

Chelan-Douglas 4-H Horse Show Guide

2024



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Ask your Club Leader for
more information

The Bi-County Horse Council is working hard to make 2024 a great year!
Please read through for important information & updates for the 2024 4-H Horse Project Year.

NEW THIS YEAR! An additional End of Year Award for Showmanship has been added to the Performance and Gaming End of Year Awards. This new Showmanship award will replace the shows day of Best in Show ribbon. The goal is to encourage everyone to work with their horse in hand and polish their showmanship skills! See the End of Year Award Page for details and qualification requirements.

Performance & Gaming 2023 Show Fees – to be paid the DAY OF the show upon check in

\$30 Pre-registered*: Registrations must be sent in 1 week before the show date.

\$40 Same day/registrations submitted less than 1 week before the show date.

The show registration fee is per rider for each show day. The rider may sign up for as many performance and/or gaming classes as they would like within that day's fee. Please note the shows on July 27th and July 28th are considered two separate shows. Registration and fee are required for each day. If you have questions please contact your 4-H club leader. *Payment of show fees are to be made the morning of the show upon participant check in – please do not mail/send payment prior. If payment is not made upon check in rider will not be able to participate in that day's show. Checks made out to Bi-County Horse Council.

Online Registrations & Volunteer Sign Ups: We will be using fillable registration forms for shows registration to allow for easier pre-registration and online volunteer sign ups via signup.com. **IF** you need to use a hard copy registration form PLEASE notify your club leader to assist you. Registration and Volunteer Sign Up Links will be provided to club leaders to send to club members prior to each show.

Walk Trot Classes: A rider in their first year, or second year ONLY if first year walk trotter, may elect to ride in walk trot only classes if they are not yet comfortable/controlled at a lope/canter. Cross entry between walk trot only and walk-trot-lope/canter classes within the same show day is NOT allowed. If a rider shows in walk trot performance classes, and enters gaming classes, **they must also game as a walk-trotter only NO loping**. For safety reasons there is not a walk trot only bareback class. They may start in walk-trot only and then move into loping/cantering classes at a subsequent show if able to do so safely. Riders may not move from walk trot only to walk/trot/lope classes within the same show. The judge/bi-county council has the authority to move a rider from walk trot lope/canter classes to walk trot only for safety/control if deemed necessary.

WE NEED YOU! Volunteers are needed to run the shows!
No experience needed we are happy to train you.
Please let your club leader know if you are able to help.



SPECIAL THANK YOU

The Bi-County 4-H Horse Show Series offers a heart-felt THANK YOU to the following businesses and individuals who have donated their personal time, knowledge and/or financial support to the continued success of this Series:

Appleatchee Riders, NCW Fairgrounds, Chelan County Fairgrounds, Red Tail Canyon Farm

A special THANK YOU to the parents, guardians and family members of the 4-Her's who volunteer time to help.
Time is precious and we appreciate the time and support you give 4-Her's and their 4-legged partners!!

GENERAL RULES

1. **All horses competing in the Bi-County 4-H Show Series must have their Horse Certificate on file with the WSU Chelan County 4-H Extension Office by April 1st. Exceptions for special circumstances may be granted after April 1st by contacting your club leader.**
2. Bi-County 4-H Show Series will strictly follow the Washington State 4-H Equine Rulebook with regard to all rules and regulations. Please refer to it as needed when questions/answers are not found in this guide. Colt Starting Class will defer to the 4-H Horse Contest Guide (2015).
3. Show management and/or the judge reserves the right to dismiss any youth or party from any 4-H class/show for any misconduct or lack of sportsmanship, infractions of the ground rules, and/or class rules for 4-H contests as stated in the current Washington State 4-H Equine Rulebook. Exhibitors will forfeit all awards received at the show.
4. **A parent or appointed adult guardian is REQUIRED to remain on the grounds during the ENTIRE 4-H Horse Show.**
5. **RIDERS must wear an approved helmet in all their mounted classes.** The helmet must be properly fitted with the harness engaged and properly fastened according to manufacturer's instructions. It is recommended that 4-H'ers wear their ASTM/SEI helmets any time they are around their horse. Cowboy hats are allowed in showmanship class, and in-hand trail (if shown in Western apparel).
6. Exhibitor's number may be worn on their back or on both sides of blanket/pad. Number must be clearly visible without obstruction from hair etc.
7. A horse not under control may be dismissed from the ring.
8. Horses should be bathed, clipped at exhibitor's discretion, groomed and in good health. A visibly ill or unsound animal may be dismissed from participation by show personnel or at the judge's discretion. Humane treatment of all animals is required. Exhibitors are expected to treat their animals with respect and provide for their continuous well-being through proper feeding, handling, disease prevention, sanitation, and attention to safety.
9. No one is allowed to coach contestants while the contestants are in the show ring.
10. The show arena is off-limits to everyone except working show personnel or during an emergency.
11. The Judge's decision is final in all classes.
12. Attitude is scored. Exhibitors should show confidence and pride in themselves and their animals. They should be good sports. Contestants are judged at all times when in the ring.
13. Only 4-H members may ride, groom, school, or handle a horse while on the show grounds. Members may have assistance with saddling and bridling if needed. Anyone may have assistance for safety reasons.
14. Ribbons will be awarded first 1st through eighth (8th) place. 4-H uses the Danish System of awards therefore, indication of blue, red and white place will also be announced.
15. English show clothes and equipment are required for English classes. Western show clothes and equipment are required for Western classes. At the Judge's discretion, short sleeved shirts may be worn during hot weather. English riders must wear a belt when not wearing a coat.
16. Horse Possession - 4-H horses in the possession and care of a trainer must be returned home no later than 30 days before the first Bi-County horse show in which the horse is to be ridden. It must remain in the possession and care of the member until shows and fairs are over. Members may not change horses after the last enrollment and certification deadlines except in rare cases.
17. Members wishing to change horses must petition the Bi-County Horse Council in writing for permission. The same performance horse must be used throughout the same show, showmanship and mounted classes. A different gaming horse may be used for gaming, but the same gaming horse must be used for the entirety of the same gaming show.
18. Persons with a disability requiring special accommodations while participating in this program may call WSU Chelan County Extension, 509-667-6540 or email: michelle.lain@wsu.edu. If accommodation is not requested at least two (2) weeks in advance, we cannot guarantee availability of the accommodation.
19. REGISTRATION FEES for the 2023 Show Series: Pre-Registration - \$30.00 per rider for all day. (Entry form must be sent 1 week prior to show date, payment to be made day of show) Late or Day of Show Registration - \$40.00 per rider for all day.
20. **For a show to count toward fair qualification, the member must complete Showmanship and three (3) other classes at the same show.**

