

Ravalli County Fair

4-H Horse Show

Handbook



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I pledge my HEAD to clearer thinking,  
My HEART to greater loyalty,  
My HANDS to larger service,  
And my HEALTH to better living,  
For my club, my community, my country and my world.

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# RAVALLI COUNTY FAIR 4-H HORSE SHOW POLICIES

## General Policies:

1. The 4-H name and emblem are copyrighted, so any classes which are called 4-H classes are limited to Montana 4-H members.
2. For the purpose of exhibition, horses shall be defined as light, draft, ponies, miniature horses, mules or donkeys.
3. Equipment requirements and classes are based on USEF rules and Ravalli County 4-H Horse Project Guidelines
4. Stallions may not be shown in any class after the yearling year. **Intent:** To reduce the possibility of injury to other horses, exhibitors and spectators. To give all exhibitors an equal chance of showing their horse(s) and skills.
5. The Ravalli County Horse Show Committee reserves the right to make changes, split classes, or reassign arenas to facilitate judging.
6. Neither the Ravalli County Fairgrounds, 4-H Extension Office, Horse Committee nor Horse Leaders are liable for any accident, damage or loss of personal property, livestock, or person while at the show, including travel to and from the show.

## Judges:

1. The Judge(s) will be selected by the Ravalli County 4-H Horse Show Committee for the show using the following criteria:
  - a. Familiarity with the 4-H Horse Program
  - b. Judging experience
  - c. Youth oriented show experience
  - d. Willingness to observe Ravalli County 4-H Horse Show procedures.
2. Judges should not be used in consecutive years.
3. A separate judge may be used when more than one class is being judged at a specific time.
4. The Judge(s) are to arrive prior to the show to meet and review the show book at a specified time with all committee members, ring stewards, clerks, announcers and exhibitors. **Intent:** To help eliminate misunderstandings, and ensure all are aware of the expectations of the Ravalli County 4-H Horse Show.
5. All judging is based on the exhibitor's ability to show their horse according to the specific class criteria. The judge(s) is encouraged to give constructive criticism and suggestions for improvement as well as point out superior performance to exhibitors whenever possible. At the horse committee's discretion scores may be posted on all classes. **Intent:** To communicate to the exhibitors where they placed within the class compared to the scores of others.

## Equipment Stewards:

1. The show may have two or more stewards who will interpret and clarify rules governing equipment and dress. Stewards will be identifiable. **Intent:** To insure participants equipment and clothing are within limits described by the rules. To insure equipment is not illegal or abusive to the animal.

## Ring Steward:

1. A Ring Steward will be provided to assist the judge in the ring.
2. Any exhibitor wishing to discuss a matter with the judge must first contact the Ring Steward (after completion of the class) who will then arrange a meeting, if approved by the judge. **Intent:** To provide a process where an exhibitor may discuss their performance with the judge.
3. A Ring Steward shall not have a child participating in classes they are stewarding.
4. A Ring Steward shall not be a leader who has club members participating in classes they are stewarding.

### Grievance Committee:

1. The Grievance Committee shall consist of: Fair Horse Superintendent, an Extension Agent, and the Horse Committee Chairman.
2. All grievances must be submitted in writing by the exhibitor or an immediate family member within one hour of the end of the class or of the decision affecting the exhibitor having been made. The grievance must be delivered to one of the three committee members. **Intent:** To provide an equitable process for resolving differences related to the horse show procedures.
3. The Grievance Committee will supersede all other decisions. **Intent:** To determine authority over differences related to the horse show.
4. The Grievance Committee will not accept grievances concerning judges decisions.

### Awards:

1. Ribbons will be awarded to exhibitors in each class using the Danish System. Ribbons will be Blue, Red, or White and awarded at the judges discretion.
2. Champion and Reserve Champion will be awarded at the judges discretion. Champion and Reserve are for those contestants who excel in their class above all the other contestants.
3. A Special Awards list will be posted the day of the show and awarded at the annual Horse Awards Banquet in October/November (DTBA).

### Round Robin Showmanship at Ravalli County Fair:

1. A Champion and Reserve Champion must be selected from each of the Senior, Intermediate and Junior showmanship classes by the judge to represent Horse at the Round Robin.
2. The Champion Exhibitor from the Senior, Intermediate, and Junior Ravalli County 4-H Horse Showmanship classes will be eligible to compete in the Round Robin Showmanship Contest held Friday evening at the Ravalli County Fair. A Champion and Reserve Champion must be selected from each of the Senior, Intermediate and Junior showmanship classes by the judge to represent Horse at the round robin.
3. Should the Champions be unable or unwilling to compete in the Round Robin Contest, the Ravalli County 4-H Horse Superintendent must be notified.
4. Reserve Champions will serve as alternates if the Champions are unable to compete or choose to compete in another species.

## RAVALLI COUNTY FAIR 4-H HORSE SHOW RULES

### General Rules:

1. **The Ravalli County 4-H Horse Show Committee shall determine rules and guidelines for Fair classes and Fair judges.**
2. **Each 4-H exhibitor must sign a Release of Liability for use of the Ravalli County Fairgrounds.** Releases are available at the Ravalli County Fairgrounds Office.
3. **An exhibitor must compete at the same project level as enrolled in at the Extension Office.**
4. **Exhibitors may ride at only one level English Horsemanship and one level Western Horsemanship.** If riding both Western and English, levels ridden can be the same level or within two levels above or below. **Example:** English level 3 and Western level 3, or English level 5 and Western level 3.
5. **Colt to Maturity and Green Horse projects cannot cross over in English or Western Horsemanship 1-7 projects.** The exception to this rule is that Colt to Maturity 5th year may enter in English or Western Horsemanship Level 7 provided the exhibitor has been assessed out of Horsemanship Level 6. This rule is consistent with the State Horse Show Rules.
6. **Exhibitors may exhibit only one horse per class.**
7. **Exhibitor Number must be clearly visible at all times.**
8. **Exhibitors will be listed randomly within classes.** Show management or the Judge reserves the right to change the order of the go.
9. **Chains are not allowed over the nose, in the mouth or under the jaw in Showmanship, Mare and Foal, or Yearling classes. Neither are whips or bridles allowed in these classes.**
10. **Breaking pattern is considered a fault and not a disqualification in Colt to Maturity, Green Horse or Horsemanship classes.**
11. **If for any reason an individual is awarded a second run in a timed event, the time for the first run is void.**
12. **Exhibitors signed up in Horsemanship Levels 1-7 are able to participate in trail, barrels and poles at the county fair.**
13. **The Judge's decision in all classes shall be final.**
14. **The Judge and/or Ring Steward will dismiss from the ring any entry that is unruly or not in sufficient control to ensure the safety of the exhibitor or other exhibitors.**
15. **No person other than the exhibitor and show officials will be allowed in the arena while the show is in progress**
16. **Unsportsmanlike conduct, abusive language or actions and/or abuse of any animal on the part of any 4-H exhibitor, parent, family member, or leader may result in penalization by forfeiture of any award received and/or elimination from further competition of the 4-H member or those at fault. Also see:** Grievance Committee paragraph for filing a complaint.
17. **Exhibitors are expected to clean their own stalls and area prior to leaving the grounds.** A \$10.00 per stall/area cleaning fee will be charged. Only one horse per stall is allowed. The 4-H Horse Superintendent must be contacted prior to the show for authorization to use the stalls.
18. **Adults are not to warm up, groom or train project horse(s).** In circumstances where the exhibitor needs assistance for the safety of themselves, others, their project animal or other project animals then an adult may assist the exhibitor but assistance must be kept at a minimum. **Intent:** The intent is to keep all safe while encouraging the 4-H exhibitor to accept the responsibility to do the work.
19. **No dogs allowed on the grounds during the Ravalli County 4-H Horse Show. This will be strictly enforced.**

## Patterns:

The Ravalli County 4-H Horse Committee will pick three (3) acceptable patterns for each level that exhibitors may be required to ride at the Ravalli County Fair 4-H Horse Show. The patterns will be posted to the [Ravalli County Extension Office 4-H Horse website](#), by June 15th. On the day of the show, one pattern will be picked per level and posted the morning of the Ravalli County Fair 4-H Horse Show.

## Safety Rules:

**Violations of these safety rules may result in disqualification.**

1. Western/English boots must be worn when riding.
2. All horses must be ridden with bridles, NOT HALTERS.
3. Riding double is prohibited.
4. All horses must enter the arena in a controlled manner.
5. Run irons on English saddles.
6. Any 4-H member in Level 1-3 Horsemanship Project participating in any riding event must wear an SEI-ASTM approved helmet. Upper levels are encouraged to wear helmets. Helmets are required in all games by all riders regardless of Horsemanship level.
7. Horses shall be walked in all areas other than warm-up areas.
8. Riders may not pony another horse for warm up.

