

BOONE COUNTY 4-H HORSEMANSHIP GUIDELINES

These rules govern the Boone County 4-H Fun Show Series and the Boone County Fair 4-H/FFA Horse Show sponsored by the Boone County Horsemanship Committee. Rules governing other county horse shows and state events may differ and should be checked prior to attending other events.

The Missouri State Fair 4-H/FFA Horse Show Rules, as well as the AQHA current rule book, will apply in addition to any show specific rules.

1. Unborn foals must be registered on their dam's enrollment form.
2. Exhibitors must own or lease all horses they are showing beginning no later than May 1 of the current year. Horses, which are not owned by the 4-H or FFA member(s), must have a lease agreement on file by May 1.

Horses shall not receive professional training, showing or handling from May 1 to September 8 of the current year. Riders may receive professional riding lessons; however, the trainer/instructor is not to train the horse. Training is defined as schooling the horse, not as assistance in clipping, or loading into the trailer or assistance with potentially dangerous situations. Safety is of the utmost importance and the 4-H and FFA programs recognize that members will need occasional assistance. Ongoing behavioral problems that require trainer assistance are considered training and will result in disqualification as a 4-H or FFA project horse.

A trainer, as defined by the Boone County Horsemanship Committee, is an individual, youth or adult, which has received money for horse training or lessons.

Being a parent supersedes being a professional trainer. Parents are encouraged to use good judgment when assisting their member(s) with their project horse. Refer to the State 4-H Horsemanship Project Leader Manual (page 56-57) for further information.

Only the exhibitor can ride the horses indicated on their 4-H/FFA horse enrollment form on the day of 4-H/FFA shows, from May 1 to September 8. Failure to do so will result in disqualification from the show.

3. A child may substitute an unenrolled horse in event of lameness, injury, illness, or death of an enrolled horse. Requests for substitution must be made within 3 days to the Horsemanship Committee Chairman and the Boone County Extension Office, documented with a written statement from a veterinarian. Substituted horses may be used for the one horse/one rider high point as long as the points are in the same category. **Horse substitution without medical reason to be made on a case by case basis, but child needs to plead case to horsemanship committee.**
4. All exhibitors must wear their number on BOTH sides of their saddle pad in performance and game classes. *The Horsemanship Committee will only provide one set of numbers per exhibitor, per year. Exhibitors must provide their own should the originals be lost or destroyed.*
5. An exhibitor and horse combination may only show once in each division. A horse may be used by different exhibitors competing in different divisions of a class as long as the horse is on all exhibitors' horse enrollment forms. A horse may also be used by different exhibitors competing in the same age division for Speed Events and Reining (all other performance classes, Costume Class, and Egg Stomp are prohibited) as long as the horse is on all exhibitors horse enrollment forms. **This rule supersedes all other rules.**

Exhibitors may show in only one age group, and in 56" & Under, and Green Horse. Exhibitors entering in Walk/Trot classes are not allowed to cross enter into an age division or 56" & Under, or Green Horse.

6. Believing it is in the best interest of all 4-H and FFA members and their families to maintain a reputation of integrity and to present a wholesome and progressive image, the following regulation is set forth:

“4-H and FFA members and their families are expected to conduct themselves according to the best traditions of the 4-H and FFA organizations. Unsportsmanlike or inappropriate conduct (drinking, stealing, vandalism, or indiscreet behavior) will not be tolerated.”

Any violation on the part of an exhibitor or their family may result in dismissal of the exhibitor from showing in any further classes.

7. The use of tobacco by 4-H and FFA members is prohibited during any 4-H or FFA sponsored event. This includes preparation or set-up times. It will result in disqualification from showing in further classes and member will be ineligible for any county or regional 4-H or FFA events. See Boone County 4-H Code of Conduct for more information.
8. Exhibitors are required to wear appropriate boots in all classes. A buttoned long sleeve or short sleeve shirt with tail tucked (**except for a finished edge shirt**) into riders pants will be worn by all show participants in classes, etc. Long sleeve or short sleeve, solid colored, polo type shirts are allowed in English classes. A 4-H, FFA, or solid colored, long or short sleeved t-shirt is allowed in game classes. No exposed sport bras, halter tops, tube tops, tank tops, or spaghetti straps may be worn. Exceptions to this rule maybe announced on show date at the discretion of the show committee. Long pants or jeans are required. Clothing must be clean, workmanlike, and neat.