4-H HORSE SHOW ETIQUETTE

Before the Show

- Practice - If you expect to do well at a show, you have to do well at home first. You should practice everything that you expect to do at the show. This includes loading/unloading from the trailer.
- Be Early - If you feel rushed, tensions will grow and your horse will notice your negative body language. You should plan on arriving at least an hour before the judges' meeting.
- Attend the Judges' Meeting – This is your chance to hear what your judges have to say and to ask any questions you might have.
- Follow the Rules - All 4-H rules, including tack rules, apply from the time you arrive on the show grounds. If you arrive early, ask permission before you take your horse into the competition arenas.

WARM-UP ARENA ETIQUETTE

Supervision

- You must have an adult or senior member watching you when using the warm-up arena or when using the main arenas during off hours. One adult can monitor several riders.
- Parents and leaders should help from the sidelines rather than inside the arena. Riders should never stop in the track next to the fence to speak with someone.

Entering & Exiting

- Close the gate after you enter or exit the warm-up arena. A gate person will open/close the show arena gate.
- As you enter, start riding on the same rein (direction) as the majority of the horses in the arena.
- Be careful not to cut off another rider.

Stopping & Standing

- Never mount or dismount on the rail. Move to the center or out of the arena.
- Look behind you before stopping suddenly. Avoid stopping and backing on the rail if at all possible.
- If you are having difficulty with your horse and must stop, move to the center of the arena out of the way of other riders.
- It is never a social time when in the arena. It's unfair to make your horse stand in a busy, high traffic area while you socialize and it's dangerous to other riders.

Sharing the Arena

- Slower gaits take the outside track. Pass on the inside track.
- When turning, check your "rear view" first.
- Announce your intentions telling other riders what you plan to do: "Passing on your left".
- Take care when using your whip. Other horses may react more enthusiastically than your own. Do not use your whip in a manner that frightens or touches other horses.
- Cue quietly: Voice commands, kissing, smooching to cue your horse should be done quietly and away from other horses to avoid accidentally cueing another rider's horse.
- Perform schooling and warm-up routines with a purpose: do not meander around the arena or park yourself in the riding arena.
- Remember that warm up arenas are for the competitors preparing for the upcoming classes. Others should give these competitors priority.
- Never lunge your horse in an arena where horses are being ridden. Lunging is only allowed in designated areas at designated times established by show management. Horses being lunged should be given plenty of room to allow for unexpected bucking and kicking, should it occur.

Passing & Spacing

- Left shoulder to left shoulder - If you are riding in a ring where horses are traveling in opposite directions, remember this rule. Left shoulder to left shoulder. As you approach someone coming straight at you, pass on the side that enables your left shoulder to be adjacent to their left shoulder.
- Keep at least one-horse length from any other horse.
- If you are overtaking horses, pass to the inside with care and plenty of clearance. Another option would be to make a large circle back to the inside or cut across the arena to avoid passing.
- Never pass between the rail and another rider on the track. Always pass on the inside and pass wide.

Emergencies

- **If your horse kicks, you must have a red ribbon in its tail.** Unruly horses should be removed from the arena immediately.
- In an emergency "HALT" or "HOLD HARD" may be called out and the whole arena should halt. If you dismount be sure your reins are removed from the horse's neck so you have full length for control.
- In case of emergency - know where the nearest phone and emergency number and first aid kit are.

Other Stuff

- Do your schooling in a positive manner - do not school if you are angry.

- Be polite. Foul language is never tolerated.
- No smoking OR consumption of alcohol on the grounds. This includes vaping products.
- No use of cell phones while riding. Exhibitors are NOT allowed to have or use a cell phone in the show ring.

Waiting for your Class

Listen – The announcer will give you warnings to help you get to your class on time. Here's what they mean...

- First Call – It's getting close to your class time. Make sure your horse is tacked and you are ready to go.
- Second Call – It's time to go to the ring. Head over promptly and check in with the gate steward. Tell them your back number and then stay close and wait for your class.
- Third Call – Your final warning. You should be waiting ringside for your class to go in. Watch the gate steward and follow their directions.

