

GREENE COUNTY 4-H HORSE SHOW

Friday, July 3rd, 2009

9 a.m. Horse Demonstrations
Check in by 8:30 a.m. Wells Arena

12 noon Judged classes – *Main Arena*

Saturday, July 7th, 2008

8:30/9 a.m. Start Written Test - *Wells Arena*
10 a.m. Game Classes - *Main Arena*

Read all the rules very carefully; entry deadline, June 15, 2009
Late Entries may be accepted until June 24, 2009, with a \$25.00 fee per exhibitor

GENERAL RULES

Applying to Greene County 4-H Fair Horse Show

- At least one adult from each club must participate in a majority of the leaders' council meetings to be eligible to participate in any county 4-H event during the year.
- Dogs meeting the rules to be allowed on the Fairgrounds may be in the arena and or horse stalling area as long as they are on leash or in a crate and are not causing any distractions for the horse exhibitors or spectators.
- All clubs will be required to work the gate; taking shifts during the entire show.
- No substitutions for an entered horse without the approval of the county horsemanship committee. Substituted horse must have already been enrolled as one of the exhibitor's project horses. Only acceptable reasons for a horse substitution are: veterinary certified long term illness, lameness or death of the horse.
- EACH EXHIBITOR MUST SHOW BEFORE THE JUDGE; failure to show before the judge shall cause forfeiture of premiums and points.
- Exhibitor age requirements for all classes are specified on the class schedule. Age groups may be divided at the option of the show committee in order to equalize class sizes.
- All exhibitors must wear their number on their back in judged classes. Number may be on their back or left side of saddle pad in game classes. The judge may penalize exhibitors who do not conform; non-conformity alone shall not be grounds for disqualification.
- An exhibitor may show only once in each class.
- **NO HITTING OR KICKING OF HORSES IS ALLOWED.**
- In game classes, exhibitors must ride their horses into the arena at a walk or slow jog, assisted if needed, and under complete control. Exhibitor must start and finish within the arena. Exhibitor must exit the arena at a walk, assisted if needed, and under complete control. Safety of the exhibitors and horses is of the utmost importance.
- Each club and/or rider must have an adult supervisor (parent or leader) on the grounds at all times. **All horses must be led to and from the arena and/or designated riding areas.** Any exhibitor who breaks this rule may receive 3 warnings. First warning – verbal; second warning -- exhibitor scratched from next class; and third and final warning -- exhibitor scratched for the remainder of the day, forfeiting all points. As a responsible 4-Her you must police your own behavior.
- Horses are not to be ridden in any area except that which is designated. No horses will be allowed in the livestock area and no livestock will be allowed in the horse area.
- A RED RIBBON should be put on the tail of a horse that kicks!
- Saddle and rider must fit the horse or the rider and horse will be excused.
- All horses exhibited on Friday must be at the Fairgrounds by noon on Friday, first day of the Greene County 4-H Fair. If a demonstration is planned check in time will be 8:30 a.m. Stalls are available and will be assigned by the show committee. Each club will be stabled together. This will enable leaders to look after the safety and good conduct of their club members.
- Any horse 5 and under may be shown in snaffle or bosal and be ridden with 2 hands. Horses equipped with shank bits must be ridden with 1 hand.

- **Helmets must be worn** during any warm-up and/or open riding times. No excessive speeds will be allowed during any warm-up or open riding times.
- Ponies must be measured and recorded on horse enrollment form. Parents are responsible for getting their ponies in the correct classes. Due to the complication of moving the pony to a horse class (if size is incorrect on the enrollment form), a pony may be disqualified; or shown as a pony with no points awarded. This will be at the discretion of the show committee.
- Exhibitors should be responsible for the care and grooming of their own animals with no outside help (professional help outside the family). Family members may lunge horses. See example two and three listed later in this Horse Show Rules section to help you evaluate the suitability of your child's mount. Members will not be disqualified if a family member lunges the horse. Safety for our members is always our first concern.
- All stalls must be cleaned before leaving the grounds.
- All straw manure refuse must be placed in pits only. If bedding material or manure is placed in trashcans, a clean up fee of \$25 per club will be charged.
- Horses may be trailered home Friday night if safety of the horse is a concern. As a courtesy to all 4-Hers staying overnight, horses that leave the grounds Friday may not return to the Fairgrounds until after 6:00 a.m. Saturday morning. Points will not be deducted; however, you are expected to be back at the fairgrounds on time to begin game classes.
- Believing it is in the best interest of all 4-H members to maintain a reputation of integrity and to present a wholesome and progressive image, the following is set forth: 4-H members and family are expected to conduct themselves according to the tradition of the 4-H organization. Unsportsmanlike conduct (drinking, stealing, vandalism or indiscreet behavior) will not be tolerated. Any violation on the part of an exhibitor, his/her family, or representative may result in dismissal of the exhibitor from showing in any future classes.
- Any flagrant disregard of rules may be cause for disqualification.
- If any alcohol, drugs or fireworks are found or are being used on the premises the exhibitor will be asked to leave and their premiums will be forfeited.
- Any questions or problems that may arise should be taken to the Greene County 4-H Horse Show Committee.

STALL JUDGING WILL TAKE PLACE ON SATURDAY BETWEEN 8 a.m. and 9 a.m.

Criteria for stall judging are as follows:

- Decoration and attractiveness of stalling area (individual identification, 4-H Club, farm name, animal's name, etc.) **Possible Points: 50**
- Clean, neat and presentable stalling area (outside feed aisle, walkway and animals) **Possible Points: 50**
- **Theme for 2009 is: A Carnival at the Fair**
- The club with the highest point total will receive the OJ Taylor traveling trophy. The trophy was won in 2008 by Horsin' Around.
- The winning club will have the honor of choosing the theme for 2010.

High-Point and Reserve High Point Awards

High Point and Reserve High-Point trophies will be awarded for judged and game classes, one in each age division. Points will be kept on the basis of one horse and one exhibitor combination, not on all horses shown/ridden by one exhibitor. If an exhibitor rides both a horse and a pony, the points will be counted and totaled in each division. The classes that will earn points toward the High-Point and Reserve High-Point awards are listed below in the Horse Show Performance section.

All-Around Horsemanship Award

This award shall be given to one exhibitor in each age division who accumulates the highest score from the **three divisions of competition – Live Horse Demonstration, Written Test, and Horse Show Performance**. The exhibitor **MUST** participate in all three divisions of competition to be eligible for the All-Around Horsemanship Award. The exhibitor must designate the mount they are using for consideration for the All-Around Horsemanship Award on their entry form. An exhibitor may chose to use a horse or pony for their All-Around Horsemanship Award mount (but not both) and **MUST** list the animal as well as **MUST** mark the appropriate space on the Horse Show entry form.

The All-Around Horsemanship Award scores will be calculated after the 4-H Fair and the winners will be announced at the Greene County 4-H Recognition Night.