## MANDATORY RECORD BOOK INTERVIEW (ALL LEVELS):

Interview and Record Book judging MUST BE completed on Non-Perishable Interview Day prior to the 4-H Fair Horse Show in order for the Exhibitor to be eligible to show at the 4-H Fair Horse Show. Appointments can be scheduled through the Ravalli County Extension Office, 375-6611. The purpose of this exercise is to help perfect communication and overall interview skills. The member will be judged according to their efforts and abilities to present themselves and their horse project. Members will receive a sticker award for the interview and record book. To earn the purple sticker award, a member will need to come dressed in show clothes (see dress code), have record books fully completed in a neat manner, photos on record sheets, and be able to tell of your experiences in completing the project. The article titled "[Blue Ribbon Interview Judging Tips](#)" has more information and can be found online or at the extension office.

## RAVALLI COUNTY FAIR 4-H HORSE SHOW TIPS

### Fair Preparation:

1. Submit your completed Fair Entry Form by the fair book deadline.
2. The Ravalli County Fair 4-H Horse Show will be held one week before the Ravalli County Fair begins.
3. Sign up for your interview at the Ravalli County Extension Office. On the day of your interview, bring your 4-H binder containing My 4-H Year, Animal Project Journal and Financial Record Form, Project Books and any other records pertinent to the project.
4. Clip and trim your horse about a week before the Ravalli County Fair 4-H Horse Show. Do touch-ups the night before the 4-H Horse Show before or after bathing. (Clipping and trimming is optional)
5. Bathe your horse the night before the Ravalli County Fair 4-H Horse Show.
6. Clean and oil all your tack before the Ravalli County Fair 4-H Horse Show.

### Day of the Ravalli County Fair 4-H Horse Show

1. Arrive early to allow for extra time to unload your horse from the trailer to let them settle down and get them ready for the show.
2. **You will need to attend the Judge's Meeting just before the Ravalli County Fair 4-H Horse Show begins.**
3. **You will need to pick up your exhibitor packet which will include an exhibitor number, show program, patterns and safety pins.** The exhibitor number will be displayed by pinning it to the middle of your shirt on your back. Please be sure to use 2 or more safety pins so your number can be read at all times while in the arena.
4. The order of the classes will be listed in the show program which will be handed out at the Judge's Meeting and in the exhibitor's packet.

5. A 30-minute lunch break will be taken around noon.
6. If you are participating in trail or any other class outside of the main arena, you will need to get those classes done in between your arena classes.

## RAVALLI COUNTY 4-H HORSE SHOW CLASS LIST

### Open To All Levels:

- Class A Showmanship – Required at all levels – Novice, Junior, Intermediate and Senior. English/Western Classes
- Class B Horsemanship – Levels 1-7 - English/Western Classes
- Class D Horse Showing – Open to all levels – Must be enrolled in the Horse Showing Project. Walk/Trot, Junior & Senior Classes, English/Western Classes included: Equitation, Pleasure, Bareback Equitation, Dressage, Arena Trail, Hunter Hack, Working Hunter, Handy Hunter, Equitation Over Fences
- Class E Other – Poles/Barrels – Western – must us a project Horse
- Class G Ranch Horse – Western Levels 1-4
- Class H Horseless Horsemanship Levels 1-5
- Class J Packing Levels 1-5
- Class K Trail Riding Project – Junior & Senior
- Class L Hippology – Junior & Senior
- Class M Miniature Horse – Junior & Senior
- Class N Poster – Junior & Senior
- Class O Horse Judging – Junior & Senior
- Class P Careers with Horses – Junior & Senior
- Class Q Independent Study – Junior & Senior
- Class R Record Books – Mandatory – Junior & Senior
- Class S Interviews – Mandatory – Junior & Senior

### Open To Level 3 And Above:

- Class F - Breeding

### Open To Level 4 And Above:

- Class C – Colt to Maturity – Levels yearling to 5 year old – English/Western
- Class C - Green Horse – English/Western
- Class I – Driving Levels 1-4



## DRESS CODE FOR ALL CLASSES

Exhibitors and judges should bear in mind that at all times exhibitors are being judged on ability; however, neatness is the first requisite regarding exhibitor's attire. The following requirements are based on tradition and general present day customs. Prior to class entry, Ring Stewards shall suggest equipment and attire changes for contestants who do not conform. Elimination may result if changes are not made. In case of inclement weather, the judge may allow rain gear or appropriate adjustments.

### Western:

- Long sleeved, white western shirt, button or snap for all classes
- Western black jeans
- Western boots
- SEI-ASTM approved riding helmet or Western hat. State and county helmet policy will be enforced.
- Vests, sweaters and jackets are prohibited
- Chaps, gloves and ties are optional
- Spurs are optional unless otherwise prohibited. Spurs must be worn properly.
- Hair shall be contained for neatness.

### English:

- Hunt coat (Black, Blue, or Grey are allowed)
- Tan or grey breeches
- English style blouse or shirt
- Field boots, Dress boots or Paddock boots with same color Half-Chaps
- SEI-ASTM approved riding helmet
- Stocks, chokers, ties, gloves, un-roweled spurs and crop or bat are optional. Spurs must be worn properly.
- Hair shall be contained for neatness.

### English - Saddle Seat:

- Solid color jacket and jodhpurs are required
- SEI-ASTM approved riding helmet
- Jodhpur boots
- Gloves, stock, chokers, ties, un-roweled spurs and crop are optional. Spurs must be worn properly.
- Hair shall be contained for neatness.

### Bareback Equitation:

- Western or English attire is allowed. If riding in English attire, a long sleeved shirt must be worn without the jacket.
- SEI-ASTM approved riding helmet
- Chaps, spurs, crops and bats are prohibited.

## JUDGING CRITERIA FOR CLASSES – Required By All Levels

All patterns will be posted at Registration and Arenas prior to the Judge's meeting

### SHOWMANSHIP CLASSES (ALL LEVELS):

**Criteria:**

Showing the Horse	50%
Appearance of the Horse	40%
The Exhibitor	10%

**Exhibitor:** The exhibitor must be neat and clean in appearance and appropriately dressed for the type of horse shown.

**Dress code:** White long sleeved, long tailed shirt with collar, buttoned up and tucked into black pants or jeans; dark boots or leather footwear (no tennis shoes, rubber boots or sandals); SEI-ATSM approved riding helmet or Western/English Hat.

**Equipment:** All horses will be shown with a properly adjusted halter. Lead shanks with chains may be used but the use of the chain over the nose, under the jaw or in any way having contact with the horse will be prohibited. Long chain shanks should be doubled over. Whips or bridles will not be allowed. Tack should be neat, clean, and properly adjusted.

**Appearance of the Horse:** The hair coat should be clean, well brushed, and free of dust, dandruff, manure stains, and bot eggs. The hair coat should have a natural luster. Trimming should accentuate quality about the head and legs (optional). Breed Standards for exhibition should be followed. The hooves should be clean and properly trimmed or shod. No preference will be shown for hoof dressing or coloring.

**Showing the Horse:** All exhibitors will be asked to perform a pattern. Exhibitors may also be asked to enter the arena on the rail. Work calmly, quietly and be alert for instructions from the judge or ring steward. The exhibitor may be asked to perform the following maneuvers in the pattern: Walk, trot, back, hindquarter pivots, set up squarely, move forward and backward freely. The exhibitor may be asked to pick up any or all feet of his/her horse, know the parts of the horse and may be asked questions about his/her project. The exhibitor should perform the pattern briskly and in a businesslike manner. At the judge's discretion, the finalists may be asked to perform a run-off pattern.

The exhibitor must never obstruct the judge's view of the horse. This means the exhibitor must position their body either to the front left or the front right of the horse, using the quarter system to afford the judge the best view. The exhibitor should lead from the left side of the horse with the lead shank held in the right hand about 12-18 inches from the halter. The excess lead shank should be coiled in a figure 8 and held with the left hand. The horse should move readily and freely, with the exhibitor at the near side of the horse's neck and in front of the shoulder. The horse should neither be ahead of the exhibitor nor should he/she be dragged along. The horse should move in an aggressive, ground covering fashion. The horse should be trained to carry its head alertly, brilliant and proud.

In performing patterns, the horse should be moved in a straight line away from the judge, stop at the designated position in the arena, pause, and turn to the right and head straight back to the judge, setting up the horse. This allows the judge the best view of conformation and movement of the horse. Failure to lead straight away from and toward the judge is a major fault. When returning back into the lineup, go beyond the line before turning the horse around. This avoids disturbing other exhibitors in line. Breaking pattern is considered a fault and not disqualification. The position of the head and legs should be according to the standards for the breed shown. Exhibitors may touch their horse if asked to perform a turn on the forehand or sidepass.