Be Polite – Don't hover around the gate. Leave room for others to check in and for the current class to exit the arena.

Stay Back – You, and anyone with you, must stay 3 feet back from the arena fence at all times.

SHOW RING ETIQUETTE

Entering the ring - Members should be courteous and alert and follow instructions given by the judge or ring steward, including entering promptly when a class is called. As you enter, be aware of the direction that the horses are traveling and yield to anyone that is about to be in your path.

Gate hold - If an exhibitor needs a "gate hold" (delay of class) for equipment change, he or she must request this before the class is called to enter into the arena. Delays may be penalized at the judge's discretion.

Proper way to pass - Almost always pass on the inside. It is dangerous to put your horse between another horse and the rail while passing. While passing, allow enough room for the horse you are about to pass from the side, front and back. As you pass, look over your shoulder and make sure you have left a reasonable distance. Do NOT cut off the horse you just passed. An exception to the pass on the inside rule is in driving classes. In driving, smaller slower drivers should stay on an inside track and leave the rail for the bigger, faster horses.

Coming off the rail – If horses are getting all bunched up in the class, it's okay to cut across the arena or circle to allow more distance between horses. Make sure you don't crowd other horses, the ring steward, or the judge. It is not appropriate to cut in between another rider and the judge.

Proper distance - Always try to keep at least one-horse distance between you and the horse in front of you. Keep a safe distance, usually two horse widths, as well from the side so no animal or rider is kicked or bitten.

Problem horse - If your horse acts up and becomes unmanageable, go to the center of ring, dismount and ask if you can leave the arena. This is the safest thing to do for all participants. Please do not use a show to "school" your horse unless it is a "schooling" show.

Lining Up – At the end of your class, you will be asked to line up facing the ring steward. The steward will stand with their arms outstretched. You should immediately move your horse so that you are facing the steward in the center of the arena. You will be making a side by side line with the other riders. Leave at least two horse widths between you and the horses next to you. Try to make sure your horse's front feet are in line with the other horses. Your horse must stand quietly.

Exiting the Arena – When you are dismissed, walk out of the gate and go across the space until you are clear of the gate area. That leaves room for others to get out and the next class to get in.

AFTER YOUR CLASS

Receiving your award - No matter what place you receive, accept your award with a smile and gratitude. The judge's decision is final and whether you agree with them or not, it is their decision. Another day the outcome could be very different. You should have a "roll with the punches" attitude. You only have control over your performance, not the performance of others and certainly no control over all the various elements of the environment. **Do your best, leave the rest....**

Keep Calm - Please do not get angry at your horse, yourself, your parents, your leader, the judge or other exhibitors. The scene that you create has a lasting impression on those around you, not to mention how you feel after it is over. Your horse may wonder why he should try so hard to get it right or please you the next time if you get mad at him at the show. Win or lose, congratulate all the other exhibitors. Remember, these are the same friends that you made while working side by side on your horse project.

CLASS DESCRIPTIONS

Showmanship – REQUIRED FOR BOTH PERFORMANCE & GAMING - English and Western – Handler is to demonstrate ability to lead, turn, set-up, and move animal as the judge directs. The Judge may ask for additional tests. Judged 25% on handler, 25% on horse and equipment, and 50% on the ability of handler to show horse to its best advantage. NO whips allowed in class. Snap must face out when using chain run up the side of the cheek. See 4-H Contest Guide (PNW574) for further details. If a rider is showing in Performance & Gaming the rider will complete Performance Showmanship AND Gaming Showmanship (new this year). If a rider competing in gaming does not complete Gaming Showmanship they will not be allowed to compete in the gaming events that day.

Walk/Trot for Performance Classes and Gaming Events – English and Western – All Age Divisions – Classes are intended for combinations of beginner rider and/or horse, for a maximum of 2 years. Challenges to entries will be accepted at the WSU Chelan County 4-H Extension Office and will be determined by the Horse Program Leader. No cross entries with any class requiring a canter/lope. Classes are shown both ways of the arena at a walk and jog/trot/intermediate gait only. Judged on hands, seat and legs and the ability to handle the horse.

PERFORMANCE

English Equitation – Hunt Seat/Saddle Seat/Dressage Seat – The equitation rider is judged on seat, hands, legs, and balance. The response of the horse to the rider, temperament of the horse to rider, and attitude of horse may also be considered by the judge. Contestants shall enter the ring at a trot and shall proceed at least once around the ring at each gait (walk, trot/intermediate gait, and canter) and, on command, reverse and repeat gaits. May be asked to back and additional pattern work by judge if requested. Scoring percentages: 15% member & appointments, 35% seat & hands, 50% performance. Half chaps are allowed.

English Pleasure—Hunt Seat/Saddle Seat/Dressage Seat—Horse will be judged on performance and ability to give a pleasurable ride with emphasis on manners and gait. Class to enter at a trot and be worked both ways of the ring at each gait. Horse may be asked to back and/or execute any appropriate test the judge deems necessary.

Stock Seat Equitation – CHAPS ARE PROHIBITED. The equitation rider is judged on seat, hands, legs and balance. The response of the horse to the rider, temperament of horse to rider, and attitude of horse may also be considered by a judge. Contestants shall enter the ring at a walk or jog/intermediate gait and shall proceed at least once around the ring at each gait and reverse to repeat gaits. Horses will be required to back a straight line and stand quietly. Horses 5 years and under may show in snaffle or bosal and use 2 hands. Additional pattern work may be requested. Scoring: 15% member and appointments, 35% seat and hands, 50% performance. See 4-H Horse Contest Guide (PNW574) for further details.