All-Around Horsemanship Scores are calculated as follows:

1. Total Points from the written test;
2. Total Points from the live horse demonstration, and
3. Judged Horse Show Performance Points from the best of 4 judged classes from the classes considered for High Point Judged Award

OR

Game Horse Show Points from the best of 4 game classes from the classes considered for High Point Game Award

Horse Show Performance points (judged or game) must be accumulated on the same horse and exhibitor combination as declared on the Horse Show Entry Form.

Written Test

- The written test will be divided into age groups and each age group will receive a different test that reflects knowledge appropriate to that age group.
- The test will include true/false, multiple choice, fill in the blank, and matching type questions based on the 4-H Horsemanship literature listed in the Missouri 4-H Clover, as well as the National 4-H Horsemanship Curriculum literature. Any literature may be added or subtracted from the list each year, however all questions that appear on the written test will be based on the information in the literature.
- Missouri Clover literature is listed below and can be obtained at <http://extension.missouri.edu/explore/agguides/ansci/horse.htm>

G2740	Functional Anatomy of the Horse Foot	G2882	Safety for Hunt Seat Riders
G2806	Feed for Light Horses	G2861	Longe Line Training
G2807	Feeding Horses	G2864	Pre-Bit Hackamore Training
G2887	Selecting a Saddle	G2790	Horse Breeding Arithmetic
G2780	Registries & Associations	G2742	Splints in Horses
G2878	Safe Ground Handling of Horses	G2826	Basic Principles of Foot Care & Cold Horse Shoeing
Y351	Showmanship at Halter	G2844	Haltering, and Tying Horses
G2843	Leg Set – Its Effect on Action	G2845	Choosing, Assembling and Using Bridles
G2854	Controlling Internal Parasites	G2851	Health Hints for Your Horse
G2881	Horse Safety: Saddling, Bridling and Riding the Western Horse	G2862	Practical Horse Psychology
		G2842	Determining Age of Horse by Teeth
- National 4-H Horsemanship Curriculum literature is available at www.4hmall.org and includes the following.
 - Horse 1: Giddy Up & Go
 - Horse 2: Head, Heart, Hooves
 - Horse 3: Stable Relationships
 - Horse 4: Riding the Range
 - Horse 5: Jumping to New Heights
 - Horse Science
 - Horse & Horsemanship

Horse Live Animal Demonstration

1. If the exhibitor is planning to give a Horse Live Animal demonstration, the appropriate check box should be marked on the Horse Entry form. Entries forms are due June 1, 2009.
2. All participants giving a horse demonstration must check in by 8:30 a.m. to receive the order of demonstrations. Demonstrations will begin promptly at 9:00 a.m.
3. A member must be enrolled in any of the Horse or Horseless Horse projects; a live animal must be used in the Horse Live Animal Demonstration.

4. Any horse may be used. A Horseless Horsemanship project member may borrow a horse provided that he/she has practiced with this animal and has made all the necessary arrangements with the owner.
5. The demonstration may be a ridden or a non-ridden demonstration to be done in the designated area. (Note: Wells arena is not suited for ridden demonstrations that require a large amount of space or speed. Please consider these conditions when choosing your demonstration topic.)
6. An exhibitor may have one helper to assist in handling the horse while he/she speaks or to help set up physical equipment that he/she may have that could be difficult to handle alone. For example: drive the trailer in; set up, raise or alter obstacles for a trail class; pose as an assistant when teaching a horse to drive or load in a trailer, etc.
7. Members have a maximum of 15 minutes for their demonstration.
8. Live animal demonstrations do not advance to Regional 4-H Achievement Day. However 4-H members may videotape their demonstrations at the county contest. If their demonstration is then judged as one of the top two in the project, they may present their video at Regional, Monday, July 20, 2009, at OTC. The member is responsible for the video taping if they desire to enter the video demonstration contest.
9. A cordless microphone system will be available.
10. A copy of the Demonstration Scorecard has been included in the Fair Book so that exhibitors will have an understanding of the Demonstration judging criteria.
11. Scoring for the demonstration is based on total points earned and not the Danish ribbon placement awarded.

Horse Show Performance

Horseless Horsemanship project members may borrow a horse to show at the Greene County 4-H Fair if all Project Horse Enrollment requirements have been met.

Judged Classes for High Point and Reserve High Point Awards

1. Showmanship
2. One Equitation Class from the following: Western Horsemanship, Walk-Trot Horsemanship, Western Fox Trot/Walking Horse Equitation, Reining, Saddle Seat Equitation, or Hunt Seat Equitation (points will only count on one of the listed equitation classes).
3. Trail or Walk Trot Trail

Game Classes for High Point and Reserve High Point Awards

1. Pole Bending
2. Barrel Race
3. Flag Race
4. Texas Barrels

Points Given for Placing

1 st	6 points	4 th	3 points
2 nd	5 points	5 th	2 points
3 rd	4 points	6 th	1 points

There has to be a full class of 6 entries to receive the above points; one point less for each entry if less than 6 entries are in the class.

Tie Breakers: (For High Point and Reserve High Point)

If a tie in the total points acquired, the tie will be broken as follows:

1. The number of blue ribbons acquired will be evaluated. If participants remain tied, then the subsequent placing will be evaluated accordingly
2. If a tie still exists, then the number of classes participated in will be the final determination.
3. If the tie still exists, like awards will be given to both participants.

Following contains the 2009 Missouri 4-H Horse Show guidelines as applicable to the Greene County 4-H Horse Show. For a complete copy of the Missouri 4-H Horse Show Guidelines see the following website:

<http://mo4h.missouri.edu/events/horse/horsemanual.pdf>

Objectives

4-H horse shows in Missouri are designed for the development of the boy and girl; therefore, it is intended that they provide opportunities for 4-H members to:

1. Develop leadership, initiative, self-reliance, sportsmanship, and other desirable characteristic traits.
2. Have fun and enjoy the recreation provided by riding and showing horses.
3. Learn skill and horsemanship.
4. Achieve knowledge of breeding, feeding, training, and management of horses.
5. Develop an ability to judge horses.
6. Increase awareness of safety precautions to prevent injury to themselves, others, and their mounts.

Eligibility

Membership

1. Each exhibitor must be enrolled by May 1 of the show year in a 4-H horsemanship project. Exhibitors must have a Project Horse Enrollment Form for each horse to be shown on file at the County Extension office by May 1. Members are to keep a copy of this form in their possession.
2. Each exhibitor must be a member in good standing within his or her local club, including attendance at a majority of the project meetings held and at least half of the club meetings held to date of show entry closing. Each member is to provide proof of eligibility in the form of a Project Horse Enrollment Form with the appropriate signatures when registering at a 4-H approved show. Failure to provide this form along with the Coggins report can result in refusal by the show management to allow participation.

Age

Each exhibitor must have passed his or her eighth birthday and not have passed his or her nineteenth birthday before January 1 of the current year. The age on January 1 is the age for the entire year.