A hat, or an ASTM-SEI Equestrian approved helmet with harness, is **required for all performance classes** and must be *properly fastened* on the exhibitor’s head when he/she enters the arena. An ASTM-SEI Equestrian approved helmet is **required for all for speed and game events**. *ASTM-SEI Equestrian approved helmets are strongly recommended for all riding events.*

9. Each club must have an adult supervisor (parent or leader) on the grounds at all times. Horses are only to be ridden in designated areas. *Riding of horses in undesignated areas or in an unsafe manner may result in disqualification from showing.*
10. Judges are **encouraged** to do pattern work only for all Equitation classes.
11. Fun Shows: Three pre-determined patterns have been assigned to each division labeled A, B, or C. The day of the show, the judge will select one pattern (A, B, or C) for each patterned class and those patterns will be posted at the announcer stand.

Fair Show: The patterns used for the Boone County Fair 4-H/FFA Horse Show will be those of the current year Missouri State Fair 4-H/FFA Horse Show.

HIGH POINT

All awards will be presented at the Awards Ceremony which will be held at the Games Show in September. Awards will only be presented to Boone County 4-H or FFA members in good standing.

To qualify for High Point, an exhibitor must complete a High Point Entry Form during registration the day of a Boone County Fun Show or Boone County Fair 4-H/FFA Horse Show and pay a one-time \$5 entry fee. On the entry form, the exhibitor must select which division they want to compete in for points (ie. Ages 11-13). The entry is a one horse/one rider combination (substitutions allowed only following rule #3). Once the form is completed, submitted, and fee is paid, points will start to accumulate for that show and any other show in the Boone County Fun Show Series (not including the Games Show in September). Boone County Fair 4-H/FFA Horse Show points are their own. High Point Awards are a combination of Performance and Game classes.

The calculation of these points are based on the following formula adopted by the Boone County Horsemanship Committee:

Classes are placed 1st – 5th. Points are assigned as follows:

1st = 6 pts
 2nd = 5 pts
 3rd = 4 pts
 4th = 3 pts
 5th = 2 pts

Participation without placing = 1 pt

Point values are the same, regardless of how many riders are in the class (ie. Johnny wins 1st place out of 8 riders and receives 6 pts. Johnny wins 1st place out of 2 riders and receives 6pts).

A cumulative total will be tallied between all Fun Shows (not including the Boone County Fair or Games Show). The individual who received the most points at the end of the Fun Show Series will receive the High Point Award. If applicable, the individual who received the second highest points will receive the Reserve High Point Award.

A cumulative total will be tallied between all classes in each division at the Boone County Fair 4-H/FFA Horse Show and High Point and Reserve High Point will be awarded.

In the event of a tie for either High Point or Reserve High Point, two awards will be given.

If there is a horse substitution under items outlined in #3, the rider is allowed to continue to accumulate points as if no substitution occurred in the same division. The rider is also allowed to switch back to the primary horse that was substituted as outlined by #3 if able.

Green Horse is not eligible for High Point or Reserve High Point.

CLASS DESCRIPTIONS

WALK/TROT CLASSES:

1. To participate in this division, rider is not to have shown at a canter. Once you have shown at a canter on any horse at any show, you are requested to show in walk/trot/canter classes.
2. If horse does not trot, gaits appropriate for the breed or seat should be performed.
3. Riders in this division are only eligible for showmanship and designated walk/trot classes, including walk/trot games.
4. While there is no time limit on how long a rider may show in walk/trot, those riders who are able to ride at the canter are encouraged to do so.
5. Walk/trot riders who canter 3 strides during walk/trot games will receive a 30 second penalty.
6. Walk/trot patterns may be shortened at the discretion of show management.