Western Pleasure—CHAPS MAY BE WORN. To be shown at a walk, jog/intermediate gait, and lope, both ways of the arena. To be judged on performance and ability to give a pleasurable ride with emphasis on manners and gait. Horses 5 years and under may show in snaffle or bosal and 2 hands used.

Bareback Equitation – English or Western – CHAPS ARE PROHIBITED. Horses to be worked both ways of the arena at a jog/trot or intermediate gait, and lope/canter on the correct lead, and on the judge's command, reverse and repeat. Western riders to sit the jog; English riders must post the trot. Individual tests may be requested by Judge. Riders will be judged on hands, seat, and suitability of horse to rider. See 4-H Horse Contest Guide (PNW574) and the 4-H Project Guide (PNW587) for additional tests.

Disciplined Rail – English or Western – CHAPS ARE PROHIBITED. This class tests the skills of both the horse and rider as they execute specific gaits, transitions, and/or movements as requested by the judge. The horse should do what the rider asks with the least possible effort on the part of the rider and least amount of resistance from the horse. The rider will be judged on correct posture, smooth gait transitions, and effective use of aids, with special emphasis on light hands. The performance of the horse is not to be considered more important than the methods used by the rider in obtaining that performance. https://s3.wp.wsu.edu/uploads/sites/2050/2022/07/2022-0725-Disciplined.rail_rules_.pdf

Trail – English or Western -- To be shown over and through obstacles at a walk, trot/jog/intermediate gait, and canter/lope as directed by the judge. If a contestant has entered riding classes, they must complete trail mounted. If a contestant has only entered Showmanship/in-hand classes they may compete in the in-hand trail class. For recommended obstacles, see 4-H Horse Contest Guide (PNW574) for details. Entry judged on responsiveness, willingness, and general attitude. Walk/Trot Trail participants will not be required to canter/lope. Course difficulty may vary based on age division.

Basic Colt Training - The intent of Basic Colt Training is for 4-H'ers to demonstrate training techniques and accomplishments with their young horse. It is important that the exhibitors have personally done the training for the techniques they demonstrate. The horse may have some training by others, but only what is necessary for basic care and handling. Members should show steps that they personally trained the horse to do. Basic Colt Training is open to weanlings, yearlings, and 2-year-olds. Animals entered in the Basic Colt Training class cannot have been mounted at any time. They may also be entered in Showmanship and in hand trail, but not in any mounted class. See end of this guide for more details.

Stick Horse – for Clover bud and Horseless members only. Member must provide their own stick horse. There is no registration fee for these classes.

GAMING

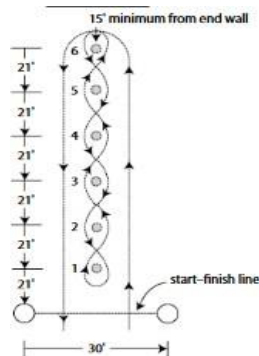
Helmet, throatlatch, breast collar, round reins, western long-sleeve shirts, full length pants and boots are required. Belts are optional.

Riders MUST acknowledge the judge before starting and after completing the course. Protocol for acknowledging the judge is as follows:

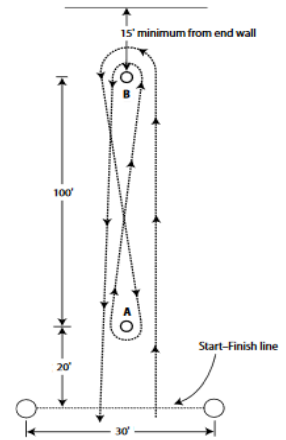
- At the start, the rider must control the horse and wait for the judge's signal to begin.
- Before the exit, the rider must have the horse under control, be mounted, face the judge, and wait for the judge's signal to exit.

Reruns are run after the last rider in that event. Acceptable reasons for re-rides are timing device failure, course obstruction, or incorrect course measurement as determined by the judge.

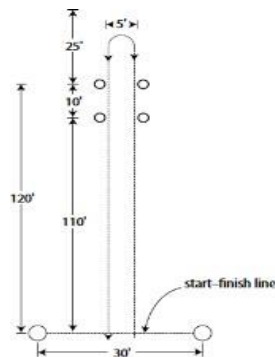
Pole Bending – The rider crosses the start line, travels to pole number 6 (farthest from the start line), bends back through the poles, turns, bends through the poles to number 6, turns and travels across the finish line.



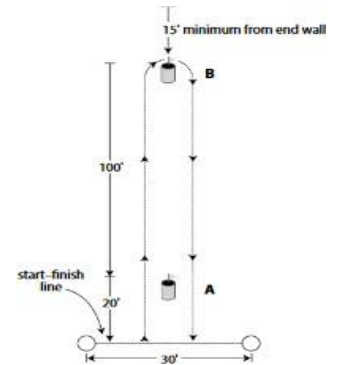
Idaho Figure 8 – The rider crosses the start line, rides down the side of the course (side optional) to pole B (the end pole farthest from the start line), turns pole B, rides to pole A, turns pole A in the opposite direction, rides back to pole B, turns pole B in the opposite direction of A, and rides across the finish line, completing a figure 8 pattern.