## KIDDIE CLASS:

**General Requirements:** Kiddie class will be open to all 4-H members not old enough to be involved in Horse project. Exhibitors will show on leadline or accompanied by an adult. Exhibitor and horse may be in approved English or Western apparel and tack. SEI-ASTM approved riding helmet is mandatory. Refer to Dress Code for all Classes, Western Horsemanship and English Horsemanship for approved tack and apparel.

Exhibitors will be asked to walk along the rail and may be asked to perform a simple pattern. The judge may ask the exhibitor basic questions as a way to interact with the children. All exhibitors will win a prize. **Intent: To provide an opportunity for our younger 4-H members to see what it is like to participate in a horse show class.**

## WESTERN HORSEMANSHIP CLASSES (ALL LEVELS):

**General Requirements:** A horse entered in Western Horsemanship can be shown in only one level per family member. Horses may not be cross-entered in Colt to Maturity or Green Horse Classes. (See exception in General Rules). Exhibitors in the Ravalli County Fair 4-H Horse Show should be proficient in the skills listed in the project level assessment for the Horsemanship level they are entering. Project Level Assessments are found in the Horsemanship Project book.

### Criteria:

Seat and Hands	35%	Appearance	10%
Performance of Pattern	35%	Project Knowledge	20%

**Equipment:** Horses must be shown in a stock saddle. Tie-downs, martingales and mechanical hackamores of any type are prohibited unless otherwise indicated in the class description. Split or Romal reins are permissible, but roping reins are not allowed. Splint boots, bell boots and skid boots are optional. Spurs are optional except in bareback where they are not permitted. Spurs shall not be used forward of the cinch.

Horses under four years of age may be shown in snaffle, bosal or curb. Snaffles and bosals must be ridden two handed except opening and closing gates. It is mandatory that horses five years of age and older be ridden in a curb bit. Curb or shank bits must be ridden one handed. Once the arena is entered, the hands cannot be changed on the reins. Flat chain or leather chin straps ½ inch or wider are required with a curb or shank bit of any kind. **See Montana State Horse Project Bit Rule Examples** for bit requirements. Horses shall not be shown with artificial appliances that would tend to alter their performance.

**Rider Position:** Exhibitor will be judged on seat and hands, and performance of the horse. Results as shown by the performance of the horse are NOT to be considered more important than the exhibitor's method used in obtaining them. Breaking of pattern is considered a major fault.

**Basic Position:** The exhibitor should be seated so that from the side view a vertical line can be drawn from the center of his/her head down through the shoulder and seat to the back of the heel. The eyes should be up and shoulders back. The stirrups should be just short enough to allow the heels to be lower than the toes. Body always should appear comfortable, relaxed and flexible. Feet should be placed in the stirrups with weight on ball of the foot.

The arm holding the reins is bent at the elbow so as to form a straight line to the bit. The hand is to be around the reins with the end of the split reins hanging down on the same side as the reining hand. The index finger is permitted between the reins. The hand holding the reins should be near the saddle horn, flexible and maintaining light contact with the horse's mouth. The position of the hand not being used for reining is optional, but shall be kept free of the horse and equipment in a relaxed manner. Bracing against the horn is penalized. When using a romal, a finger between the reins is NOT allowed. Exhibitor may hold the romal end in the opposite hand provided it is held at least 16 inches from the reining hand. The romal will fall out of the top and over the thumb of the reining hand.

**Position in Motion:** Exhibitor should sit the jog and not post. At the lope, exhibitor should be close to the saddle. All movements of horse should be governed by the use of unnoticeable aids and the excessive shifting of exhibitor's weight is not desirable.

**Mounting and Dismounting:** To mount, take up reins in left hand and place on withers. Grasp stirrup leather with right hand and insert left foot in stirrup, mount. To dismount, exhibitor may either step down or slide down. The size of exhibitor and horse must be taken into consideration.

### Western Horsemanship Level 1&2:

Snaffle bit option: Exhibitor may ride two handed in a 4-H approved shank snaffle or correction bit at the **county level only**. Choosing this option will prohibit participant from receiving higher than a blue ribbon at the Ravalli County Fair 4-H Horse Show. **Intent:** To allow beginning exhibitors to have better control over the horse because of inexperienced hands or lack of training on the horse's part.

Exhibitors in Level 1 will NOT be required to ride a pattern.

**Required Abilities:** Refer to the Project Level Assessment list in the exhibitor's Horsemanship Project book

### Western Horsemanship Level 3 - 6:

**Required Abilities:** Refer to the Project Level Assessment list in the exhibitor's Horsemanship Project book

### Western Horsemanship Level 7:

Exhibitors will be able to design, implement, and evaluate an advanced project of their own choosing. This project must be horse related but is not limited to advanced riding techniques. However, if advanced riding techniques are chosen, the project may be evaluated at the Ravalli County Fair 4-H Horse Show if a pattern is developed by the exhibitor and submitted with the registration. Evaluation of non-riding projects, at fair, must be specially arranged.

- Exhibitors will demonstrate their riding ability with a pattern they design.
- Patterns are to be mailed in with your Ravalli County Fair Entry Form.
- Patterns will be scored by the judge and awarded points based on legibility, neatness, and ability to be executed.
- Below are requirements needed to be included in a pattern that you design.
- Other additional maneuvers may be added.
- This pattern may consist of costumes for you and your horse and may be choreographed to music and use props.
- Set-up time, performance of pattern, and tear-down time not to exceed five minutes.
- The intent is to show the knowledge and horsemanship abilities that you have gained by completing all 6 levels.
- Western patterns should follow a horsemanship-style pattern.

### Required Maneuvers:

- Flying lead change performed in both directions
- 4 consecutive spins to the right and left
- Counter canter both directions
- Rollback each direction
- Backing
- Demonstrate how to extend your horse's stride in the jog and lope
- Lead departure from a stop

## ENGLISH HORSEMANSHIP CLASSES (ALL LEVELS):

**General Requirements:** A horse entered in English Horsemanship can be shown in only one level per family member. Horses may not be cross-entered in Colt to Maturity or Green Horse Classes. (See exception in General Rules). Exhibitors in the Ravalli County Fair 4-H Horse Show should be proficient in the skills listed in the project level assessment for the Horsemanship level they are entering. Project Level Assessments are found in the Horsemanship Project book.

### Criteria:

Seat and Hands	35%
Performance of Pattern	35%
Appearance	10%
Project Knowledge	20%

**Equipment:** Horses must be shown in hunt or saddle seat. Spurs and crops are optional. When riding hunt seat only regulation snaffles, Pelhams, Kimberwicks, and full bridles, all with cavesson nosebands are allowed. In saddle seat classes, horses must be shown in snaffles, Pelhams or full bridles (curb and snaffle). See **Montana State Horse Project Bit Rule Examples** for bit requirements.

### Hunter Type Position:

**General:** Exhibitor should have workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise. Breaking of pattern is considered a major fault.

**Hands:** Hands should be over and in front of the withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from the horse's mouth to exhibitor's elbow. Method of holding reins is optional and bight of reins may fall on either side. However, all reins must be picked up at the same time.

**Basic Position:** The eyes should be up and shoulders back. Toes should be at an angle best suited to rider's conformation: ankles flexed in, heels down, calf of leg in contact with the horse and slightly behind girth. Iron should be on the ball of the foot and must not be tied to the girth.

**Position in Motion:** At the walk, sitting trot and canter, body should be a couple degrees in front of the vertical; rising trot, inclined forward; galloping and jumping, same inclination as the rising trot.

**Mounting and Dismounting:** To mount, take up reins in left hand and place on withers. Grasp stirrup leather with right hand and insert left foot in stirrup, mount. To dismount, exhibitor may either step down or slide down. The size of exhibitor and horse must be taken into consideration.

### Saddle Seat Position:

**General:** Judges should note that the required Equitation Seat should in no way be exaggerated but thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time. When riding saddle seat in the Horsemanship classes, riders should convey the impression of effective and easy control. To show a horse well, he/she should show themselves to the best advantage. Breaking a pattern is considered a major fault.

**Hands:** Hands should be held in an easy position, neither perpendicular nor horizontal to the saddle and should show adaptability and control. The height the hands are held above the horse's withers is a matter of how and where the horse carries his head. The method of holding the reins is optional: however, both hands must be used and all reins must be picked up at one time. The bight of the reins should fall on the right side.

**Basic Position:** The eyes should be up and shoulders back. To obtain the proper position, rider should place himself/herself comfortably in the saddle and find his/her center of gravity by sitting with a slight bend at the knees but

without the use of irons. While at this position adjust leathers to fit. Irons should be placed under ball of foot with even pressure on entire width of sole and center of iron. Foot position should be natural.