Ownership, Training and Management

Exhibitors must own or lease all horses they are showing beginning not later than May 1 of current year. Horses, which are not owned by the 4-H member(s), must have a lease agreement on file (on the back of the Project Horse Enrollment form). Horses shall not receive professional training, showing or handling after May 1 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, loading into the trailer or assistance with potentially dangerous situations. Safety is of the utmost importance and the 4-H program recognizes that members will need occasional assistance. Ongoing behavior problems that require trainer assistance are considered training and will result in disqualification as a 4-H project horse. Parents/guardians and the member should determine the extent a member shares "with the family" showing, management and care for their horse project based on the member's age, available time, family resources, riding ability, physical limitations, etc. Please consult and follow "day of the show" management rules.

Ideally, as the parents, project leaders, members and extended family work together with the project; the primary emphasis is to help the member improve leadership and sportsmanship skills; have fun and enjoy the recreation provided by riding and showing horses; learn work skills while achieving knowledge of breeding, feeding, training, and management; increasing awareness of safety precautions to prevent injury to themselves, others, and their mounts.

First Example: Joe 4-Hers parent rides little Joe's horse in circuit shows on weekends and little Joe rides the same horse in 4-H. Who decides if this is the best management practice to help develop the member's skills in training, feeding, showing, etc., the 4-H Youth Development Staff or the parent? Answer: The parent.

Second Example: 4-H County X has a rule that members must warm up their own horse the day of the show. A parent has been riding all spring in circuit shows and for safety reasons, decides to tune up the spirited horse on the fair grounds the day of the show for his 12 year old. Is this allowed? NO! The local rules say members, not parents, are allowed to warm up horses the day of the show while on the grounds. A 4-H leader once commented to me, "If the parent has to warm up the horse for it to be safe for the child to ride, it's not a safe horse for the member. Those parents need to get another horse the member can handle and do some soul searching about their motives for being in the project! Is this about you or your child"?

Third Example: A first year member and his grandpa are lunging the horse the day of the show. Grandpa starts off holding the lunge line and passes it to the inexperienced member. While the rules say members must warm up their own horse there has to be common sense used to find the balance between helping and teaching a child and doing all the work for them. Should the committee disqualify grandpa for assisting an inexperienced member? NO.

Fourth Example: 4-H parent Marion calls with a concern that trainer Marvin, who also has kids in the 4-H program, is riding/training little Marvin's horse and it's after May 1. The rule says, "Horses shall not receive professional training, showing or handling after May 1 of the current year". This is a gray area and ultimately parents will have to decide their course of action. Program tip: Parents need to assist their children without doing the work for them. As parents, you decide when you cross the line. Think about this, if you were a professional cake decorator would it be right for you to make the cake for your child to show at the fair? If you do all the work, what will the child learn?

Fifth Example: Barb is a professional trainer and she and her daughter Mindy co-show a horse in the breed horse circuit. Can Mindy ride the horse in 4-H even though it has been ridden by a professional. Yes, because being a parent supersedes being a professional trainer. Can a 4-Her co-ride a horse with a professional trainer who's not a part of the immediate family? No, you can take lessons and receive help from a professional but it's not fair to everyone else to have a professional trainer showing your horse. Honestly, this is the toughest of all the situations to find a black and white answer. Again, parents, it's going to be your call to do the right thing to help your child. Regardless that you are a professional trainer or not, if you are doing the lion's share of the training while your child is inside watching TV, there might be a problem.

Closing thoughts

Parents, there are important life lessons when members get the ribbon they earn, even when it's a white. "Good judgment comes from experience, and a lot of that comes from bad judgment". Will Rogers. Helping kids sometimes means we have to let them fail and then talk about what could be done to improve next time. Remember, in 4-H we strive for blue ribbon kids, not blue ribbon horses!

1. Warming up, riding or training of horses by anyone other than the project member enrolled on that horse is prohibited on the show grounds. Violations of this rule are subject to disqualification from the show.
2. A project horse may be shown by more than one family member, at County and Regional Shows, as long as that horse is enrolled as a project horse for each member. Check the State Fair Horse Show rules, they may have different requirements.

Certification

The 4-H Project Leader has the responsibility of certifying that membership; age and management requirements are met.

General Rules

Infraction of any rule is subject to disqualification from the show. The show committee's decision is final.

Concerns about infractions of the rules should be addressed in writing to the show committee. Concerns that cannot be resolved should be submitted in writing to the State 4-H Specialist in charge of 4-H Horsemanship Programs who will either make a decision based on the rules, or refer the complaint to the grievance committee.

Missouri 4-H does not condone the use of illegal and/or performance altering drugs, mechanical devices or artificial appliances or inhumane treatment of animals at 4-H sanctioned events. For complete information on what is considered inappropriate behavior, refer to AQHA rule 441 on Prohibited Conduct. Each member and/or parent is responsible for reading this rule and complying with it in all 4-H sanctioned events. Infractions of this rule may result in disqualification from the current and all future 4-H horse shows.

A pony is defined as being 56" and under. A horse is defined as being over 56 inches.

Stallion Colts may be shown only in the calendar year of their birth.

4-H Walk Trot Rider Guidelines -- Applicable for 4-H members 8 – 19 not Clover Members

- Walk Trot classes can be designed for members in the Horsemanship project.
- Your county horse committee will decide your local policy. As a starting point, here are some sample guidelines.
- Horse project leaders must identify and affirm a members "walk trot" status eligibility to be in the walk trot division. It is recommended that members stay in walk/trot for one or at maximum two years. There are exceptions and the project leader should match the rider's skill level, taking into account the horses' maturity and training, with the appropriate class in the show. Again, children's safety, skill level, physical, mental and emotional development should be the driving issues underpinning their move to advanced classes.

Walk Trot Riders

Walk Trot riders are usually in their first or second year* in the horsemanship project. (*Project leaders may authorize members to continue in walk trot classes past two years if circumstances warrant). Walk Trot riders should be expected to try advanced classes after they have participated in a walk trot county class for more than two years and here's why.

First, competition in the walk trot classes is supposed to be comparing members who really don't ride well enough to lope their horses. In other words, the playing field is fairly level. Allowing a member with advanced level skill competence to compete against youth of lesser skills needs to be avoided because of the effect it has on the outcome of the class and subsequent motivation of the other participants. When outcomes are known, members tend to not try as hard.

Second, encouraging members to move into a more advance level is encouraging them to "stretch" their own sense of self-improvement. Like real life, self-improvement often involves facing new and difficult challenges. Young people will more likely feel better after the process than during. It's our role as leaders to move young people along at their pace all the while supporting and nurturing them throughout the process.