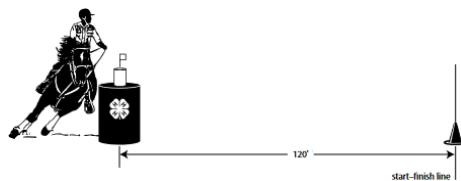
Key Race – The rider travels between the 4 square poles across the turning plane, turns, reverses course through the poles and finishes.



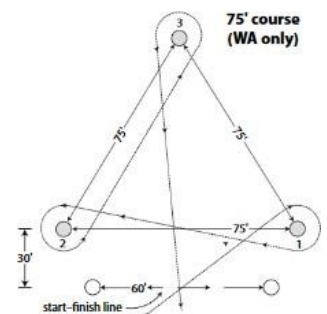
Two-Barrel Flag Race – The rider crosses the start line, rides to/past container A (side optional), and takes the flag from the container A; then, while riding around container B, the rider places the container A flag into the container B and picks up the container B flag; the container B then goes into container A as the rider passes; the rider finishes by crossing the start-finish line



NSCA (International) Flag Race – The rider crosses the start-finish line, goes down and around the barrel in either direction, picks up the flag, and carries the flag back across the start-finish line. Dropping the flag before crossing the finish line is a disqualification.



Texas Barrels – The rider crosses the starting line, circles the No. 1 barrel to the right, crosses to the No. 2 barrel, circles it to the left, rides to the No. 3 barrel, circles it to the left, and travels across the finish line. (The rider may choose to start at No. 2 barrel and then go to No. 1 barrel instead).



MEDALS PROGRAM

PERFORMANCE MEDALS

The Bi-County Performance Horse Show Series will be offering a Medals Program for Senior and Intermediate 4-H members participating in the Horse Project. **If rider plans to participate in Medals they need to notify their club leader to determine eligibility and pre-register for the class on each show's registration form so the Judge can be notified in advance.**

There shall be (3) classes of medal competition:

- SHOWMANSHIP
- ENGLISH EQUITATION
- STOCK SEAT EQUITATION

Each class shall offer three (3) levels of competition:

- BRONZE
- SILVER
- GOLD

Class Procedures:

Individual performance (test) shall be required in all Medal classes.

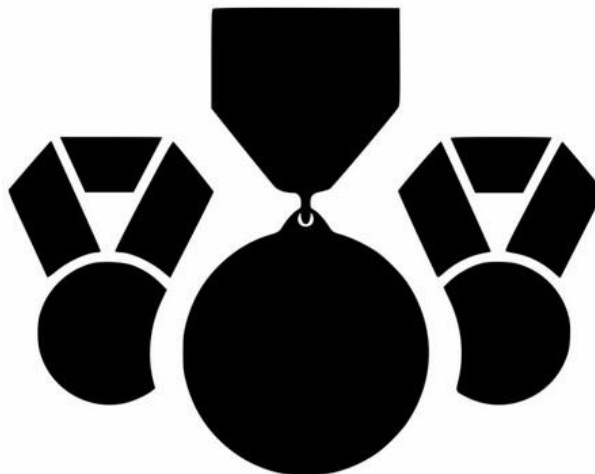
Qualifications for participation in Medals Program Series:

To be eligible for the first level (Bronze) Medal Competition, a Bi-County **4-H member must have previously earned two (2) Blue Danishes in the corresponding class (i.e., stock seat equitation) in the Bi-County 4-H Horse Show Series. A bronze must be earned to be eligible for silver, a silver must be earned to be eligible for gold. Club leaders will notify those members who are eligible prior to the start of the show season.**

When an Intermediate member graduates to the Senior division, his/her 2 qualifying blues will carry over, but they will begin again by attempting to earn the Bronze medal in the Senior age division.

Pattern books for medal classes will be available at the WSU Chelan County 4-H Extension Office or on their website at <https://extension.wsu.edu/chelan-douglas>. You may begin practicing patterns BEFORE you qualify.

Medals are awarded on a pass/fail basis. Riders can do a pattern correctly but still not receive a medal if they have met the expected standards of excellence. Awarding a medal is completely at the judge's discretion. When competing for medals, the exhibitor is riding against a standard of excellence. If a rider does not receive a medal they may enter for the same medal again at a future performance show. Once a medal is earned the rider may enter for the next medal level at a future performance show, not the same day.



END-OF-YEAR HIGH POINT AWARDS

Grand and Reserve awards will be given to members at the end of the year for Showmanship, Performance & Gaming for each age group:

Walk/Trot Junior, Walk/Trot Intermediate, Walk/Trot Senior, Junior, Intermediate, and Senior

To be eligible, a member must:

- Member must attend a minimum of two (2) qualifying shows—clinics/fair(s) not included.
- If a member competes in walk trot only classes for 2 or more shows they will be eligible for walk trot awards
- If a member starts in walk trot only classes and moves up to walk trot lope/canter classes for 2 or more shows, only the walk trot lope/canter classes will count towards high point awards.
- In the event of a tie, the individual top total Showmanship scores will be considered to break the tie. Should a tie remain, an additional High Point Award will be given.
- The Show Series Coordinator, or their designee, will keep track of points from each age group/discipline at each show that will be used to calculate the top 2 highest members accumulative points for grand and reserve for each award in each age group/division.

Showmanship Award: Performance Showmanship points totaled across all shows.

Performance Awards: Top three (3) classes from each show totaled across all shows.