GREEN HORSES:

Green Horse classes are training classes and not eligible for High Point/Reserve High Point. Use of special tack and placement of the animal in the ring will be at the discretion of the judge. For a horse to be eligible for green horse classes, the experience of the horse would be taken into consideration and left to the discretion of the 4-H Project Leader or FFA Advisor. It is encouraged to only show a horse in this division for one year, but is ultimately left at the discretion of the 4-H Project Leader or FFA Advisor. Horses will not be asked to canter in these classes.

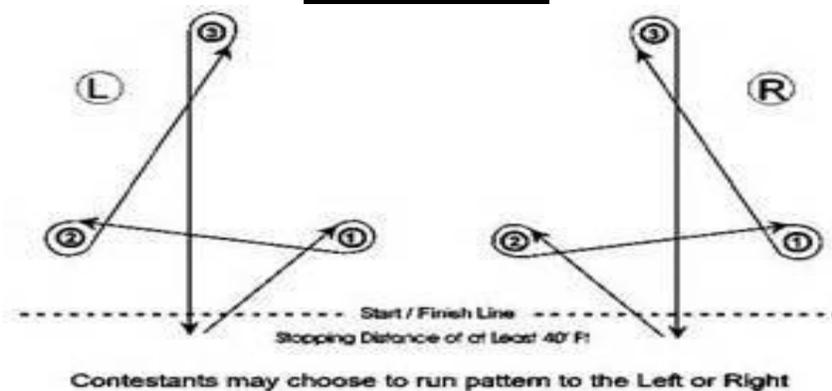
GAME CLASSES AND SPEED EVENTS

1. English or western tack is appropriate.
2. If pattern as drawn is broken in any of the games, the exhibitor will receive a no time. This applies to all gaming patterns.
3. A forward motion must be maintained at all times.
4. No running in or out of the gate.

EGG STOMP

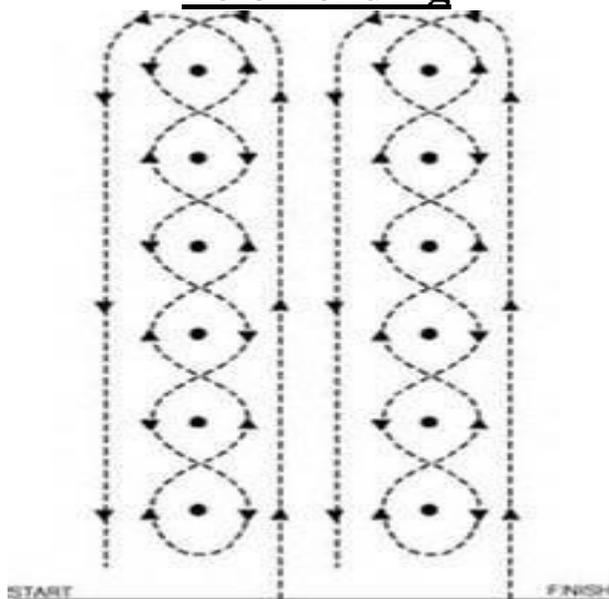
1. This is a timed event where the exhibitor will ride through the timer to the other end of the arena to an egg that will be placed beyond a predetermined line.
2. Exhibitor will remain mounted and try to get horse to break the egg with hoof.
3. After egg is “smashed”, exhibitor will ride back across the arena to break the time barrier to complete the pattern.
4. The egg needs to be smashed, not just cracked! Judge will determine if egg has been smashed completely.

Barrel Race



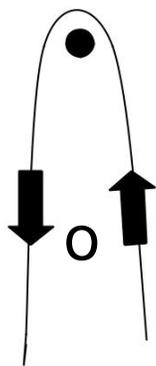
1. This is a timed event where the exhibitor will ride a cloverleaf pattern as shown above.
2. Exhibitor must go between barrels 1 and 2 when running to the finish line. Failure to do so will be considered a broken pattern and the exhibitor will receive a "no time".
3. For each barrel that is knocked over, a five (5) second penalty will be added to the exhibitor's time.
4. If a horse breaks the time barrier before completing the pattern, the exhibitor will receive a "no time".

