Junior Member - 4-H'er in the 4th, 5th or 6th grade.

Intermediate Member - 4-H'er in the 7th, 8th or 9th grade.

Senior Member - 4-H'er in the 10th, 11th or 12th grade.

Novice Member – 4-H'er in their first year showing as of October 1st of current 4-H year. This means if you have competed in any showing (except lead line), gaming or rodeo events prior to October 1st of this current 4-H year, you can not be considered a novice.

Equitation - Judged on the performance of the horse and rider together.

Pleasure - Judged on the performance and manners of the horse not rider.

Dressage - Judged on horse’s gait, impulsion, and submission; the riders position and seat, and the correctness and effectiveness of the aids.

Intro to Dressage – Dressage test is performed at the walk and trot only.

Ground Training - Judged on a list of items from step 4B of the Horse Advancement Guide that the member gives the judge in advance. Judge will consider how well the steps attempted are accomplished, and whether adequate progress has been made during time in training.

Driving/Harness - A Horse shown hitched to a two or four-wheeled vehicle.

Trail - Judged on control of horse and the rider's ability to guide the horse through a series of obstacles.

In-Hand Trail - Open to 4-H members to do trail with a project animal not being ridden at county fair. Judged on same criteria as the Trail class. Novices will not be allowed to show a horse under 2 years of age.

Showmanship - Judged on the member’s ability to show the horse to its best advantage at halter. Confirmation of the horse is not considered. Dress may be English or Western.

Green horse - Horse in its first year under saddle as of October 1st of this current 4-H year.

Barrels - Horse & rider run a cloverleaf pattern around three barrels. This is a timed event.

Poles - Horse & rider run a weaving pattern down a row of poles. This is a timed event.

Key Race – Ride horse across start/finish line to end of arena through 4 poles, turn around, go back through poles and run back across start/finish line. This is a timed event.

Flag Race – Rider crosses starting line, goes down and around a single barrel, picking up the flag mounted on barrel and carries flag back across starting line. This is a timed event.

Figure 8 – Horse & rider run a figure 8 pattern around 2 poles. This is a timed event.

Tack - Equipment used in relationship to the horse to include halter, lead rope, saddle, bridle, etc.

Gymkhana - Timed games on horseback, either individual or team events.
**WHAT IS 4-H**

4-H

4-H is conducted by the OSU Extension Service out of the Land Grant University System of Higher Education. It is present in nearly every county across the United States, in 30 other countries as well as on every Army Base around the world. It reaches 8 million youth annually.

The 4-H Youth Development Program focuses its efforts on providing life skills, opportunities to apply life skills, and opportunities for youth to be involved in decisions that affect them. In doing so, 4-H has developed the following policies and definitions that support the positive development of youth and their involvement in the 4-H Youth Development Program.

4-H is open to all without regard to race, color, religion, sex, sexual orientation, national origin, disability, economic status, or geographic location. Marriage or pregnancy does not disqualify youth from 4-H membership or participation. Developmentally challenged youth are enrolled in a non graded category.

4-H membership is often further defined using four categories relating to the developmental stages of youth.

- **4-H Cloverbuds** Kindergarten, 1st, 2nd, and 3rd graders
- **Juniors** 4th, 5th, 6th graders
- **Intermediates** 7th, 8th, 9th graders
- **Seniors** 10th, 11th, and 12th graders

4-H Structure

The structure of the 4-H program may take one of several forms:

- **Cloverbuds Program**
  Youth in grades K-3 are eligible for membership only in a 4-H Adventures Program. This non-competitive program features group centered experiences that are developmentally appropriate.

- **Community or Project Club**
  In this format 4-H material is taught to youth organized into groups (clubs) that function for several months or throughout the year. This method is the “traditional” 4-H delivery method.

- **School Enrichment**
  In this format 4-H Curriculum is utilized in the classroom during regular school hours. The classroom teacher or another resource person teaches the subject matter.

- **Short-term/Special Interest**
  4-H curriculum can also be taught over a specified amount of time (e.g., 1 week, 6 weeks, 2 months) and outside regular school hours. After-school programs, special interest group programs, and cooperative programs with other agencies and organizations are examples of this delivery method.