#### Position in Motion:

1. Walk: slight motion in saddle
2. Trot: slight elevation in saddle rising, hips under body not mechanical up and down or swinging forward and backward.
3. Canter: close seat, going with the horse

**Mounting and Dismounting:** To mount, take up reins in left hand and place on withers. Grasp stirrup leather with right hand and insert left foot in stirrup, mount. To dismount, exhibitor may either step down or slide down. The size of exhibitor and horse must be taken into consideration.

#### English Horsemanship Level 1:

Exhibitors at this level will NOT be required to ride a pattern.

**Required Abilities:** Refer to the Project Level Assessment list in the exhibitor's Horsemanship Project book

#### English Horsemanship Level 2-6:

**Required Abilities:** Refer to the Project Level Assessment list in the exhibitor's Horsemanship Project book

#### English Horsemanship Level 7:

Exhibitors will be able to design, implement, and evaluate an advanced project of their own choosing. This project must be horse related but is not limited to advanced riding techniques. However, if advanced riding techniques are chosen, the project may be evaluated at the Ravalli County Fair 4-H Horse Show if a pattern is developed by the exhibitor and submitted with the registration. Evaluation of non-riding projects, at fair, must be specially arranged.

- Exhibitors will demonstrate their riding ability with a pattern they design.
- Patterns are to be mailed in with your Ravalli County Fair Entry Form.
- Patterns will be scored by the judge and awarded points based on legibility, neatness, and ability to be executed.
- Below are requirements needed to be included in a pattern that you design.
- Other additional maneuvers may be added.
- This pattern may consist of costumes for you and your horse and may be choreographed to music and use props.
- Set-up time, performance of pattern, and tear-down time not to exceed five minutes.
- The intent is to show the knowledge and horsemanship abilities that you have gained by completing all 6 levels.
- Western patterns should follow a horsemanship-style pattern.

#### Required Maneuvers:

- Flying lead change performed in both directions
- Demonstrate how to extend your horse's stride in the trot and canter
- Backing
- Counter canter both directions
- Leg yield
- Demonstrate knowledge of the correct diagonal
- Hand gallop

#### HORSE SHOWING ENGLISH AND WESTERN (ALL LEVELS)

**General Requirements:** The Horsemanship Project horse must be used for these classes. Classes are divided into Junior and Senior classes. Equitation classes are judged on the exhibitor. 4-H Pleasure classes are judged on the rider's ability to show their horse as a pleasure to ride.

The following class descriptions were copied from: <https://sfyl.ifas.ufl.edu/media/sfylifasufledu/brevard/doc/4-h/Horse-Show-Class-Descriptions.pdf>.

### Bareback Equitation Classes

Bareback equitation evaluates the rider, not the performance of the horse. Individually, exhibitors must work a predetermined pattern consisting of maneuvers such as changing gaits (walk, trot, canter), traveling in a figure-8 pattern and backing up. Riders will also be judged on the rail, performing gait changes at the judge's discretion. Emphasis is placed on the rider's ability to sit correctly without a saddle, hold the correct riding posture and control the horse.

- Classes to be judged at a walk, jog/trot, and lope/canter both ways of the ring.
- One or all exhibitors may be asked to back and perform an individual pattern at the judge's discretion.
- Riders will be judged on seat, feet, hands and ability to control the horse.
- No chaps or spurs are allowed.
- Members 14 and over may be asked to dismount and mount.
- Either English or Western attire may be worn.
- These classes will be entered by age of contestant.

### Western Equitation Classes

Western equitation evaluates the rider, not the performance of the horse. Individually, contestants must work a predetermined pattern consisting of maneuvers such as changing gaits (walk, trot, lope), traveling in a figure-8 pattern and backing up. Riders will also be judged on the rail, performing gait changes at the judge's discretion. Emphasis is placed on the rider's ability to sit in the saddle correctly, hold the correct riding posture and control the horse.

- Classes to be judged at a walk, jog, and lope both ways of the ring.
- Loping classes to be entered according to age of exhibitor.
- Walk-trot class will be judged at a walk and trot only, both ways of the ring. Walk-Trot Equitation is open to horsemanship Level 1 Exhibitors only, regardless of age. Walk-Trot exhibitors may not cross-enter into loping classes.
- One or all exhibitors may be asked to back and/or perform individual patterns at the judge's discretion.
- Riders will be judged on seat, feet, hands and ability to control the horse and on performance of the horse.
- Chaps and spurs will be allowed.
- Members 14 and over may be asked to dismount and mount.
- Proper Western attire must be worn.

### English Equitation Classes

English equitation evaluates the rider, not the performance of the horse. Individually, exhibitors must work a predetermined pattern consisting of maneuvers such as changing gaits (walk, trot, canter), traveling in a figure-8 pattern and backing up. Riders will also be judged on the rail, performing gait changes at the judge's discretion. Emphasis is placed on the rider's ability to sit in the saddle correctly, hold the correct riding posture and control the horse.

- Classes to be judged at a walk, trot, and canter both ways of the ring
- Cantering classes to be entered according to age of exhibitor.
- Walk-trot class will be judged at a walk and trot only, both ways of the ring. Walk-Trot Equitation is open to horsemanship Level 1 Exhibitors only, regardless of age. Walk-Trot exhibitors may not cross-enter into loping classes.
- One or all exhibitors may be asked to back and/or perform individual patterns at the judge's discretion.
- Riders will be judged on seat, feet, hands and ability to control the horse and on performance of the horse.
- Spurs without rowels and riding crops will be allowed.
- Members 14 and over may be asked to dismount and mount.
- Proper English attire must be worn.

## Western Pleasure Classes

Western pleasure horses should be as the name implies - a pleasure to ride. Contestants compete simultaneously, traveling around the perimeter of the arena. Horses are judged on functional correctness, quality of movement including consistency of gaits and attitude.

- A Western pleasure animal is a sensible, alert, bright, easy moving, well-mannered mount that can provide a quiet, comfortable and pleasant ride at a walk, jog, and lope.
- Classes to be judged at a walk, jog, and lope on a reasonably loose rein or light contact without undue restraint. Animals must back easily and stand quietly.
- Animals will work both ways of the ring at all three gaits, and will be reversed to the inside (away from the rail).
- A judge may ask for additional work of the same nature from any animal.
- A judge may ask for an extended gait.
- Entries will be penalized for being on the wrong lead, excessive speed or slowness, breaking gait, appearing dull, lethargic, head too high or the poll being lower than the withers.
- Contestants in Walk-jog may not cross enter into loping classes.
- Walk-jog Pleasure class will be judged at a walk and jog only both ways of the ring.

## English Pleasure Classes

English pleasure horses should be as the name implies - a pleasure to ride. Contestants compete simultaneously, traveling around the perimeter of the arena. Horses are judged on functional correctness, quality of movement including consistency of gaits, and attitude.

- An English pleasure animal is a sensible, alert, bright, easy moving, well-mannered mount that can provide a quiet, comfortable and pleasant ride at a walk, trot, and canter.
- Classes to be judged at a walk, trot, and canter on a reasonably loose rein or light contact without undue restraint. Animals must back easily and stand quietly.
- Animals will work both ways of the ring at all three gaits, and will be reversed to the inside (away from the rail).
- A judge may ask for additional work of the same nature from any animal.
- A judge may ask for an extended gait.
- Entries will be penalized for being on the wrong lead, excessive speed or slowness, breaking gait, appearing dull, lethargic, head too high or the poll being lower than the withers.
- Walk-trot Pleasure class will be judged at a walk and trot only both ways of the ring. Contestants in Walk-trot may not cross enter into cantering classes.

## Arena Trail Classes

Trail horses must be accomplished in numerous obstacles such as passing through gates and crossing bridges. Trail judges focus on the skill of the horse to handle certain situations that might occur on an outdoor trail ride. Scoring is based on the horse's willingness, ease and grace in negotiating the course.

- All Trail class horses will have the opportunity to complete their class
- There will be separate courses for each trail class.
- English or Western tack and attire may be used.
- This class will be judged on the performance of the horse in maneuvering the obstacles.
- The horse should work with a reasonably loose rein without undue restraint.
- Six or more obstacles will be used, of which three will be mandatory. The others will be selected from an approved list.
- The distance between obstacles shall be at the discretion of the judge.

## Mandatory Obstacles:

1. **Opening, passing through and closing gate.** A rider losing control of gate will be penalized. A gate will be used which will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, exhibitor must work the gate moving forward through it.