Gaming Award: Fastest times across all gaming events, totaled over all shows.
Gaming Showmanship does not count toward overall points total for the Gaming Award.
Unless in the event of a tie the showmanship score will be used as the tie breaker.
A blue or red Danish in Gaming Showmanship is required for state qualification.

PERFORMANCE CLASSES

- English Equitation
- English Pleasure
- Stock Seat Equitation
- Western Pleasure
- Bareback Equitation
- Disciplined Rail
- Trail

GAMING CLASSES

- Barrels
- Pole Bending
- 2 Barrel Flag Race
- Figure 8
- Pole Key Race
- Int. Flag

EXAMPLE Showmanship Award & Performance Award Points from 1 show:

1st place in Showmanship (8 in class) earns 8 points

3rd place in Bareback Equitation (3 in class) earns 1 point

5th place in Trail (9 in class) earns 4 points

2nd place in Stock Seat Equitation (7 in class) earns 6 points

2nd place in English Equitation (6 in class) earns 5 points

Points equal the daily show total of 8 points towards the accumulative Showmanship Award.

Points equal the daily show total of 15 points towards the accumulative Performance Award. Keep in mind the score is based on the three (3) highest scored performance classes of that show. The Bareback Equitation had the lowest points earned so it wasn't counted towards the total points.



EXAMPLE Gaming Award Points from 1 show:

1st place in Showmanship (8 in class) earns 8 points NOT COUNTED

2nd place Barrels: 18.2

1st place Pole Bending: 29.6

5th place 2 Barrel Flag Race: 13.7

3rd place Figure 8: 22.3

1st place Key Race: 12.9

3rd place Int. Flag: 10.2

Points equal daily show total time = 106.9, total points = 106.9

FAIR QUALIFICATIONS

NCW DISTRICT FAIR AND/OR CHELAN COUNTY FAIR

To qualify under 4-H, a member must participate in the current year with his/her project horse at a minimum of:

- 2 Bi-County 4-H Horse Shows
 - 2 as walk trot only = walk trot only classes at fair
 - 2 as walk trot lope = walk trot lope classes at fair

OR

- 1 Bi-County 4-H Horse Show
- 1 4-H sponsored event (camp/schooling show/clinic)



- For a show to count the member must compete in Showmanship and three (3) other classes at the same show, in the same discipline (Performance, Gaming).
- If a member shows in-hand only; Showmanship, Trail, they will qualify to show at fair in in-hand classes only.
- To do both Gaming & Performance classes at fair, a member must meet the minimum qualifications for each.

WASHINGTON STATE FAIR

Chelan/Douglas is typically allotted up to 2 slots in both intermediate and senior age groups at the Washington State Fair in Puyallup every September. Slots are determined by use as a "use it or lose it", so slots may vary year to year.

To qualify, by August 15th a member MUST:

- Give a county level Demonstration
- Submit for review to the WSU Chelan County 4-H Extension Office:
 - Members up-to-date 4-H Record Book (including Permanent Record)
 - Members completed Advancement Steps 1 thru 4, to be turned in for review
- Be in good standing with member's club
- Receive a blue standing in at least one of the two criteria to go to state.

Remember a blue standing means you have had a combo of blue/blue, blue/red, red/blue Danish's in the equivalent class/event during qualifying Bi-County 4-H Horse Shows. Class totals from a member's two (2) best shows will count in determining their participation in the "Bi-County 4-H Horse State Team."



The state qualifications are ranked as follows:

- Blue Showmanship, Blue Equitation/event
- Blue Showmanship, Red Equitation/event
- Red Showmanship, Blue Equitation/event

Red/red or white ribbons do not qualify for state fair.

Qualifying riders will be notified of eligibility AFTER meeting all the qualifying requirements, then must register for state fair.

2024 CALENDAR

**** HORSE CERTIFICATES DUE into the WSU Chelan County 4-H Extension Office no later than APRIL 1ST ****

Qualifying Bi-County 4-H Horse Shows

June 1st	Performance & Gaming Shows	NCW Rodeo Arena Waterville
June 15th Saturday	Performance & Gaming Shows	Appleatchee, Wenatchee
July 27th Saturday	Performance & Gaming Shows	Appleatchee, Wenatchee
July 28th Sunday	Performance Show Only	Appleatchee, Wenatchee

Qualifying 4-H Sponsored Horse Camps/Clinics/Schooling Shows/Other Opportunities

TBD	Ponderosa Club Clinic	TBD
June 26-30th	Washington State Junior Horse Show	TBD

Bi-County Demonstration Days – To be announced! Required to be eligible for State Fair

Fairs

August 14-18th	Grant County Fair	Grant County Fairgrounds, Moses Lake
August 21-25th	NCW District Fair	NCW Fairgrounds, Waterville
September 4-6th	Chelan County Fair	Chelan Co. Fairgrounds, Cashmere
September	Washington State Fair	Washington State Fair Events Center, Puyallup



BI-COUNTY HORSE SHOWS CLASS LIST

****Registrations must be received by 7:30 am****

8:00 am – Mandatory Orientation Meeting with the Judge

8:30 am – Senior Showmanship Class BEGINS!!