4-H Club

Definition of a 4-H Club: A 4-H Club consists of a group of youth (grades 4-12), guided by one or more adult volunteers. The 4-H Club must have at least 5 members from at least 3 families. Clubs are required to meet a minimum of 6 times per year (not including Fair). The 4-H Club’s goal is long-term youth development, which encourages its participants to learn life skills that will help them grow into healthy and productive citizens.

A 4-H Club is an informal, educational youth opportunity, which serves as “hands-on” laboratory for helping youth grow in any or all of the following ways:

- How to make thoughtful decisions
- Developing a zest and skills for lifelong learning
- Learning positive socialization skills by working in a group and as a part of a team
- Improving their communication skills
- Learning and using practical technical skills
- Acquiring confidence and positive attitude toward self
- Enhancing citizenship skills by developing an awareness and involvement in their community
- Developing leadership and teamwork skills
- Exploring possible vocations and careers
- Learning to manage time wisely and set priorities
- Spend quality time with their parents in a mutually rewarding setting
Why is non-formal education beneficial?
At its essence, non-formal education is youth driven; it requires turning the learning over to youth and allowing them to decide what they want to learn and how they want to learn it. In non-formal settings, self-directed learners take control of the topic of study, the means of learning and the outcome. Non-formal education benefits youth because it involves personal choice, which helps youth to develop decision-making skills, and clarify their ideas and values.

What is Experiential Learning?
A second key component of 4-H education is our emphasis on the Experiential Learning Model. This “learning by doing” or hands on learning, is not only a hallmark of 4-H but also engages the learner in an interactive way. Learning by doing requires youth involvement or interaction with the objects they are studying. In 4-H Youth Development, we know that youth learn best when they are actively involved in relevant, real-world situations. As a result, our educational materials and programs are developed to reflect the Experiential Learning Model with its emphasis on doing, reflecting on the experience, and then applying what was learned in other settings.

What are the Essential Elements of 4-H?
In a National 4-H Impact Assessment study, conducted in 2001, there were eight critical needs of youth consistently met in 4-H youth development programs. They are:
- A positive relationship with a caring adult
- A safe environment – physically and emotionally
- Opportunities to master skills and content
- Opportunity for self-determination, decision-making and goal setting
- Opportunity to be an active engaged learner
- An inclusive atmosphere (environment)
- The opportunity to practice service for others
- A positive connection with the future

The 4-H Pledge
The 4-H Pledge summarizes what 4-H is all about. Four-H has as its goal the four-fold development of youth: Head, Heart, Hands and Health. Most 4-H members learn and try to live up to the promises they make in the 4-H Pledge.
I pledge…
- My Head to clearer thinking
- My Heart to greater loyalty
- My hands to larger service
- My Health to better living
- for my club, my community, my country and my world.

The 4-H Emblem
The national 4-H emblem is a green four-leaf clover with the letter “H” of each leaf. The design, attributed to O.H. Benson, an Iowa school superintendent, was adopted as the national emblem in 1911. Congress has twice passed legislation since that time protecting the 4-H name and emblem. Federal legislation regulated how the 4-H name and emblem are used. In Oregon, permission must be granted by the OSU Extension Service.

4-H Projects
4-H members learn life skills by doing 4-H projects. There are many fun-learning activities covering a wide range of interests. Major categories include:
- Citizenship and Civic Education
- Communications and Expressive Arts
- Consumer and Family Sciences
- Environmental Education and Earth Sciences
- Healthy Lifestyle Education
- Personal Development and Leadership
- Plants and Animals
**4-H History**

4-H didn’t start at any one time or place. It is the result of the work of many people in different parts of the United States who were concerned about young people. From its inception, 4-H tied both public and private resources together for the purpose of helping youth people. Two forces generated the idea of 4-H work. One was the concern for education in rural areas. The seed of the 4-H idea of practical or applied educational principles resulted from concern for the relevance of public schools to country life. The second was a need for advancing the new agricultural technologies produced by research at experiment stations of the land-grant college system. The farming community did not readily accept these new ideas and techniques. When Congress created the Cooperative Extension Service at USDA in 1914, it included boys’ and girls’ club work. This soon became known as 4-H Clubs - Head, Heart, Hands and Health. In Oregon, the 4-H program began in Yamhill County by the Dayton School Superintendent in 1904.

4-H officially celebrated its “100th Anniversary” in 2003

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**4-H HORSE PROGRAM**

**Horse Shows** - The county horse leaders provide schooling show opportunities each year. These shows benefit the members by allowing practice time in a judged setting. The shows are open to the public so the competition is varied. Because this is run by the county horse leaders all parents and leaders must volunteer to help with tasks throughout the show.