2. **Ride over at least four logs or poles.** These can be 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. Trot-overs and lope-overs cannot be elevated in novice classes. All elevated elements must be placed in a cup, notched block or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for walkovers, trot-overs and lope-overs should be as follows or increments thereof:
  - a. The spacing for walk-overs should be 20" to 24" and may be elevated to 12". Elevated walk-overs should be set at least 22" apart.
  - b. The spacing for trot-overs shall be 3' to 3'6" and may be elevated to 8".
  - c. The spacing for lope-overs shall be 6'-7' or increments thereof and may be elevated to 8".
3. **Back obstacle:** Backing obstacles to be spaced a minimum of 28". If elevated, 30" spacing is required. Exhibitors cannot be asked to back over a stationary object such as a wooden pole or metal bar.
  - . Back through and around at least three markers.
  - a. Back through "L", "V", "U", straight or similar shaped course. May be elevated no more than 24".

#### Optional Obstacles, but not limited to:

1. **Water hazard (ditch or small pond).** No metal or slick bottom boxes will be used.
2. **Serpentine obstacles at walk or jog.** Spacing to be a minimum of 6' for jog.
3. **Carry object from one part of arena to another.** Only objects which might reasonably be carried on a trail ride may be used.
4. **Ride over wooden bridge.** Suggested minimum width shall be 36" wide and at least 6' long. Bridge should be sturdy, safe and negotiated at a walk only.
5. **Put on and remove a slicker.**
6. **Sidepass obstacle.** May be elevated to 12" maximum.
7. **An obstacle consisting of four logs or rails, each 5-7 feet long, laid in a square.** Each exhibitor will enter the square by riding over the log or rail as designated. When all four feet are inside the square, the rider will execute a turn and depart.
8. **Any other safe and negotiable obstacle.** Only obstacles which could reasonably be expected to be encountered on a trail ride and meets the approval of the judge, may be used.
9. **A combination of two or more of any obstacles is acceptable.**

#### Unacceptable Obstacles:

1. Animals
2. Jumps
3. Logs or poles elevated in a manner permitting them to roll.
4. Hides
5. Rocking or moving bridges
6. PVC pipe
7. Fire extinguishers
8. Ground ties
9. Water box with floating or moving parts

#### HUNTER DIVISION

"Show hunters should possess qualities that are recognised in the hunting field. These include good manners, ground-covering movement and, if competing in working hunter classes, a bold jumping style. Show hunters should have a straight, ground-covering movement with little knee action. They should be able to show a good gallop, and come back to canter when asked. The horse should have straight, "daisy cutter" or "pointed toe" movement - "flicky toes" are a fault that suggests a horse has been schooled using artificial aids such as draw reins - and too much knee action is discouraged. The show hunter should have a balanced frame, where they are 'round' in their top line and 'on the bit' softly. They should have a long, sweeping step that covers maximum ground per minimum effort, and have a rhythmic, 12' stride at the canter. Ideally, the majority of the movement occurs from the horse's shoulder and hip, and there is minimal flexion in the horse's joints.

The frame of the show hunter differs from that of dressage horses, eventers, and show jumpers, as it travels in a long and low frame, with its head moderately extended. Its frame is more "stretched out" than horses competing in dressage, eventing, or show jumping, but the horse should not be on its forehand. The riders of show hunters often ride on a slightly looser rein than seen elsewhere to facilitate this type of movement, and the horse carries its head just in front of the vertical. The show hunter should be mannerly and have the appearance of being a pleasure to ride.

Although the horse is in a long and low frame, it should still be able to collect its stride when asked. The horse must also be proficient at lengthening its canter stride while still maintaining its tempo and rhythm.

The walk of the show hunter is free and ground-covering; the trot should be balanced and flowing. The canter should be moderately collected. The horse should have a long galloping stride (12 feet is the expected length), but it should still be balanced and rhythmic.

The show hunter should maintain a good pace throughout the course of fences, but keep an even rhythm, neither speeding up nor slowing down. The horse is judged on its smoothness around the course, its movement, jumping form, and whether it reaches each "spot", or the distance of takeoff in front of a jump, correctly. A poor spot would put the horse too close or too far back from the jump, so that it would either have to stretch and make a great effort over the fence, or have to jump more "up and down" rather than over the fence. A poor spot interrupts the rhythm of a course, and increases the likelihood that a horse will rub or drop a rail.

A good ride over fences will look easy, with the horse jumping from the correct takeoff spot, easily fitting the strides in between the jumps (as opposed to having to really stretch out or collect its stride), and cleanly making the flying\_changes required. Refusals, knocked rails, or rubs over fences incur a severe drop (faults) in the rider's score." (Wikipedia)

**In order to be considered for Hunter Division High-Point Award (when one is offered), Exhibitors must ride in all three Hunter classes.**

**Hunter Division classes are NOT open to Level 1 exhibitors.**

**Hunter Division classes at the Ravalli County Fair 4-H Horse Show will be offered at 18", 24", and Open (call your height) jump heights.**

## Hunter Equitation Over Fences

Hunter Seat Equitation is a division judged on the ability and style of the rider. Riders can be judged both over fences and on the flat. Hunter seat equitation riders can be tested in both flat and over fences classes. These tests are outlined in the USEF Rule Book and include such things as halting, backing, trot jumps, riding without stirrups, etc.

In over fences classes the riders are judged not only on their ability to negotiate a course of jumps on their horses, but also on their style and position while they do it. Riders should demonstrate that they have a good understanding not only of what the questions of the course are, but how best to answer them. They are trying to execute a smooth and consistent round by using invisible aids and trying to make their round seem completely effortless. Additionally, a rider's position should remain both accurate and stylish throughout the round.

On the flat, riders are tested at the walk, trot and canter at the lower levels, and at more difficult gaits— such as strong or collected walk, trot, and canter, or counter canter and hand gallop— in higher level classes. They are to demonstrate proper riding of the horse at all these gaits, as well as accurate and stylish position.

- The performance begins when the horse enters the ring.
- Each competitor's round will be scored on the rider's performance.
- Each competitor may circle once before approaching the first obstacle.
- He then proceeds around the course keeping an even pace throughout.
- If a refusal occurs in a double or triple, competitors must re-jump all obstacles in the combination.
- The judge will determine a base score for each competitor's performance. A knock down penalty of four (4) points per rail will be deducted from the base score.
- In classes with a time allowed, a one (1) point deduction per second over the time allowed will be deducted from the base score.
- The following constitute major faults:
  - A refusal.
  - Trotting on course when not part of a test.
  - Crossing your track; A track is established once a horse has landed from a fence or completes a required test and follows the horse until the consecutive fence is jumped or the next test is executed. Upon completion of each consecutive fence or performance of the next test, the track is erased. Crossing a track between obstacles and/or required tests shall constitute a disobedience and will be penalized by the judge(s). Exceptions: a. A course diagram that requires a rider to cross his track. b. Snake or multiple panel jumps that are jumped consecutively
- The following constitute faults at the judge's discretion:
  - A loss of stirrup(s).
  - A loss of rein(s).
- An eliminated rider must leave the ring immediately. If elimination occurs during a ride-off, the competitor is placed last of all those chosen for the ride-off, but placed before any riders not participating (see EQ112). The following actions will result in elimination:
  - Fall of horse and rider (rider shall not remount in the ring).
  - Three cumulative refusals. ( rider may choose to jump a previously successfully executed jump before exiting arena)
  - Off course.
  - Trotting or cantering through the in-gate or out-gate.
- Any or all competitors can be called back to perform at a walk, trot and canter or to execute any appropriate tests included in class requirements (see EQ110 and EQ112). If a rider does not attempt a part of the test (e.g., fails to back, fails to halt) a score of 50 shall be given for the first occurrence. If a rider attempts the test, but encounters difficulty (e.g., loss of counter lead, breaking to the canter in front of a trot fence), up to 10 points may be deducted depending on severity, for each occurrence.

## Hunter Hack Class

Hunter Hack is the transitional English class between hunter under saddle and working hunter. It requires a horse to move freely and easily while jumping small fences. Horses are shown at a walk, trot and canter along the rail in both directions and are required to jump two fences. Horses are judged on manners and way of going, both on the flat and over fences.