PERFORMANCE CLASSES

- 1A. Showmanship, Senior
- 1B. Showmanship, Intermediate
- 1C. Showmanship, Junior
- 2A. Showmanship, MEDALS CLASS, Senior *must qualify
- 2B. Showmanship, MEDALS CLASS, Intermediate *must qualify
- 3A. Basic Colt Training, *Must have leader pre-approval
- 3B. Basic Colt Training, * Must have leader pre-approval
- 4A. English Equitation – Hunt Seat/Saddle Seat, Senior
- 4B. English Equitation – Hunt Seat/Saddle Seat, Intermediate
- 4C. English Equitation – Hunt Seat/Saddle Seat, Junior
- 4D. English Equitation – Hunt Seat/Saddle Seat, Walk/Trot Senior
- 4E. English Equitation – Hunt Seat/Saddle Seat, Walk/Trot Intermediate
- 4F. English Equitation – Hunt Seat/Saddle Seat, Walk/Trot Junior
- 5A. English Equitation, MEDALS CLASS, Senior *must qualify
- 5B. English Equitation, MEDALS CLASS, Intermediate *must qualify
- 6A. English Pleasure – Hunt Seat/Saddle Seat, Senior
- 6B. English Pleasure – Hunt Seat/Saddle Seat, Intermediate
- 6C. English Pleasure – Hunt Seat/Saddle Seat, Junior
- 6D. English Pleasure – Hunt Seat/Saddle Seat, Walk/Trot Senior
- 6E. English Pleasure – Hunt Seat/Saddle Seat, Walk/Trot Intermediate
- 6F. English Pleasure – Hunt Seat/Saddle Seat, Walk/Trot Junior
- 7A. Disciplined Rail, Senior
- 7B. Disciplined Rail, Intermediate
- 7C. Disciplined Rail, Junior
- 7D. Disciplined Rail, Walk/Trot Senior
- 7E. Disciplined Rail, Walk/Trot Intermediate
- 7F. Disciplined Rail, Walk/Trot Junior
- 8A. Stock Seat Equitation, Senior
- 8B. Stock Seat Equitation, Intermediate
- 8C. Stock Seat Equitation, Junior
- 8D. Stock Seat Equitation, Walk/Trot Senior
- 8E. Stock Seat Equitation, Walk/Trot Intermediate
- 8F. Stock Seat Equitation, Walk/Trot Junior
- 12A. Stock Seat Equitation, MEDALS CLASS, Senior *must qualify
- 12B. Stock Seat Equitation, MEDALS CLASS, Intermediate *must qualify
- 13A. Stock Seat Pleasure, Senior
- 13B. Stock Seat Pleasure, Intermediate
- 13C. Stock Seat Pleasure, Junior
- 13D. Stock Seat Pleasure, Walk/Trot Senior
- 13E. Stock Seat Pleasure, Walk/Trot Intermediate
- 13F. Stock Seat Pleasure, Walk/Trot Junior
- 14A. Trail Class, Senior
- 14B. Trail Class, Intermediate
- 14C. Trail Class, Junior
- 14D. Trail Class, Walk/Trot Senior
- 14E. Trail Class, Walk/Trot Intermediate
- 14F. Trail Class, Walk/Trot Junior
- 14G. In-Hand Trail
- 15A. Bareback Equitation, Senior
- 15B. Bareback Equitation, Intermediate
- 15C. Bareback Equitation, Junior

GAMING CLASSES

- 16A. Pole Bending – Senior
- 16B. Pole Bending – Intermediate
- 16C. Pole Bending – Junior
- 16D. Pole Bending – Walk/Trot Senior
- 16E. Pole Bending – Walk/Trot Intermediate
- 16F. Pole Bending – Walk/Trot Junior
- 17A. Idaho Figure 8 – Senior
- 17B. Idaho Figure 8 – Intermediate
- 17C. Idaho Figure 8 – Junior
- 17D. Idaho Figure 8 – Walk/Trot Senior
- 17E. Idaho Figure 8 – Walk/Trot Intermediate
- 17F. Idaho Figure 8 – Walk/Trot Junior
- 18A. Two-Barrel Flag Race – Senior
- 18B. Two-Barrel Flag Race – Intermediate
- 18C. Two-Barrel Flag Race – Junior
- 18D. Two-Barrel Flag Race – Walk/Trot Senior
- 18E. Two-Barrel Flag Race – Walk/Trot Intermediate
- 18F. Two-Barrel Flag Race – Walk/Trot Junior
- 19A. NSCA (International) Flag Race – Senior
- 19B. NSCA (International) Flag Race – Intermediate
- 19C. NSCA (International) Flag Race – Junior
- 19D. NSCA (International) Flag Race – Walk/Trot Senior
- 19E. NSCA (International) Flag Race – Walk/Trot Intermediate
- 19F. NSCA (International) Flag Race – Walk/Trot Junior
- 20A. Key Race – Senior
- 20B. Key Race – Intermediate
- 20C. Key Race – Junior
- 20D. Key Race – Walk/Trot Senior
- 20E. Key Race – Walk/Trot Intermediate
- 20F. Key Race – Walk/Trot Junior
- 21A. Texas Barrels – Senior
- 21B. Texas Barrels – Intermediate
- 21C. Texas Barrels – Junior
- 21D. Texas Barrels – Walk/Trot Senior
- 21E. Texas Barrels – Walk/Trot Intermediate
- 21F. Texas Barrels – Walk/Trot Junior

