They must also participate in Equitation Over Fences at Fair in the same height division. State qualifiers will be determined by points based on the rider's placing in his or her height division at the qualifying show and Fair.
9. Attend a Pre State Fair meeting that will cover some if not all of the following:
 - A. How to get your tack box.
 - B. Dates and times to enter and leave the State 4-H Fair
 - C. Meeting with other County qualifiers and arranging for rides as needed.
 - D. Where to return the tack boxes.
 - E. Decorations and how to put them up.
 - F. Things you will need to bring.
 - G. General information that will help you enjoy the State Fair.
8. All State attendees are responsible for transporting the tack box they will use at State, as well as the care of the box. Prior arrangements may be made on leaving the box at State for the incoming group, or it is your responsibility to see that it is returned within 4 days of your return from State Fair, or sooner, if needed. Please return the box in as good a condition as you received it.
9. It is your responsibility to inform the State Fair Coordinators if you are going or not going to attend State, as soon as possible. Always remember you are there representing not just you and your family, but you are representing Island County 4-H and all its members.

****Note****

At state fair, exhibitors are required to participate in herdsmanship, showmanship, and one ridden/driven class, other classes are optional.

How Points are Figured for State Qualifying

These are the State Rules from the Washington State 4-H Fair Premium Book, (2007 edition, available on line through the WSU web site) page 74, Rule 4

Animal Entries: (Class 400-999) – Entries will be limited to classes listed in this book.

Exhibitors and animals must qualify for their county quota at the county level.

Participants shall be selected in this order:

- 1) Blue in Fitting & Showmanship, Blue in Type (equitation/games/obedience).*
- 2) Blue in Fitting & Showmanship, Red in Type.*
- 3) Red in Fitting & Showmanship, Blue in type.*

Our County has decided to use points from a riders top three shows (top two shows for driving) during the season as criteria for qualifying for the State Fair. This means that we add the points from each rider's three best shows. **Other counties may do it differently.** A white award earns one (1) point, a red award earns two (2) points, a blue award earns three (3) points, Reserve Champion earns four (4) points and Grand champion earns five (5) points.

To qualify in the first category, 1) listed above, a rider must have combined points of at least 9 points for Showmanship (in any three shows) and, for gaming, at least 54 points in riding events. That is 3 points (blue) x 6 events (poles, fig 8, key, flags, barrels, international flags) x 3 shows (in any three shows) = 54 points plus 9 points for showmanship. For performance in category 1 at least 36 points. That is 3 points (blue) x 4 events (Bareback Eq., Trail, English Eq., Western Eq.) x 3 shows (in any three shows) = 36 points plus 9 points for showmanship.

To qualify in the second category, 2) listed above, a rider must have combined points of at least 9 points for Showmanship (in any three shows) and, for gaming, at least 36 points in riding events. That is 2 points (Red) x 6 events (as listed above) x 3 shows = 36 points. For Performance, a rider must have at least 24 points in riding events. That is 2 points (Red) x 4 events (as listed above) x 3 shows = 24 points plus 9 points for showmanship.

To qualify in the third category, 3) listed above, a rider must have combined points of at least 6 points for Showmanship (in any three shows) and, for gaming, at least 54 points in riding events. That is 3 points (Blue) x 6 events (as listed above) x 3 shows (in any three shows) = 54 points plus 6 points for showmanship. For performance, in category 3, at least 36 points. That is 3 points (blue) x 4 events (as listed above) x 3 shows = 36 points plus 6 points for showmanship.

We may not know until the fair which three shows are the best for each rider because we are trying to get each rider into the highest category possible. This is especially true for gaming, because quite often your best Showmanship score may not coincide with your best riding events. Showmanship must be performed for each discipline in which you participate, at any show you attend, no points will carry over from one discipline to another (performance to gaming, gaming to performance, etc.)

Category 1 – 9 + 54
 Category 2 – 9 + 36
 Category 3 – 6 + 54

An example follows of how we may not know until the fair which shows to use:

Shows	#1	#2	#3	Fair
4-Her #1	3-4	3-14	2-17	3-17

The first number reflects Showmanship points, the second number reflects points for riding events. This example is for Gaming.

First, we try to get the rider qualified in category 1 (9 points Showmanship and 54 points riding events). As you can see this is not possible. Next we look at category 2 (9 points Showmanship and 36 points riding events). Looking at show #1, #2 and Fair, you get the 9 showmanship points but only 35 riding points. Looking at shows #2, #3 and Fair, you get 48 riding points but Showmanship points are 8, so this rider does not qualify in category 2 either. Next we try category 3 (6 points for Showmanship and 54 points riding). The rider has the required 6 points in showmanship but does not qualify because they do not have the 54 points for riding events.

Another example:

Shows	#1	#2	#3	Fair
4-Her #2	5-13	4-12	1-13	2-12

First we try to get the rider qualified in category 1. Using shows #1, #2 and #3, you get 5+4+1=10, so rider #2 has the Showmanship points required but does not have the 54 riding points needed. Next we try category 2. Using shows #1, #2 and #3 you get 10 and 38 points. This 4-H'er is qualified in the second category.

One more Gaming example:

Shows	#1	#2	#3	#4	#5	Fair
4-Her #3	3-10	3-15	2-14	2-14	2-18	1-15

You can see right away that we cannot qualify the 4-H'er in the first or second category, as they do not have 9 showmanship points over the course of any three shows. The 4-H'er has enough showmanship points for category 3, but does not have the 54 riding points to qualify over the course of any three shows in the third category.

Performance is scored very similarly. Here is an example:

Performance Category 1 9 + 36
 Category 2 9 + 24
 Category 3 6 + 36

Shows	#1	#2	#3	#4	#5	Fair
4-Her #4	2-13	1-7	3-12	3-14	5-14	3-12

Taking rider #4's top three shows, you get 2+3+5=10 Showmanship points. Using these same shows we get 13+14+14=41 riding event points. This 4-Her is qualified for State Fair in the first Category with 11-40.

The State Fair only allocated so many stalls to our county and some years we may have more qualified riders than stalls available. If there is a tie, we will break the tie with the member's Showmanship score at their top show. If this doesn't break the tie, we will add the next highest show total points.

SHOWMANSHIP IS EXTREMELY IMPORTANT