- A Hunter animal is a sensible, alert, bright, easy moving, well-mannered mount that can provide a quiet, comfortable and pleasant ride at a walk, trot, and canter.
- Classes to be judged at a walk, trot, and canter on a reasonably loose rein or light contact without undue restraint.
- Animals must back easily and stand quietly on a free rein.
- Animals will work both ways of the ring at all three gaits, and will be reversed to the inside (away from the rail).
- A judge may ask for additional work of the same nature from any animal.
- A judge may ask for an extended gait.
- Entries will be penalized for being on the wrong lead, excessive speed or slowness, breaking gait, appearing dull, lethargic, head too high or the poll being lower than the withers.
- The horse should have free movement and manners
- May be asked to hand gallop
- May be asked to drop irons
- Horse and rider should demonstrate style over fences
- Horse should have an even hunting pace
- Horse should jump fences without interrupting rhythm
- Horse should jump at the center of the fence.
- Cavaletti are used for correct stride
- **Note:** Divisions by height in Hunter Hack are only offered at the county level. Montana State Horse Show offers the following divisions: The jump height for Juniors should be within the range of 16-20 inches, with a recommended height of 18 inches. The jump height for Seniors should be within the range of 22-30 inches, with a recommended height of 24 inches.

## Working Hunter Class

The horse is judged on a course of obstacles that simulate obstacles found in a hunting field: fences, brush and walls. Depending on the division, obstacles can range in height from 18" to 3'3". Manners, style of jumping, flow of strides and balance are elements that judges consider when marking a score.

- A Hunter animal is a sensible, alert, bright, easy moving, well-mannered mount that can provide a quiet, comfortable and pleasant ride at a walk, trot, and canter.
- Class to be judged over a course of fences at or under division height requirements.
- Animals must back easily and stand quietly on a free rein.
- A judge may ask to see one or more animals work both ways of the ring at all three gaits.
- A judge may ask for an extended gait.
- Entries will be penalized for being on the wrong lead, excessive speed or slowness, breaking gait, appearing dull, lethargic, head too high or the poll being lower than the withers.
- Horse should have a brisk, animated stride that allows it to move comfortably forward with authority, grace and elegance.
- Horse must be bright and alert.
- Horse should not need to be urged and prodded continually to go forward, nor should the rider continually need to restrain the horse with a tight hold or a constant bumping on the bridle.
- Rider should be soft and giving to the horse's mouth.
- Horse and rider should demonstrate style over fences.
- Horse should have an even hunting pace.
- Horse should jump fences without interrupting rhythm.
- Horse should jump at the center of the fence.

## Handy Hunter Class

Handy Hunter is similar to Working Hunter where the horse is judged on a course of obstacles that again simulate obstacles found in a hunting field: fences, brush and walls. Depending on the division, obstacles can range in height from 18" to 3'3". This class differs from Working Hunter in that the course requires an in-and-out combination jump, a trot fence, and at least two changes of direction. Manners, style of jumping, maneuverability, flow of strides and balance are elements that judges consider when marking a score.

- A Hunter animal is a sensible, alert, bright, easy moving, well-mannered mount that can provide a quiet, comfortable and pleasant ride at a walk, trot, and canter.
- Class to be judged over a course of fences at or under division height requirements.
- Animals must back easily and stand quietly on a free rein.
- A judge may ask to see one or more animals work both ways of the ring at all three gaits.
- A judge may ask for an extended gait.
- Entries will be penalized for being on the wrong lead, excessive speed or slowness, breaking gait, appearing dull, lethargic, head too high or the poll being lower than the withers.
- Horse should have a brisk, animated stride that allows it to move comfortably forward with authority, grace and elegance.
- Horse must be bright and alert.
- Horse should not need to be urged and prodded continually to go forward, nor should the rider continually need to restrain the horse with a tight hold or a constant bumping on the bridle.
- Rider should be soft and giving to the horse's mouth.
- Horse and rider should demonstrate style over fences.
- Horse should have an even hunting pace.
- Horse should jump fences without interrupting rhythm.
- Horse should jump at the center of the fence.

## DRESSAGE CLASSES

Dressage is the art of riding and training a horse in a manner that develops obedience, flexibility, and balance. A Dressage Class consists of a horse and rider performing a series of movements from memory. Each "Test", or pattern of predetermined movements, is relevant to the horse and riders training level.

The following is copied from USDF.org:

### DIRECTIVES FOR RIDER'S POSITION AND SEAT SCORE

#### *Posture and alignment:*

- At all gaits, when sitting the rider's ear, shoulder, hip and heel are vertically aligned.
- The rider does not lean ahead of or behind the vertical.
- The rider is slightly in front of the vertical when posting the trot.
- The rider's spine is aligned with the horse's spine, the back is neither rounded nor hollow, the shoulders and hips are level.

#### *Stability:*

- As a result of having a stable core, the rider sits securely in the saddle.
- The rider does not rock from side to side, as is sometimes seen in the walk and extended trot.

#### *Elasticity:*

- The rider has a positive, mobile tension without being rigid.

#### *Weight placement:*

- The rider sits vertically with the weight distributed equally on both seat bones whenever the horse's body is straight and does not slip to the outside when riding a circle, a lateral movement or any movement in which the horse is bent.
- The rider's body does not lean inward or outward.

#### *Follow mechanics of gaits:*

- The rider demonstrates the ability to ride in harmony with the mechanics of each gait, including the medium and extended paces.
- The hands act independently to maintain a steady, elastic connection with the horse's mouth.

### DIRECTIVES FOR RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS

#### *Subtle but effective aids:*

- The rider prepares for and performs the movements using aids that are subtle, tactful and effective giving the impression of clear communication between rider and horse.

#### *Correct basics:*

- The training of the horse appears to be following the principles established by the Pyramid of Training.

#### *Accuracy of the exercises:*

- The geometry of the movements is correct; e.g. size and shape of circles, riding through corners, geometry of serpentine, etc.
- In lateral movements the angle and bend are correct.

### DIRECTIVES FOR HARMONY BETWEEN RIDER AND HORSE

#### *Ease and fluency of execution:*

- Both horse and rider appear competent at the level and are pleasant to watch.

#### *Calmness*

- Both horse and rider appear calm, focused and confident.

#### *Willingness and trust in rider*

- The horse complies willingly.

### *Overall presentation of test*

- Both the basics and criteria of the level are well presented.

Refer to the [USDF Judging criteria](#) for more information on harmony between rider and horse.

Refer to the article [The Unwritten Rules of Dressage Test Riding](#) to help improve your Dressage Test score from Dressage Today online.

### English Dressage

This class is ridden in English tack and attire. It is open to all levels. Tests will be chosen for each level based on the project level assessment list found in the exhibitor's project book.

### Western Dressage

"Western Dressage integrates the historically validated principles of Dressage with the best of Western Working Horse tradition. It is a systematic and progressive system of training for the Western horse and rider, in the traditional stock tack with the purpose of enjoying a safe, pleasurable, versatile and useful working horse."

Western Dressage differs from English in that: "As the horse and rider progress through the levels of Western Dressage, the test elements becoming increasingly reflective of movements, maneuvers and duties asked of a Western horse. The Western Dressage horse will need to be handy, willing, safe, and calm while demonstrating pure gaits and lightness. The Western Dressage horse is evaluated with the conformation and movement of today's Western horses in mind."

Previous quotes were copied from the [WDAA / Western Dressage Association of America website](#).

This class is ridden in Western tack and attire. It is open to all levels. Tests will be chosen for each level based on the project level assessment list found in the exhibitor's project book.

## GAMES (ALL LEVELS):

**General:** The exhibitor DOES NOT have to use their Horsemanship Project horse, but it must be a specific project horse that has been entered and shown in one of the 4-H Horse Projects. The classes are divided into two classes juniors (age 9-13) and seniors (ages 14 and over). **All exhibitors must wear an ASTM-SEI approved riding helmet.**

**Criteria:** All events are timed. Time starts when the horse's nose crosses the start line and ends when the horse's nose crosses back. The exhibitor must enter the arena and wait for the gate to close before starting the run. **No run-ins.** You must be stopped and under control before exiting. If horses are considered unsafe by the Ravalli County Horse Show Committee, Judge, Horse Superintendent or horse show staff, they may be asked to stop and exit the arena immediately. No rider may be tied to the horse or saddle in any way. No wires or chains allowed. The horse's mouth may not be tied shut in any way. Colt to Maturity horses 4 and under cannot be used for western games. Bits will follow the **Montana State Horse Project Bit Rule Examples.**

### Barrel Racing:

The Clover-Leaf pattern is the only approved pattern in this event. The pattern to be run for the barrels is as follows (if arena conditions permit):

- The barrels must be twenty (20) feet, at least, from arena fence. The first and second barrels shall be 20 yards from starting line. Distance between the first and second barrels shall be 30 yards and distance between the first and second barrels and the third barrel shall be 35 yards. The contestant may start on either the right or left barrel.
- When starting on the right barrel, there will be one right turn and two left turns around the barrels. When starting on the left side, there will be one left and two right turns.
- Knocking over a barrel is a five (5) second penalty per barrel.
- Breaking the Clover-Leaf pattern will receive a "no time".
- The barrels and starting line will be permanently marked for the entire event.
- Touching the barrel is permitted by horse or rider.