**Horse Clinics** - The county horse leaders plan at least one educational clinic each 4-H year. The purpose of these clinics is to support the growth and development of the members with an emphasis on equestrian skills. Each year we choose new topics to present. The topics or focus of each clinic is discussed at the horse leaders meeting and is then planned by the show secretary and/or a related committee.

**Horsin’ Around Clinic** - The purpose of the Horsin’ Around Clinic is to give clubs an opportunity to research and present horse related subject matter to an audience.

- The members and leaders gather to plan and select topics that would be covered to insure that each year reflects the needs and interests of the members.
- This clinic provides club members the opportunity to practice public speaking skills, prepare teaching visuals and how to work with other members and leaders in their club.

**Spring Horse Classic** – The primary purpose of the Oregon 4-H Spring Horse Classic is to provide an educational forum in which youth enrolled in 4-H demonstrate their knowledge of equine-related subject matter through participation in the following events: judging, hippology, horse bowl, individual presentations, team presentations, and public speaking.

- **Horse Bowl**: A comprehensive, competitive program for intermediate and senior members. Horse bowl follows a quiz show, game type format to give members an opportunity to test their horse knowledge. Youth have to “try out” to be on the county team.
- **Horse Judging**: The Oregon 4-H Horse Judging Contest is an educational experience that gives youth a greater understanding of horses. Participants gain experience in the decision making process by determining and ranking the four horses in the class from the most desirable to least desirable in traits and/or performance.
- **Hippology**: The primary objective of the Hippology Contest is to provide an opportunity for youth enrolled in 4-H to demonstrate their knowledge of equine-related subject matter.
- **Presentations**: The 4-H Horse Presentation Contest is an educational experience that allows youth to further develop their abilities to relate their horse industry knowledge to others. A contestant may participate in only one category of this contest per year. The categories are individual presentation and team presentation.
- **Public Speaking**: Oregon’s statewide 4-H Horse Public Speaking Contest is an educational experience that allows youth to further develop their abilities to relate their horse industry knowledge to others.
Pre-Fair- The purpose is to give each member a chance to perform various horse disciplines under the judge to receive feedback for help in preparing for fair.

County Fair- This event is usually 5-7 days in length. It’s purpose is to give members a chance to show what they have accomplished with their horse. It is judged on a standard of performance not against each other.
- This educational event provides 4-H members the opportunity to build on their sportsmanship, leadership and teamwork skills.
- 4-H members (NOT parents) are responsible for the care and cleaning of their animals, which are housed on the grounds, throughout the entire fair.
- The costs associated with fair include:
  - RV parking or tent site if applicable
  - Parking fees
  - Daily admission/passes

State Fair- The State Fair provides the opportunity for qualifying intermediate and senior horse exhibitors to compete against those who have also qualified from other counties around the state.
- Judged on a standard of performance not against other members.
- To be eligible to compete at state fair you must meet the state fair qualifications listed in the county fair rules and eligibility section of this handbook.

Record Keeping- 4-H members are asked to complete records to:
- Understand the finances connected with their projects
- Develop their writing and communication skills
- Have a permanent record of their accomplishments, goals and skills learned
- Show growth in all aspects of their life i.e. school, leadership, community service, etc.
Records are turned in each year just prior to county fair. In order to receive fair premiums members must complete a record book. Members receive special recognition for doing outstanding records.

Presentations- involving 4-H members in giving presentations teaches them to:
- Research information
- Arranging their thoughts
- Speak comfortably in front of an audience, and
- Build their self-confidence
Members are asked to give presentations at the club level to learn presentation skills and teach valuable information to fellow members. Members can compete in presentation contests at the county and state level.

Special Awards/Scholarships- The 4-H horse program has special awards and scholarships that 4-H members can receive.
Graduating Senior- This award is selected by record book judges. It is an award given to one/two graduating senior(s) each year. The award recognizes the contributions the 4-H members have given during their 4-H career.
All Around 4-Her- A special award is given to one/two 4-H members each year to recognize the leadership, project development, and contributions they have given to their club and to the county program.
Scholarship- A $200 scholarship is given to one graduating senior to use in furthering their education. The scholarship is written directly to the recipients College/Tech School of choice.
Herdsmanship- The 4-H Herdsmanship contest is to help 4-H members learn skills on making a presentable exhibit for the public as well as learn skills in courtesy, cooperation, neatness, and proper care of animals. Cash prizes are awarded at fair as well as a large golden shovel for large club and a small golden shovel for a small club. Please see score sheet example in the sample section for the judging breakdown.
Outstanding Junior Record Book- 4-H members 4th, 5th, or 6th grade may receive special recognition for scoring a 90 or above on their 4-H record book. Recognition is given at the fall award program.