- Exhibitors who earned a placing ribbon (not Danish) in a walk trot class at the Missouri State 4-H/FFA Horse Show in a previous year are not eligible to show in a walk trot class at the State Fair 4-H/FFA Horse Show the next year. In the year they place at the State Fair 4-H/FFA Horse Show, they may carry their Walk Trot status until the end of the 4-H program year.
- Having received a blue Danish ribbon or 1 – 10 placing ribbon in a Walk Trot class at his/her county 4-H show **will not** disqualify a member from the Walk Trot classes in the State Fair 4-H/FFA Horse Show.

- Members identified as Walk Trot, are encouraged to try advanced level classes but, if advanced levels are beyond their skill and safety levels, they may return to Walk Trot classes for the remainder of the year. Avoiding an accident by considering the child's riding skill and maturity level is of utmost concern.
- If you participate in Walk Trot Class, you cannot canter in any judged or game class. You may compete in trail as a walk trot rider. You will use the appropriate pattern designated for our skill level. Walk Trot riders must make an attempt to remain at a walk or trot. If the animal breaks to a canter or lope, the judge will have discretion to forfeit points acquired in the class.

The 4-H program is trying to develop blue ribbon kids first and blue ribbon horses second. For all our efforts to infuse character education and youth development into the program there will be some who choose to measure success only by the number of ribbons on the wall and trophies in the case. There are even examples where adults fraudulently misrepresent members and horses skill levels with no other reason than to win. Our saying, "when you get the ride, the ribbons will come", relates to how we approach our life too! Enjoy your horse. Enjoy the time you spend getting to know your project leaders and peers. And most of all, find enjoyment in knowing you can make a difference in the world if only you try.

Judge

All decisions of the judge are final.

Any question or complaint of the judge's decision or procedure shall be directed to the attention of the ringmaster. The ringmaster shall act as a mediator between the judge and the exhibitor. It is considered improper to approach the judge before or during a show; but one may discuss matters with the judge after the show if the judge is willing and has the time.

The judge shall be guided by the current AQHA rules for Western and Hunt Seat classes and AHSA rules for all other English classes.

The judge, at his or her discretion, may refuse entry into the arena or remove an entry from a class for improper attire, equipment, and/or an unsound animal.

Attire/Personal Appointments

All exhibitors in judged classes are required to wear appropriate boots in all classes as well as long sleeve shirts, pants, and hats.

1. Hat must be on exhibitor's head when he or she enters the arena. ASTM-SEI Equestrian approved helmets are required for the speed and game events and are **recommended** for all other events.
2. Clothing and personal attire must be clean, workmanlike, and neat.

Cart Class

1. Hat, coat, tie and slacks for men, skirts for women or Western Attire. Gloves are optional.
2. If a short skirt is worn, a lap robe is required.
3. We recommend driver and adult wear protective headgear (ASTM-SEI Equestrian approved helmet) and may be worn without penalty.

Western Classes

1. **REQUIRED:** Western hat or ASTM-SEI Equestrian approved helmets, boots, long sleeve shirt, and pants or jeans.
2. **OPTIONAL:** Chaps and gloves.
3. ASTM/SEI Equestrian approved helmets required for all game classes and recommended head attire for all other classes.

Timed Events – Game Classes

1. **REQUIRED:** ASTM-SEI Equestrian approved helmets, boots, long or short sleeved shirt, and pants or jeans. Shirts must be long enough that skin around the mid-riff remains covered while riding and must have sleeves.

English Classes

1. HUNT SEAT REQUIRED: Hard hunting cap either black, brown, or dark blue or ASTM-SEI Equestrian Approved Helmet; choice of breeches, high English boots or jodhpurs shoes; shirt and collar with stock tie or choker; and coat made of any tweed or Melton (conservative wash jackets in season) in solids, conservative pinstripes or plaids.
 - Color of Breeches: Traditional shades of buff, gray, rust, canary, wine, dark blue, or hunter green.
 - Color of Boots: Black or brown.
2. SADDLE SEAT REQUIRED: Derby, helmet or soft hat; Saddle Seat Coat, jodhpurs in conservative colors; shirt; tie; and jodhpur boots. (ASTM-SEI Equestrian approved helmet and may be worn without penalty.)
3. Gloves are optional for both Hunt Seat and Saddle Seat.

Definition of Western Stock and Non-Stock (Saddle) Horses:

Exhibitors should show their horse in the most appropriate division for their breed or type of horse. These divisions should take into consideration the breed differences in head carriage and animation. Stock-type horses will have a lowered natural head carriage with flat knee action for the job and lope. Stock-type includes, but are not limited to, Quarter Horses, Appaloosa, Buckskin, Palomino, and Paint. Non-stock (Saddle) type horses will have a natural high head carriage with breaking knee action in the trot and canter. Non-stock (Saddle) type includes, but are not limited to, American Saddlebred, American Show Horse, Arabian, Morgan and Thoroughbred. Exhibitors showing mixed breed horses should select the division most closely fitting the horse's head carriage and animation. It is in the exhibitor's best interest to enter the appropriate division.

Tack / Equipment

General

1. Tie-downs, draw reins, martingales, and running martingales are prohibited. Tie-downs, excluding those above the eyes are permitted in timed events. Metal of any kind, regardless of how padded, is prohibited above the eyes.
2. Saddle type riding pads are prohibited in all classes.
3. Saddles, with appropriate stirrups are required for all classes unless otherwise stated.
4. Bats, Crops, and Whips:
 - a. Humane bats, whips, and crops are permitted in English Equitation.
 - b. The judge, at his discretion, may disqualify a contestant for excessive use of bat, crop, whip, or rope.
5. Spurs:
 - a. Roweled type spurs are permitted in Western classes.
 - b. Unroweled or blunt spurs are permitted in English classes.
 - c. Locked rowel, sharp points, or sharp edges are prohibited.
6. Boots or protective gear of any type on the horse's legs is prohibited in all classes except speed events and reining classes.
7. Chains (except approved curb chains and lead straps), irritants, sedatives, stimulants, artificial appliances, tail sets, excessive long hoofs, or gingering are prohibited.
8. Silver equipment will not be given preference over a good working outfit.
9. All tack must be neat, clean, and in good repair.
10. Tying or securing a rider into a saddle in any manner is prohibited. Rubber bands on boots are prohibited.

Cart Class Tack / Equipment

The pleasure driving equine may be of any breed, color or size as long as it is capable of performing the required gaits.

Ponies or driving horses are to be shown hitched to a suitable two or four-wheel vehicle, type is optional. To be shown at a flat foot walk, slow trot and a strong trot both ways of the ring. Horse or Pony should stand quietly and back readily. Manners and quality of performance will be judged.

Type of harness is optional. A snaffle bit with over check or Liverpool with side cheek will be considered proper. Bridles with over check or blinkers are optional. All equipment is to be clean and in sound condition. Running martingales are optional. Artificial appliances are not to be used. English or western attire will be considered proper. If a female exhibitor is attired in a short dress, a lap robe is required. A lap robe is not required if an exhibitor is in long dress or pants.