### Pole Bending:

The pole bending pattern is run around 6 poles.

- Each pole is 21 feet apart, and the first pole is 21 feet from the starting line. Poles shall be set on top of the ground, 6 feet in height, and with base no more than 14 inches in diameter. Poles must be straight in line.
- A horse may start either to the right or left of first pole and then run remainder of pattern accordingly.
- Touching poles is permitted by horse or rider.
- A five (5) second penalty will be assessed for each pole knocked over.
- Breaking pattern will receive a "no time".

## TRAIL RIDING & PACKING PROJECTS:

The Trail Riding Project is designed for 4-H members who want to enroll in a 4-H horse project but are not necessarily interested in show competition. The project will help 4-H members learn trail skills and gain confidence in their riding abilities and their horses. The 4-H member will learn what obstacles they can handle and how to take care of themselves, other riders and their horses on the trail. Safety and trail courtesy are very important, and will be emphasized and judged on the trail and in the camp/trailhead before, during and after the ride. The **Montana State Horse Project Bit Rule Examples** will be followed.

Please refer to the Trail Riding and Packing Project Guide for more information.

## WORKING RANCH HORSE PROJECT:

The Working Ranch Horse Project provides an opportunity for youth to be involved in western horsemanship activities beyond the traditional show ring while rediscovering the ranching and cowboy heritage of the West. The **Montana State Horse Project Bit Rule Examples** will be followed.

Please refer to the Working Ranch Horse Project Guide for more information.



## MINIATURE HORSE PROJECT:

Miniature Horse Project is open to all project members. Use the Horsemanship Project Book that is regularly used for full-sized horsemanship. If 4-H member is also entering a full-size horsemanship project, then the project book only needs to be completed once. However, a set of record sheets will need to be completed for each project horse. A miniature horse may be entered in showmanship, trail in hand, and driving. If entering the miniature horse in the driving class, then a driving project book needs completed.

## JUDGING CRITERIA FOR CLASSES (LEVELS 3 AND ABOVE)

### BREEDING MARE AND FOAL:

This is a two-year project. The first year, the exhibitor will select a project mare and breed to a stallion they have selected. The project is evaluated at fair as an interview project using a score sheet which evaluates the interview, record book and a poster of the project. The poster should be 11" x 14". **An exhibitor may enter the breeding/mare and foal project before level 4 only if exhibitor will be in Horsemanship Level 4 before the mare and foal will be shown at fair and must be 12 years of age prior to the end of the project year.**

#### *Criteria:*

Interview:

- 1) Knowledge of Project, fertility, gestation, etc.
- 2) Nutrition
- 3) Stallion Selection
- 4) Veterinary Exams (Preg. Checking, etc.)
- 5) Vaccination and Worming
- 6) Type of coverage (live/AI)

#### *Breeding Project Book:*

- 1) Neatness
- 2) Completeness
- 3) Correctness

#### *Poster pertaining to project: (Suggestion of Topics Below)*

- 1) Nutrition
- 2) Stallion Selection
- 3) Vet Exam
- 4) Vaccinations/Worming
- 5) Gestation
- 6) Types of breeding coverage
- 7) Genetics
- 8) Combination of breeding topics

The second year, the exhibitor will exhibit the mare and foal at the Ravalli County Fair 4-H Horse Show at which time the exhibitor must be in Horsemanship Level 4 and must be 12 years of age prior to the end of the project year. Record and project books must be complete. If the mare loses the foal or other problems cause the project to be terminated before completing the second year, the exhibitor will receive credit by completing the Breeding Project Book and writing about why the project could not be completed at the time of the interview. The mare and foal will be judged on condition, manners, and conformation of the foal.

## JUDGING CRITERIA FOR CLASSES (LEVELS 4 AND ABOVE)

### COLT TO MATURITY - WESTERN/ENGLISH

#### *Colt to Maturity Yearling at Halter:*

The Colt to Maturity Project requirement to be met will consist of the following. Emphasis will be on performance over conformation. The exhibitor must be at least twelve (12) years old during the 4-H year and have completed horsemanship levels 1, 2 and 3. Exhibitor may only show one horse.

#### *Criteria:*

Performance and Manners of horse 50%  
Appearance of Horse and Exhibitor 25%  
Soundness and Body Conformation 15%  
Project Knowledge 10%

*Intent:* Show handling, willingness, control and training demonstrated in the showmanship pattern.

As to the Exhibitor's dress, horse appearance, patterns, equipment, etc., pertaining to this class, refer to the explanations listed under showmanship classes as the same rules apply.

#### *Colt to Maturity Yearling Trail in Hand:*

This class will be judged on performance of the horse at halter, in maneuvering the obstacles. A trail course to be set may include 4 trot-overs, bridge, gate, mailbox, back, etc. Obstacles will not be raised (trot-overs and bridge)

#### *Criteria:*

Performance and Manners of horse 50%  
Appearance of Horse and Exhibitor 25%  
Soundness and Body Conformation 15%  
Project Knowledge 10%

#### *Colt to Maturity Under Saddle:*

Horses will be judged on performance of the required pattern and may also be judged on the rail. They will be judged at the walk, jog/trot, and lope/canter. Western Exhibitors must sit the jog. English Exhibitors must post the trot.

#### *Criteria:*

Performance and Manners of Horse 80%  
Appearance 10%  
Project Knowledge 10%

#### *General:*

1. Good
  - a. Smooth
  - b. Steady
  - c. Easy riding
  - d. Proper flexion and balance
  - e. Good attitude.
2. Minor Faults
  - . Over or under flexion
  - a. Sour ears
  - b. Tail switching
  - c. Inconsistent speed
  - d. Out of balance
  - e. Poll too high or too low as to throw horse out of balance
  - f. Improper or incomplete transitions
3. Major Faults
  - . Throwing head
  - a. Bad mouth

- b. Constantly bumping the bit
- c. Gaping
- d. Evidence of altered tail carriage
- e. Obvious schooling
- f. Breaking pattern

*Walk:*

- 1. Good
  - a. Ground covering
  - b. Flat footed
  - c. Good attitude
- 2. Minor Faults
  - . Too slow
  - a. Too fast
- 3. Major Faults
  - . Nervous
  - a. Jigging
  - b. Not walking

*Jog/Trot:*

- 1. Good
  - a. Easy riding
  - b. Good motion
  - c. Consistent
  - d. Steady
- 2. Minor Faults
  - . Too slow
  - a. Too fast
- 3. Major Faults
  - . Not performing two beat jog
  - a. Failing to jog both front and back
  - b. Hard or rough riding
  - c. Constant breaking of gait

*Extended Jog/Trot:*

- 1. Good
  - a. Easy riding
  - b. Good motion
  - c. Smooth and consistent
- 2. Minor Faults
  - . Inconsistent speed
- 3. Major Faults
  - . Breaking gaits
  - a. Pulling
  - b. Hard or rough riding
  - c. No increase in stride

*Lope/Canter:*

- 1. Good
  - a. Easy riding
  - b. Good motion
  - c. Consistent
  - d. Steady
- 2. Minor Faults
  - . Too slow

- a. Too fast
- 3. Major Faults
  - . Wrong lead
  - a. Pulling
  - b. Jogging behind
  - c. Hard or rough riding
  - d. Not under control

*Back:*

- 1. Good
  - a. Proper flexion
  - b. Readily responsive
  - c. Back in straight line
- 2. Minor Faults
  - . Hesitant
  - a. Not backing straight
- 3. Major Faults
  - . Throwing head
  - a. Gaping
  - b. Pulling
  - c. Not backing
  - d. Rearing

*Equipment:* The use of German Olympic martingales or running martingales may be used when using a snaffle bit, but is not mandatory. Other martingales and tie downs are not permitted. It is suggested that martingale stops are used anytime a martingale is used with a snaffle bit. Horses must be direct reined when using a snaffle or bosal. Spurs cannot be used forward of the cinch. For acceptable bits, reference to the **Montana State Horse Project Bit Example Guide**. For other equipment, reference Western Horsemanship classes.

*Colt to Maturity Two Year Old Under Saddle - English/Western:*

Open to two-year-old fillies and geldings. Must have been a project horse in the yearling class the previous year. Western horses will be shown with a ring snaffle bit or a bosal. English horses will be shown with a D or O ring snaffle bit. Any shank bit is not permitted. Horses will be judged at a walk, jog/trot, and lope/canter both directions on the rail. Gait changes will be progressive. Horses will be direct reined only (rein held in each hand). Other tasks which may be required are halt from a walk, dismount and mount, unsaddle and re-saddle, back while mounted and perform an individual pattern. Some two year olds are not fully developed for riding. In this case, members will need to notify the Ravalli County 4-H Horse Committee before August 1st and be prepared to lunge the colt both directions at a walk, trot, lope, and stop. Exhibitor and colt will be expected to catch up to the third year requirements for the following year. Exhibitors who are expecting to ride the colt at the show but find that the colt is more nervous than expected may opt to lunge the colt instead of riding. Intent: For safety of the Exhibitor.