County Award Medals- 4-H member in 7th-12th grade may receive special recognition for excellence in their project work, personal and project growth and exhibited leadership. Members can receive a county award medal only once in each project or activity area.

Outstanding Boy / Girl Award - The Yamhill County 4-H’er of the Year Award is a very prized award in the 4-H program. The Award is designed to acknowledge and honor 4-H members who have shown strong evidence of leadership in their club and at the county level. The expressions of their leadership have made a great impact in 4-H and in their school and/or community. They willingly share their skills and help younger members learn. In addition, they exhibit qualities such as dependability, responsibility and a positive attitude. One boy and one girl are selected to receive this award each year by the Record Judges in consultation with the 4-H Agent.

4-H Sportsmanship Award - This is an award given to one 4-H member of each age division (novice, junior, intermediate and senior) who best and most consistently exhibits qualities that exemplify good sportsmanship. This award is meant to acknowledge the positive behaviors we hope our 4-H horse members exhibit throughout county fair.

I Did If Myself Award - 4-H members can receive recognition for teaching their horse a new discipline. Work must be done by the 4-H member and they must meet the criteria established for the award.

ROLES WITHIN THE 4-H HORSE PROGRAM

**Member** - The 4-H member has various opportunities to participate in 4-H. A member can enroll in one or more projects, based on time and individual interest. A member may also be enrolled in one or more clubs. Member expectations vary from club to club, but may include:

- Carrying out community service projects
- Managing and learning about your 4-H projects
- Keeping accurate records
- Interacting with other members
- Participating in county-wide activities

**Parent** – The role of parents is to help and support all members of their child’s club.

- Parents must always be positive role models in their behavior, actions and communications.
- Parents are responsible for supervision and discipline of their child at all club and county 4-H events.
- Parents are encouraged to help at shows, clinics and other events.

**Junior Leader** - A jr. leader is a club member who has completed a junior leader training session. The focus of this project is to be a part of the club leadership in terms of supporting, planning, and advancements in teaching growth experiences. The jr. leader also has a set of project materials including project records to complete as a part of their own growth and development. The grade range for this role is 7th-12th grade. Junior leaders actively assist the adult leaders of the club with the success of their club experiences.

**Teen Leader** – Teen leaders are 10th – 12th graders in 4-H who now take the role of LEADING a group. Adult leaders are now to be only assisting these teens in running the club. Teen leaders should have served in a leadership capacity, such as junior leader prior to being a teen leader. They must attend the 4-H Leaders Education class to prepare them for this role.

**Horse Leader** – Horse leaders are adult volunteers who have completed a volunteer application, a reference check process and attended a 4-H Leader Education Class. Leaders must always be positive role models in their behavior, actions and communications. Leaders provide the organization and leadership for the 4-H clubs. Clubs serve as the primary learning environment for the 4-H members. At club meetings 4-H members gain knowledge about their chosen project, interact with other 4-H youth, plan and conduct fundraisers or other learning events and engage in community service activities.
**Horse Leaders Group**- The goal of the 4-H horse leaders group is to provide the 4-H program with a planning body for the yearly development of organized activities for the 4-H members. Meetings are open to enrolled adult, teen and junior leaders in the horse program and other interested parents & guests. Leaders attending are to think about the needs of the entire 4-H Horse Program. The horse leaders meetings are held once a month. Decisions made at leaders meetings are voted on using the democratic process. A quorum at these meetings is considered to be the members who are present. The more leaders there are present at these meetings; the more input is available for the decisions made for the county members. The expectation is that each club will send at least one leader to represent their club each month. Their presence at these meetings also accomplishes the goal of communicating information from leaders group to the clubs and individual members.

**Jr. Superintendents**– Jr. Superintendents are to partner with the adult superintendents to plan the horse portion of county fair. They usually organize, plan, and run fun games and other member activities at county fair. This gives them the opportunity to work, develop and share their teamwork and leadership skills.