Western Tack/Equipment

1. Halters and Leads: Leather or nylon permissible. Leads with chains are permissible under the chin.
2. Bridles, Hackamore, or Bosals: (Must meet AQHA specifications)
 - a. Bits: Half-breed, spade, snaffle, or curb.
 - b. Reins: All classes - split or romal reins. Game classes - also closed reins.
 - c. Hackamore, if used, must be either a rawhide braided, leather braided, or rope bosal.
 1. Permitted on junior horses (5 and under) in all classes.
 2. Mechanical hackamore permitted in game classes.
 - a. Bosals, including cable core, are permitted in game classes.
3. Curb Chains and Straps:
 - a. Standard curb chains or straps (leather or nylon) are permissible, but must be at least 1/2 inch in width and must lie flat against the jaw (not twisted) and allow for the comfortable insertion of at least one finger between the jaw and the curb chain.
 - b. Wire curbs, regardless of how padded or covered, will not be permitted.
4. Saddle: May be slick or swelled fork having a high or low cantle, but must definitely be sized to the exhibitor.
5. Breast collar, hobbles, and rope or riata are optional.
6. Nosebands or cavessons are prohibited.

English Tack/Equipment

1. Bridles:
 - a. Hunt Seat: Approved bits are English snaffle (no shank), Pelham (double reins), Kimberwick, and/or full bridle with cavesson noseband and plain leather brow band. Any deviation from regulation bits is prohibited.
 - b. Saddle Seat: Use bridle that is appropriate for breed of horse being shown.
2. Saddles:
 - a. Hunt Seat: Hunting or forward seat or close contact.
 - b. Saddle Seat: Cut back or Flat saddle.
 - c. Must be sized to fit rider.
3. Breast plate is optional in hunt seat.

Class Routines

Horsemanship & Equitation Patterns

For those classes requiring a pattern, the judge or show management shall post the pattern that will be asked for at least one hour prior to the commencing of the class. The pattern will count for 75% of the score, rail work 25%.

The judge will ask each rider to work individually. These individual workouts will be any of the maneuvers that the judge feels are necessary to determine equitation ability of the rider.

1. Judging of the individual work will begin at the indication of the judge, and it stops at the end of the 30-second time period indicated by a signal from the ring steward or timer. Exhibitors shall leave the arena at the signal, regardless of whether or not they have completed work prescribed by the judge.
2. Failure to complete the pattern will not be a disqualification, but shall be scored accordingly.
3. Selected riders may be required to work on the rail.
4. The Horsemanship/Equitation class is to determine the riding ability of the rider, and the judge will bear this in mind at all times.

Showmanship

Only showmanship to be judged. The horse is merely a prop to show the ability of the exhibitor.

Class to be judged as follows:

Appearance of Horse: (40 Points)

1. Condition and Thriftiness (15 Points)
2. Grooming (15 Points)
 - a. Hair coat clean, well brushed.
 - b. Mane and tail free of tangles and clean.
 - c. Hoofs trimmed properly. If shod, shoes must fit properly and clinches should be neat.
 - d. Blackened hooves are not given preference over clean hooves
3. Trimming (5 Points)
 - a. Quarter type horse's manes may be roached, but foretop and tuft over withers must be left.
 - b. Inside of ears may be clipped.
 - c. Long hair on jaw, legs, and pasterns should be clipped.
4. Tack (5 Points)

Appearance of Exhibitor: (10 Points)

Suitable clothes for the type of horse being shown.

Showing Horse In Ring (50 Points)

1. Leading (15 Points) (Follow the posted pattern)
 - a. Enter ring-leading horse at an alert walk in a counter clockwise direction unless otherwise directed by judge or ring steward.
 - b. Walk on horse's left side, holding lead shank in right hand, near halter. The remaining portion of lead is held neatly and safely in left hand. (A tightly coiled or rolled lead shank will be considered a fault.)
 - c. Horse should lead readily at a walk or trot.
 - d. After judge has lined up the class in front of spectators, he will call on each exhibitor to move his or her horse individually. When moving the horse individually, be sure the judge gets a clear, unobstructed view of the horse's action. Allow sufficient lead so that he can move freely and in a straight line. Lead the horse from his left side the required distance, stop, and turn to the right around the horse.
2. Posing (15 Points)
 - a. When posing your horse, stand toward the front facing the horse, but not directly in front of the horse and always in a position where you can keep your eye on the judge.
 - b. Pose quarter type horses with their feet squarely under them.
 - c. Pose Arabian, Saddlebred, or Foxtrotter horses in a position indicative of their breeding. Use a bridle, if appropriate, for the breed being shown.
 - d. Do most of the showing with lead strap. Never kick horse's leg into position.
 - e. Do not crowd the exhibitor next to you when in a side-by-side position. Do not crowd the exhibitor in front of you when lined up head to tail.
 - f. When judge is observing other horses let your horse stand if posed reasonably well.
 - g. Be natural. Over showing, undue fussing, and maneuvering are objectionable.
3. Poise, Alertness, and Merits (20 Points)
 - a. Keep alert and be aware of the position of the judge at all times.
 - b. Show horse at all times, not yourself.
 - c. Respond quickly to requests from the judge or officials.
 - d. Be courteous and sportsmanlike at all times.

- e. Recognize quickly and correct faults of your horse.
- f. Keep showing until the entire class has been placed and has been excused from the arena.

English Equitation: Saddle Seat and Hunt Seat

The equitation class is to determine the riding ability of the exhibitor. The judge will bear this in mind at all times.

Horses are to be shown at a walk, trot, (or optional gait if appropriate) and canter - both ways of the arena. Horses may be required to back.

Class to be judged on the following:

1. Appointments:
 - a. Personal: See Attire/Personal Appointments
 - b. Tack: See Tack/Equipment
2. Class Routine: The judge will ask each exhibitor to work individually. These individual works will be posted at least one hour prior to the beginning of the class.

Individual workouts are 75% of the score; rail work 25%

Cart Class

All drivers under the age of 18 must be accompanied by an adult capable of driving.

1. Pleasure driving class in which entries are judged primarily on the suitability of a horse to provide a pleasant drive.
2. To be shown both ways of the arena at a walk and slow trot and strong trot. To stand quietly both on rail and while lined up and to rein back.
3. All entries chosen for a workout to be worked both ways of the arena at any gait requested by the judge and may be asked to execute a figure eight and/or other appropriate tests (i.e. rein back between two cones).
4. To be judged 70% on performance, manners and way of going. Judged 20% on the condition and fit of the harness and vehicle and 10% on neatness of attire.
5. Appointments: See Attire/Personal Appointments.