*Colt to Maturity Three Year Old Under Saddle - English/Western:*

Open only to three-year-old mares and geldings. Must have been a project horse in the two-year-old class the previous year. Western horses will be shown in the same bit as the 2-year-old horses. Horses may be neck reined or direct reined when using a snaffle bit. Both methods are acceptable. No additional credit will be given for neck reining. English horses will be shown in a D or O ring snaffle. Shank bits are not permitted. Horses will be judged on performance of the required pattern and may be judged at the walk, jog/trot and lope/canter on the rail both directions and lengthen and reduce each gait as directed by the judge. Other tasks which may be required are halt from a walk, dismount and mount, unsaddle and re-saddle, back while mounted and perform an individual pattern. Change of gait will be progressive. Western riders must sit the jog and extended jog. English riders must post the trot.

*Colt to Maturity Four Year Old Under Saddle - English/Western:*

Open only to four-year-old mares and geldings. Must have been a project horse in the three-year-old class the previous year. If Western Exhibitors desire to use a curb bit, one hand must be used. Horses may be neck reined or direct reined

when using a snaffle bit. Both methods are acceptable. No additional credit will be given for neck reining. English Exhibitors will be shown in a D or O ring snaffle or Kimberwick. For English, bit converters are acceptable equipment. Horses will be judged on performance of the required pattern and may be judged at the walk, jog/trot and lope/canter on the rail both directions and lengthen and reduce each gait as directed by the judge. Other tasks which may be required, halt from a walk, dismount and mount, 39 | P a g e unsaddle and re-saddle, back while mounted and perform an individual pattern. Change of gait will be progressive. Western riders must sit the jog and extended jog. English riders must post the trot.

#### Colt to Maturity Five Year Old Under Saddle - English/Western:

Open only to five-year-old mares and geldings. Must have been a project horse in the four-year-old class the previous year. Western Exhibitors must show in a curb bit using one hand and the horse must be neck reined. English Exhibitors must show in a Pelham, Weymouth, Kimberwick or English Snaffle. Horses will be judged on performance of the required pattern and may be judged at the walk, jog/trot and lope/canter on the rail both directions and lengthen and reduce each gait as directed by the judge. Other tasks which may be required, halt from a walk, dismount and mount, unsaddle and re-saddle, back while mounted and perform an individual pattern. Change of gait will be progressive. Western riders must sit the jog and extended jog. English riders must post the trot. A horse in the fifth year of the Colt to Maturity Project may cross enter to Horsemanship level 7 if a member has been assessed out of Horsemanship 6.

#### GREEN HORSE UNDER SADDLE - ENGLISH/WESTERN:

*General:* Class is open to mares and geldings of any age. Members may not use this project horse in any Colt to Maturity or Horsemanship classes or vice versa. Classes may be split by levels. Members may show only one horse in English and/or Western Levels. For equipment requirements refer to Green Horse Manual and refer to the above requirements for Colt to Maturity. 4-H Exhibitor must be at least twelve (12) years old during the current 4-H year and have completed Horsemanship Levels 1, 2 and 3. Ravalli County 4-H Horse Committee to determine which level the horse is to begin in, by assessing the horse at the start of the project year. The level selection guidelines that will be considered are:

- Level 1: Horse has never been saddled or ridden
- Level 2: Horse has 30-90 days of training and has met assessment criteria of Level 1.
- Level 3: Horse has 90-150 days of training and has met assessment criteria of Level 1 and Level 2
- Level 4: Horse has 150-210 days of training and has met assessment criteria of Level 1, Level 2 and Level 3

#### *Criteria:*

Performance and Manners of Horse 80%

Appearance 10%

Project Knowledge 10%

*Required Abilities:* Exhibitor should be proficient in all skills found on the project level assessment list found at the end of each project level in the project book.

#### DRIVING:

The purpose of the Driving Project is to offer 4-H members an opportunity to learn basic horse driving skills, safety and how to teach a horse to drive in a single or multiple hitch.

#### *Level 1: Basic Driving:*

- 1. Demonstrate haltering and leading your horse safely at a walk and at a trot.**
- 2. Demonstrate and explain how to harness your horse. Due to the size of some of the project animals and the size of the member, an adult may assist with this portion.**
- 3. Ground drive horse in a simple pattern to include a circle, figure 8, and a stop and backing up 10 feet. Member should use appropriate cues.**
- 4. Demonstrate the proper way to hold lines with a whip and without a whip.**
- 5. Explain the use of the six parts of the harness.**

#### *Level 2: Beginning Driving:*

- 1. Demonstrate how to safely harness and hitch horse. May use assistance.**

2. **Demonstrate safe entrance to cart or wagon.**
3. **Demonstrate correct driving position – body, hands, and legs.**
4. **At a walk, drive through a serpentine.**
5. **At a walk, drive a figure 8.**
6. **On the rail, demonstrate a controlled slow trot.**
7. **On the rail, demonstrate a controlled extended trot.**
8. **Trot a figure 8 at a slow trot.**
9. **Demonstrate how to properly reverse directions in an arena at a trot.**
10. **Back up 10 feet.**
11. **Stand quietly for two minutes.**
12. **Assist instructor with Level 1 workshop.**

*Level 3: Intermediate Driving:*

1. Discuss the basic steps in training a horse to pull a cart or wagon.
2. Demonstrate harnessing your horse or team and discuss the proper adjustment of your harness.
3. Demonstrate gait transitions from a walk to a controlled slow trot, to an extended trot and back to a walk and finally a stop.
4. Drive a simple precision driving course that includes:
  - a. Trotting a figure 8 using cones to mark the centers of each loop.
  - b. Trotting a serpentine of five cones.
  - c. Walking with right wheels between poles.
  - d. Trotting with left wheels between poles.
  - e. Stopping at markers, back a given distance, stand for 20 seconds.
5. Discuss what you have learned in Intermediate Driving.
6. Assist an instructor with a Beginning Driving Workshop.

*Level 4: Advanced Driving:*

Assessment of this project will be done on an individual basis since this is a self-determined project with goals set by the members. The assessment should allow the member to demonstrate and explain skills and knowledge gained through this project. Members must assist an instructor with a driving workshop for Levels 1, 2, or 3

**RAVALLI COUNTY FAIR INTERVIEW & STILL EXHIBIT ENTRIES**

**MANDATORY RECORD BOOK INTERVIEW (ALL LEVELS):**

**All 4-H members who intend to show at the Ravalli County Fair 4-H Horse Show must complete a record book interview.** The interviews are conducted on Non-Perishable Interview Day prior to the Ravalli County Fair 4-H Horse Show. Each member must bring their completed and signed Record Book and all Horse Project Books to the interview. Members will be judged based on the completeness and neatness of their books and their ability to communicate their experiences with their horse project. Please come dressed in your show clothes (see dress code). For more information on how to do well at the interview read "Blue Ribbon Interview Judging Tips". It can be found online or at the extension office. Call the extension office (375-6611) to schedule your appointment.

**HIPPOLOGY (ALL LEVELS):**

Hippology is open to all project members. Hippology is a written test that covers horse knowledge. It is also known as a Skill-A-Thon. Information such as horse breeds, tack, body parts, saddle and bridle parts, health care, foot care, etc. are covered on the test. Senior competitors may also be tested on feed samples, conformation, veterinary care, shoeing, etc. The extension office has the Horse Hippology Kit that can be borrowed to study from. Sections of the same kit may or may not be used for the test. The kit is very expensive and lost pieces cannot be replaced, so great care is appreciated. Members who sign up for Hippology on their fair entry form can take the test at the fairgrounds on the Non-Perishable Interview Day.

#### PROJECT & INFORMATIONAL POSTERS (ALL LEVELS):

The Project Poster should provide information about the Exhibitor, their horse, their horse projects and what they learned in the project. The Informational Poster should teach something horse related such as about feet, saddles, bits, etc. that someone with no horse experience is able to understand the poster and learn about what the member has learned during the project year. Miscellaneous Posters should be a topic that is related to the horses in some way and provides information about the topic. Posters are to be 11" x 14". All posters entered in the poster class will be judged and awarded a ribbon on Non-Perishable Interview Day. Posters will be displayed in the 4-H Exhibit Barn during the week of fair and the Exhibitor may pick up their poster the Sunday following fair. Please refer to the Still Exhibit and Interview Judging Section under General Rules in the Ravalli County Fair Book.