CLOVERBUD & HORSELESS CLASSES*

* THERE IS NO FEE FOR STICKHORSE CLASSES
MUST PROVIDE OWN STICK HORSE

1. Stick Horse Showmanship
2. Stick Horse Rail Class
3. Stick Horse Rail Race
4. Stick Horse Trail Race ("ride" through together)

CHELAN-DOUGLAS 4-H HORSE SHOW ENTRY FORM

Mandatory orientation at 8am | Classes begin at 8:30am

4-H Club: _____

Show Date: _____

Age Group (As of Oct. 1st, 2023): Clover bud (5-7) or Horseless ____ JR (8-10) ____ INT. (11-13) ____ SR (14-18) ____

4-H Exhibitor's Name:	DOB:
4-H Performance Horse's Name:	Exhibitor Number:
4-H Gaming Horse's Name:	Exhibitor Number:

Please place an X in the desired classes below, *classes require club leader pre-approval

Performance	Senior (A)	Intermediate (B)	Junior (C)	Walk/Trot (D, E, F)
Showmanship				N/A
English Equitation				
English Pleasure				
Disciplined Rail				
Stock Seat Equitation				
Stock Seat Pleasure				
Bareback Equitation				N/A
Trail				
In-Hand Trail*				
Basic Colt Training*				N/A
Medals*	Senior (A)	Intermediate (B)	Junior (C)	Walk/Trot (D, E, F)
Showmanship			N/A	N/A
English Equitation			N/A	N/A
Stock Seat Equitation			N/A	N/A
Gaming	Senior (A)	Intermediate (B)	Junior (C)	Walk/Trot (D, E, F)
Showmanship				
Pole Bending				
Idaho Figure 8				
Two-Barrel Flag Race				
NSCA (Int.) Flag Race				
Key Race				
Texas Barrels Clover Bud & Horseless Stick Horse (circle)	Showmanship	Rail Class	Rail Race	Trail Race

I/We hereby agree to hold Chelan/Douglas 4-H Extension, members, officers, leaders, and volunteers completely harmless of responsibility for injury to rider, family member, horse, or damage to equipment that may occur during the entirety of the show. We agree to abide by the local and state 4-H rules and the rules of this show as explained in the Schedule and General Rules. We also agree not to hold any member, officer, leader, volunteer or official of said clubs or organizations responsible for and injury to a spectator or member of our family during the entirety of the show. It is REQUIRED that a parent/guardian remain on the grounds during the ENTIRE 4-H horse show.

Address:	Parent(s)/Guardian Phone Number:
Member Signature:	Parent/Guardian Signature:
Pre-Registration \$30/day Submit AT LEAST 7 days before show	Date of Show Registration Fee*: \$40/day
Camping/Stalls: Contact Janey, 509-899-1017 (text ok) or email janey_dae@msn.com MUST submit requests at least 1 week in advance. FEES: APPLEATCHEE Camping: \$15/dry, \$30/hookups Stall per night: \$25 includes 1 bag of shavings, additional shavings \$10/bag NCW FAIRGROUNDS Camping: Varies by site Stall per night: \$30/night includes use of shavings, self-bed <p style="text-align: center;">IF CAMPING PLEASE ENSURE YOUR CAMP SITE IS CLEAN BEFORE LEAVING THE GROUNDS. IF STALLING BE PREPARED TO PROVIDE YOUR OWN FEED/HAY AND WATER BUCKETS/HANGERS, AND BED SHAVINGS. STALLS MUST BE FULLY CLEANED OUT PRIOR TO LEAVING THE GROUNDS WITH YOUR HORSE.</p>	

BASIC COLT TRAINING

Rules adopting from Ground Training rules per PNW574 Horse Guide (2015) and the “Basic Colt Training” section in the 4-H Horse Project (PNW 587). – class not eligible for State Qualification.

The intent of Basic Colt Training is for 4-H’ers to demonstrate training techniques and accomplishments with their young horse. It is important that the exhibitors have personally done the training for the techniques they demonstrate. The horse may have some training by others, but only what is necessary for basic care and handling. Members should show steps that they personally trained the horse to do.

Basic Colt Training is open to weanlings, yearlings, and 2-year-olds. Animals entered in the Basic Colt Training class cannot have been mounted at any time. They may also be entered in Showmanship and in hand trail, but not in any mounted class.

An enclosed, reasonably quiet area should be provided for this class. A time limit of 15 minutes maximum will be placed on each contestant. No more than 5 minutes will be allowed to bring in and set up equipment. Each contestant must give the judge, in advance, a ground training score sheet that lists the items to be attempted. The score sheet is available at Oregon county Extension offices and on the Oregon State University 4-H website. Only age-appropriate items from the back of the score sheet may be attempted. Contestants must attempt a minimum of three items and a maximum of ten items. Basic Colt Training is NOT an In-hand Trail course. Minimal equipment (poles, barrels, etc.) should be used. Any obstacles not allowed in trail (walking on plastic, cinder blocks, etc.) are not allowed in Basic Colt Training. In addition, the judges may eliminate any items they feel are unsafe.

The handler may wear Western or English attire. In Oregon and Washington, **an ASTM/ SEI helmet is required**. One properly dressed attendant is allowed in the ring with the exhibitor. The attendant must also wear an approved helmet. The role of the attendant is to hold the horse, equipment, or both. It is preferred that a knowledgeable intermediate or senior 4-H member perform attendant duties, but an adult may do so if a qualified 4-H’er is not available. Scoring is based on how well the items attempted are accomplished and whether adequate progress has been made during the time in training.