Pole Bending

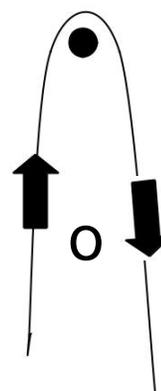


1. In this event, the exhibitor will ride the pole pattern as shown above (walk/trot pattern may be modified to only include three [3] poles).
2. For each pole knocked over, a five (5) second penalty will be added to the exhibitor's time.
3. If the horse's shoulder passes the next pole to weave in pattern on the incorrect side, a "no time" will be given to the exhibitor as this is a broken pattern.

Flag Race

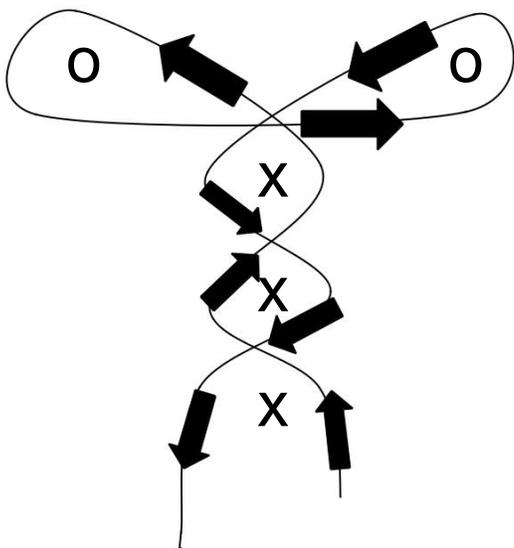


OR

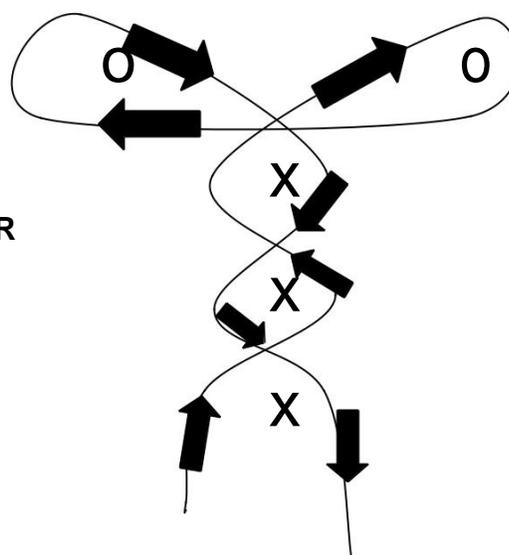


1. In this timed event, the exhibitor will ride the pattern as shown above.
2. Failure to deposit the flag in the barrel, or having the flag bounce back out of the barrel, will result in a “no time”.
3. If the exhibitor does not end the pattern on the opposite side in which they started, a “no time” shall be given.
4. Once the barrel is turned, the exhibitor must stay on that side to retrieve the flag. The exhibitor CANNOT circle the barrel.
5. For each barrel knocked over, a five (5) second penalty shall be added to the exhibitor’s time.

Big “T”