Western Horsemanship

1. The horsemanship class is to determine the riding ability of the exhibitor, and the judge will bear this in mind at all times.
2. Exhibitors will be judged on seat, hands, ability to control, and showing of the horse.
 - a. Results as shown by performance of the horse are not to be considered more important than the method used by the exhibitor in obtaining them.
 - b. Consideration will be given to suitability of horse to the rider. Rider size should be proportional to horse size. Rider should be in control of horse at all times.
3. Class to be judged on the following:
 - A. Appointments:
 1. Personal: See Attire/Personal Appointments
 2. Tack: See Tack/Equipment
 - B. Class Routine: The judge will ask each exhibitor to work individually. These individual works will be posted at least one hour prior to the beginning of the class.

Individual workouts are 75% of the score; rail work 25%

Reining Class

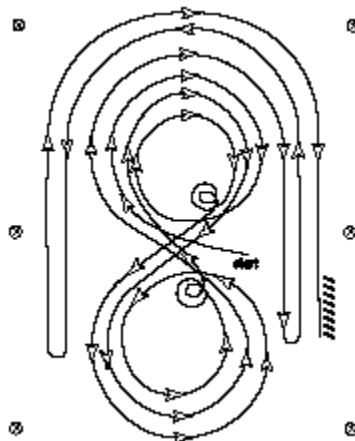
1. Check your show rules for Reining Patterns. The Greene County 4-H Fair will be using AQHA pattern 11 for all ages.
2. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

3. To rein a horse is not only to guide him, but also to control his every movement. The best-reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of, or temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.
4. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance.
5. The following will result in no score:
 - a. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition;
 - b. Use of illegal equipment, including wire on bits, bosals or curb chains
 - c. Use of illegal bits, bosals or curb chains
 - d. Use of tack collars, tie downs or nosebands
 - e. Use of whips or bats
 - f. Use of any attachment, which alters the movement or direction of or circulation to the tail.
 - g. Failure to provide horse and equipment to the appropriate judge for inspection
 - h. Disrespect or misconduct by the exhibitor
6. A rider may untangle excess rein, where excess rein may prevent the rider from continuing the pattern, where said excess can be straightened without affecting the performance of the horse, during hesitations, or when settling a horse; rider's free hand may be used to hold romal in the normal fashion.
7. The following will result in a score of 0:
 - a. Use of more than the index or first finger between reins
 - b. Use of two hands (exception is Snaffle Bit or Hackamore classes designated for two hands) or changing hands
 - c. Use of an illegal romal (see AQHA 443 (e))
 - d. Failure to complete the pattern as written
 - e. Performing the maneuvers other than in specified order;
 - f. Inclusion of maneuvers not specified, including, but not limited to
 - backing more than two strides
 - turning more than 90 degrees
 - g. Equipment failure that delays completion of pattern
 - h. Balking or refusal of a command where pattern is delayed
 - I. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
 - J. Jogging in excess of one-half circle or one-half the length of the arena
 - k. Over spins of more than 1/4 turn
 - l. Fall to the ground by horse or rider
 - m. Neither a no score or a 0 are eligible to place in a go round or class.
8. The following will result in a reduction of 5 points
 - a. spurring in front of cinch
 - b. use of free hand to instill fear
 - c. holding saddle or touching horse with free hand
 - d. blatant disobedience including kicking, biting, bucking and rearing
9. The following will result in the deduction of two points
 - a. failure to go beyond marker on stops or roll backs
 - b. break of gait
 - c. freeze up in spins or rollbacks
 - d. on walk in patterns, failure to stop or walk before executing a canter departure
 - e. on run in patterns, failure to be in a canter prior to the first marker
10. Starting or performing circles or eights out of lead will be judged as follows:

Each time a horse is out of lead, a judge is required to deduct one point. The penalty for being out of lead is cumulative and the judge will deduct one penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse one-half point for a delayed change of lead by one stride.
11. Deduct 1/2 point for starting circle at jog or exiting rollbacks at jog up to two strides. Jogging beyond two strides, but less than 1/2 circle or 1/2 the length of the arena, deduct two points.

12. Deduct 1/2 point for over or under spinning up to one-eighth (1/8) of a turn; deduct one (1) point for over or under spinning from one eighth to one-fourth (1/8-1/4) turn.
13. A 1/2 point penalty deduction will be given for failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or roll back.
14. Where a change of lead is specified immediately prior to a run to the end of the arena, failure to change leads by one stride-1/2 point; failure to change leads beyond one stride, but where lead changes is completed prior to next maneuver -one point; lead is not changed prior to next maneuver -two points; in patterns requiring a run around, failure to be on the correct lead when rounding the end of the arena will be penalized one point. Failure to be on the correct lead prior to the center point of the arena will be a two-point penalty.
15. A judge may require any contestant to repeat his performance of any or all of the various parts of the pattern.
16. Faults against the horse to be scored accordingly, but not to cause disqualification:
 - a. Opening mouth excessively when wearing bit
 - b. Excessive jawing, opening mouth or head raising on stop
 - c. Lack of smooth, straight stop on haunches-bouncing or sideways stop
 - d. Refusing to change leads
 - e. Anticipating signals
 - f. Stumbling
 - g. Backing sideways
 - h. Knocking over markers
 - i. Faults against the rider to be scored accordingly, but not to cause disqualification
 1. Losing stirrup
 2. Any unnecessary aid given by the rider such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.
 3. Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size; however failure to go beyond markers on rollbacks and stops is considered a fault.
17. All reining horses six years old and older must be shown in bit; horses five years old and younger may be shown in bit, hackamore or snaffle but at the discretion of the exhibitor.
18. While horse is in motion, rider's hands shall be clear of horse and saddle.
19. Pattern Information
The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

AQHA Reining Pattern Number 11



Mandatory Marker Along Fence or Wall

The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride pattern as follows:

Horses must walk or stop prior to starting pattern.

1. Starting at the center marker make a large fast circle to right on the right lead.
2. Draw the circle down to a small circle until you reach the center marker; stop.
3. Do a double spin to the inside of the small circle at the center marker; at end of spins horse should be facing the left wall, slight hesitation.
4. Begin on left lead and make a large fast circle.
5. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on these stops.
6. Do a double spin to the inside of the circle, slight hesitation, horse to be facing left wall.
7. Take a right lead and make a fast figure eight over the large circles, close the eight, and change leads.
8. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet (6 meters) from the wall or fence-no hesitation.
9. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right roll back at least 20 feet (6 meters) from the wall or fence-no hesitation.
10. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern. Rider may drop bridle to the designated judge.

Trail

Trail will be a dress class. Any horse 5 and under may be shown in snaffle or bosal and may be ridden with two hands. Horses equipped with shank bits must be ridden with one hand. Trail class will be incorporated into the judged show.

This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider and attitude. Trail judge will provide a separate pattern for canter riders and walk trot riders.

1. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing carefulness is not sacrificed, and to horses showing the capability of picking their own way through course when obstacles warrant it, and willingly responding to rider's cues on more difficult obstacles.
2. Horse shall be penalized for any unnecessary delay while approaching the obstacles. Horses with artificial appearance over obstacles should be penalized.
3. Except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle. While horse is in motion, rider's hands shall be clear of horse and saddle.
4. Horses must not be required to work on the rail. The course must be designed, however, to require each horse to show the three gaits (walk, jog, lope) somewhere between obstacles as a part of its work and will be scored as a maneuver.
5. Gait between obstacles shall be at the discretion of the judge.
6. The course to be used must be posted at least one hour before scheduled time of class.
7. No horse that deviates from the pattern in any way as it is written in the posted course shall place above any horse that completes the pattern as written.
8. The following will result in a no score on a particular obstacle but does not mean disqualification from the class.
 - a. Rider is allowed 3 attempts at each obstacle. After 3 refusals, rider must move on to the next obstacle.
 - b. Doing an obstacle differently than described on the pattern
 - c. Missing or not attempting an obstacle
 - d. Failure to complete an obstacle
 - e. Failure to be in the prescribed gait or on the correct lead
9. The following will result in disqualification from the class:
 - a. Not doing the obstacles in the prescribed order
 - b. Illegal equipment
 - c. Willful abuse
 - d. More than one finger between the reins, except when changing hands to work and obstacle.
 - e. Obviously cueing the horse on the neck to lower the head. Major disobedience--rearing, schooling

10. When the distances and spaces are measured between all obstacles, the inside base measurement of each obstacle considering the normal path of the horse, should be the measuring point. Enough space must be provided for a horse to jog (30 feet) and lope (at least 50 feet) for the judges to evaluate these gaits
11. If disrupted, the course shall be reset after each horse has worked. In the case that a combination of obstacles is used, the course cannot be reset until the contestant finishes the entire course regardless of where any disruption occurs.
12. At least four obstacles must be used, two of which must be from the mandatory list of obstacles and at least two different others selected from the list of optional obstacles
13. Mandatory obstacles
 - a. Opening, passing through and closing gate. (Losing control of gate is to be penalized.) Use a gate that will not endanger horse or rider.
 - b. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. The space for walkovers shall be 15-24"; trot-overs, 3' to 3'6"; lope overs, 6' to 7'. Walkovers may be elevated to 12" and should be minimum of 22" apart. The height should be measured from the ground to the top of the element. Trot overs and lope overs cannot be elevated.
 - c. Backing obstacle. To be spaced a minimum of 28". If elevated, 30" spacing is required.
 1. Back through and around at least three markers
 2. Back through L, V, U, straight, or similar shaped course. May be elevated no more than 24".
14. Optional obstacles, but not limited to:
 - a. Water hazard (ditch or small pond). No metal or slick bottom boxes will be used.
 - b. Serpentine obstacles at walk or jog. Spacing to be minimum of 6 feet for jog.
 - c. Carry object from one part of arena to another. (Only objects that might reasonably be carried on a trail ride may be used)
 - d. Ride over a wooden bridge. (Suggested minimum width shall be 36" wide and at least 6' long.) Bridge should be sturdy and safe
 - e. Put on and remove slicker
 - f. Remove and replace materials from mailbox
 - g. Side pass (may be elevated to 12" *maximum*)
 - h. An obstacle consisting of four logs or rails, each 5' to 7' long laid in a square. Each contestant will enter the square by riding over a log or rail as designated. When all four feet are inside the square, rider should execute a turn as indicated and depart
 - i. Any safe and negotiable obstacle, which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge, may be used.
15. A combination of two or more of any obstacle is acceptable
16. Unacceptable obstacles: tires, animals, hides, PVC pipe, dismounting, jumps, rocking or moving bridges, water box with floating or moving parts, flames, dry ice, fire extinguisher etc. Logs or poles elevated in a manner that permits such to roll, ground ties.

Hunter Hack

Hunter Hack is an additional class in GREENE COUNTY 4-H HORSE SHOW only.

1. This class shall be judged 50% on the exhibitors ability to control and maneuver his/her horse and 50% on the performance of the horse on flat work, manners, way of going, style over fence and even hunting pace.
2. Class to be judged on the following:
 - A. Personal Appointments
 1. Personal-see attire/personal appointments for Hunt Seat
 2. Tack-see tack/equipment for Hunt Seat
 - B. Class Routine
 1. Horses will be required to jump two fences 18 inches to two feet in height. Jumps are to be set 36, 48 and 60 feet on a line or increments of 12 feet, but not less than 36 feet. A ground line is recommended for each jump. Horses are then to be shown at a walk, trot and canter both ways of the ring with light contact.
 2. At the discretion of the judge, contestants may be asked to hand gallop, pull up and stand quietly following the last fence.
3. Faults Scoring

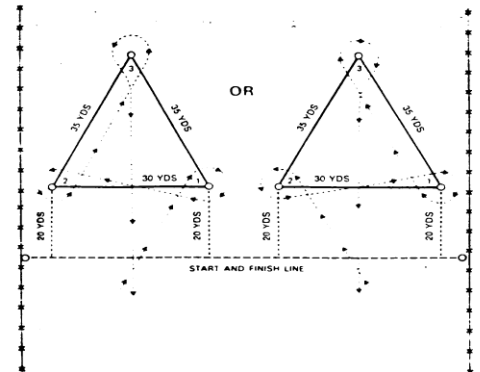
- A. Horses should have an even hunting pace and cover the course with free flowing strides. Preference will be shown to horses with correct jumping style that meet the fences in stride without interrupting rhythm. Horses to meet fences squarely, jumping at the center of the fence.
- B. When a horse makes two faults at an obstacle, only the major fault will be counted except refusals, which will count in addition.
- C. Incorrect lead around the ends of the course is to be penalized.
- D. Excessive use of crop should be penalized.
- E. Touches: Light touches are not to be considered, but may be scored according to other performances in a comparative manner.
- F. Knock-Downs (an obstacle is considered knocked down when a horse or rider, by contact, lowers any part of an obstacle).
 - Major Faults:
 - 1. With any part of horse's behind the stifle – 4 faults
 - 2. With any part of the horse's front of the stifle – 8 faults
 - 3. Of standard or wing in jumping obstacle with any part of the horse, rider or equipment – 8 faults
 - 4. Of obstacle by touching a wing or post, it shall count as a knockdown with above penalties.
 - 5. Hind knockdowns, not the fault of bad jumping shall not necessarily be cause for elimination of an award but should be scored against in a comparative manner.
- G. Disobedience – Major faults (circling once upon entering the ring and once upon leaving is permissible)
 - 1. First Refusal, run out, bolting on course, extra circle, or showing an obstacle to a horse – 8 faults
 - a. When a horse stops in front of an obstacle, whether or not the obstacle is knocked down or altered, it is a refusal unless the horse then immediately jumps the obstacle without backing one step; backwards, it is a refusal.
 - b. Second refusal, run out, bolting off course, extra circle, showing an obstacle to a horse – 8 faults
 - c. Third refusal, run out, bolting off course, extra circle, showing an obstacle or any combination of these – elimination.
 - d. Jumping an obstacle before it is reset – elimination.
 - e. Bolting from ring – elimination.
 - f. Failure to keep a proper course – elimination.
 - g. Falls: Horse and/or rider falling in competition – elimination.
 - 1. A horse is considered to have fallen when shoulder and haunch on the same side touch the ground or the obstacle and the ground.