OR



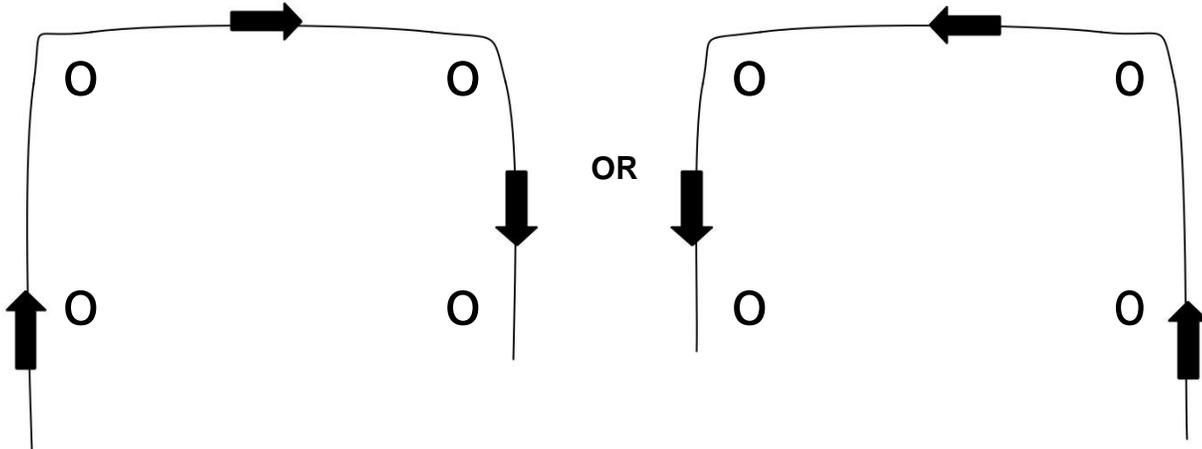
1. Pattern may be started on either side of the poles.
2. If the horse’s shoulder goes past the pole or barrel on the incorrect side, this will be considered a broken pattern and a “no time” will be issued.
3. For each pole or barrel that is knocked over, a five (5) second penalty will be added to the exhibitor’s time.

Keyhole



1. Exhibitor rides pattern as shown turning either direction in the hole.
2. An exhibitor that steps over the keyhole or touches the outline will be disqualified.
3. Disqualification will also result if the exhibitor does not completely enter the keyhole circle before turning around and running home.

Sack Race

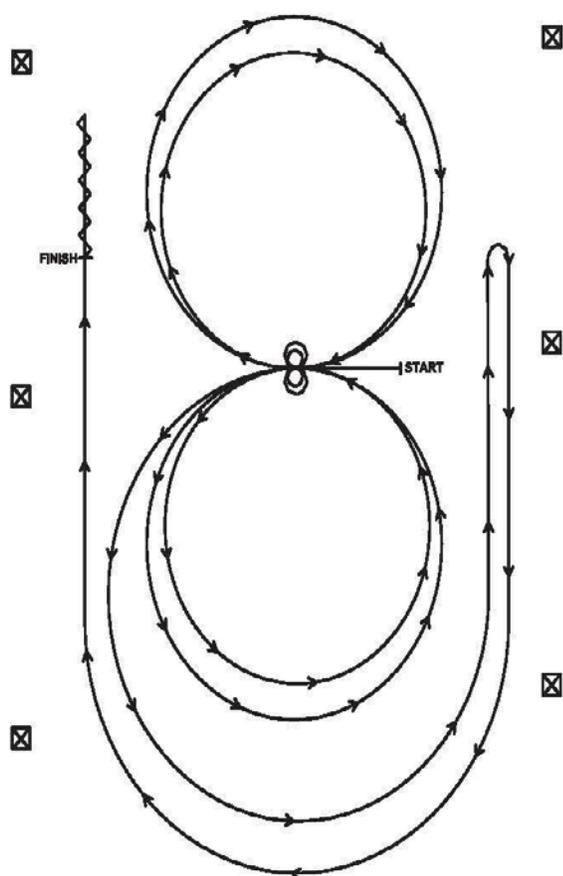


1. Teams start on the outside of either barrel.
2. While each team member is holding an end of the sack, teams race around the outside of the barrels as fast as possible.
3. If either team member releases the sack, this will result in “no time”.
4. If either team member goes on the inside of the barrel, this will be considered a broken pattern and will result in a “no time”.
5. Any knocked down barrel will be a five (5) second penalty on the team’s time.

Reining

NRHA REINING

PATTERN #11



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Begin at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Rider *may* be asked to dismount and drop the bridle to the designated judge.