General Rules for Speed Events

- 1. ASTM-SEI Equestrian approved Helmets are required for the Speed Events
- 2. In the event of a tie, the exhibitor declared the winner in the run-off must re-run the pattern within two seconds of his/her original time or the run-off must be held again. Penalty time will not apply to the two-second rule, but will apply to the final run-off time. Failure to run pattern correctly or any other disqualification shall not apply to the two-second rule, but shall apply to the final run-off time (resulting in a no time for the re-run).
- 3. Failure to run a pattern correctly shall disqualify an exhibitor.
- 4. Exhibitors must walk or trot into the arena, no running in and out of the gate.
- 5. An exhibitor crossing the finish line before completing a pattern shall be disqualified.
- 6. The judge, at his discretion, may disqualify a contestant for excessive use of a bat, crop whip, or rope in front of the cinch.
- 7. Western type equipment must be used.
- 8. A rider will be disqualified if the helmet is not on the exhibitor's head for the entire time the exhibitor is in the arena.
- 9. Under no circumstance is a rider to be secured or tied to a saddle, including rubber banding the feet to the stirrups.

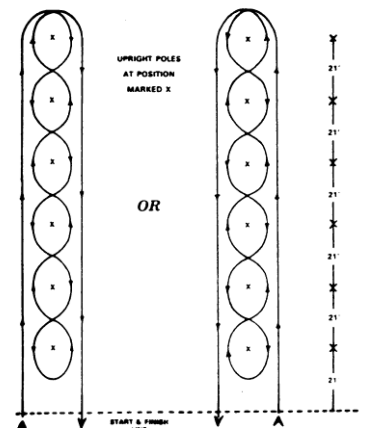
Barrel Race

In this timed class, the exhibitor will run a cloverleaf pattern around three barrels. The exhibitor will start by running to barrel #2, pass to the left of it and go around it; then go to barrel #1, pass to the right of it and go slightly more than 360 degrees around it; then go to barrel #3, pass to the right of that barrel, go around it and then sprint home. (Be sure to go between barrels #1 and #2 when running for the finish line.) Pattern may be run by starting with barrel #1 and passing to the right of that barrel. Balance of the pattern to be run accordingly. For each barrel knocked over, a five second penalty shall be added to the exhibitor's time.



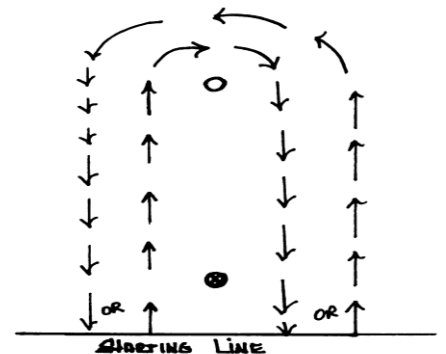
Pole Bending

This timed class consists of six poles set 21' apart with the first pole 21' from the starting line. Exhibitor may start either to the left or right of pole #1 and then run the remainder of the pattern accordingly. Exhibitor will run down one side of the pattern; turn around pole # 6 and weave through poles #5-#1; turn around pole #1 and weave back down to pole #6; turn around pole #6 and then run for the finish line down the side opposite from which the pattern was started. For each pole knocked over, the exhibitor will receive a five second penalty.



Flag Race

Contestant crosses the starting line running toward a barrel stationed at the far end of the arena, they must pick up the flag and continue around that barrel. Run back to the barrel closest to the starting line and toss the flag into the barrel, failure of the flag to remain completely in the barrel is a no time. Crossing the starting line prior to depositing the flag is off pattern and no time. Completely circling (360 degrees) either barrel is off pattern and no time. Pattern may be started on either side of the first barrel. A five second penalty will be given for knocking over a barrel.

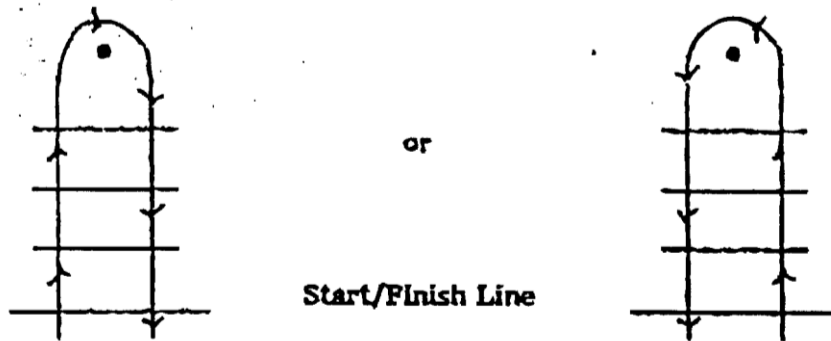


Scurry Race (will not count toward High Point awards)

This class is a timed event consisting of three low jumps called scurries and a barrel. The jumps will be set 21' apart and 21' from both the starting line and the barrel. The maximum height for the scurries is 22 inches. Exhibitor will run toward the barrel crossing the starting line, jump three scurries, go around the barrel and run back towards the finish line, jumping the scurries before crossing the finish line. Exhibitor may go either to the left or right around the barrel. For each scurry knocked down while running towards the barrel or on the return trip, a five second penalty will be added to the exhibitor's time. There is also a five second penalty for knocking over the barrel. For the pattern, an exhibitor will be allowed a total of three refusals at the scurries. After the fourth refusal, the exhibitor will be excused from the arena and shall receive no-time for the class.

Modified Scurry (will not count toward High Point awards)

Modified Scurry is an option for the scurry race; the jump poles lay flat on the ground. This class is designed for beginning riders not yet ready to jump up to 22" over scurries. An exhibitor may choose which scurry race they prefer; **they may not do both**. (Modified scurry is a Greene County 4-H Fair class only).



Texas Barrel Race

Three barrels set in a line and one low jump called a scurry make up this timed event. This jump will not be lowered. The barrels will be set 21' apart and 21' from the jump which is 21' from the starting line. Exhibitor will complete this pattern by crossing the starting line and jumping the scurry; pass to the right of barrel; #2, going around it; then circle barrel #1 passing on the left side of it and turn towards home; sprint for home and jump the scurry before crossing the finish line. Pattern may be reversed by starting on the left of barrel #2. There is a five second penalty for knocking down the scurry and for each barrel knocked down. An exhibitor will be allowed two refusals at the scurry for the pattern. Upon the third refusal, the exhibitor will be excused from the arena and shall receive no-time for the class.

Anyone showing in modified scurry may exercise the option to have the jump down and be assessed a 5 second penalty added to their time.