- Jr. Superintendents are Intermediate and Senior members who are expected to attend 4-H Superintendent sessions, some 4-H horse leaders meetings and be active in the 4-H program.
- They are expected to transition and orientate new Jr. Superintendents.

**Adult Superintendent**– The role of an adult Superintendent is to plan, prepare and run prefair and county fair. This includes:

- Hiring of Judges
- Preparing forms and fair packets
- Overseeing Jr. Superintendent roles
- Running show office for those fair events (fair and Pre-Fair)
- Ordering ribbons and awards
- Enforcing expected behavior

To be eligible for this Superintendent role, you must attend 4-H horse leaders meetings and have been active 4-H horse leader for at least 1 or 2 years.

- It is typical for a horse leader to serve as a superintendent for only 2-3 years.
- It is expected for them to transition and orientate the next adult superintendents.

**Advisory Council**– This is an elected position voted on by all leaders within the 4-H program. The council is made up of 10 adults and 6 youth (as of 2004 4-H year) members.

- The purpose of this position is to represent your project area in developing program guidelines and program direction on behalf of the entire 4-H program.
- The council oversees and facilitates fundraising activities countywide, as well as county recognition programs.
- The council meets once a month. The term served is 3 years for adults and 1 year for the youth.

**4-H Youth Development Agent**- The 4-H Youth Development Agent provides overall program leadership and administration of the Yamhill County 4-H Program. The 4-H Agent is a faculty member of Oregon State University. Their role is to recruit, screen, train and support youth and adult leaders and work in partnership with them to provide positive, experiential learning opportunities for 4-H members.

### SAFETY

**Buy or lease a safe horse suited to the riders ability.** Seek out the assistance of a knowledgeable person to help assure if the horse matches your needs and abilities. No stallions over the age of ONE.

- Recognize the horse’s temperament and how it reacts to different situations. Learn to work around a horse and use equipment correctly in order to avoid accidents or injury
- Wear an approved helmet.
  - Make sure your helmet is SEI certified as meeting the (ASTM) F1163. Shop wisely; not all helmets available pass this safety standard.
- Wear correct footwear.
- All riders using stirrups should wear boots or shoes that have a heel and completely cover the rider’s ankle.
- Proper clothing must be worn. Be aware of any loose fitting items that could be caught in tack or equipment.
- Keep at least one horse length (approximately 6 ft.) between you and the horse ahead.
- Do not cut in front of other riders.
- Place a red ribbon in the tail of a kicking horse.
- No riding
  - Without a bridle
  - Bareback (Unless warming up prior to a Bareback Equitation class or in class)
  - Double, triple, backwards, etc.
- Tie the horse safely. Use the recommended quick release knot.
  - Keep your fingers out of loops when tying knots
  - Never tie a horse with a bridle.
  - Tie your horse to hitching rails or solid objects.
- Any rider not having his/her mount under sufficient control shall be dismissed from the ring and can be disqualified from that class/show.

General Safety Information
- When working with or around the horse, riders must wear closed toe and shoes/boots with heels.
- Be aware of your horse and its surroundings
  - Unsafe areas
  - People on foot
  - Watch out for small children
  - Watch for other animals and objects
- Equipment must be safe and should be clean, properly adjusted and suitable for the class in which you are showing. Use tack and equipment of the strongest type and inspect it regularly.
- Have a safe attitude whenever you are around horses
  - Know your horse safety zone
- Use safe procedure in and around the barn
  - Keep stall doors securely closed
  - Groom, saddle and unsaddle your horses in your stall not in the aisle
  - Keep stalls and aisles clear of tack and equipment
  - Do not ride in the barn
  - Do not leave tied horse unattended in stall
- When leading your horse always walk beside the horse not ahead or behind.
- Never tie your horse to an unhitched trailer. It is good practice to always load and unload your horse into a trailer with assistance.
- Never wrap a lead rope, strap, lunge rope, halter or reins around your hands wrist or body. Keep lines and/or leads off the ground.

In the Event of an Injury
- Protect the injured person.
- Contain the animal if appropriate.
- The injured person should NOT be moved until an appropriate adult has assessed them.
- Call 911 for any injury where there is loss of consciousness, obvious fractures or excessive bleeding.
- Keep the injured person warm.
- Use clean absorbent material to apply pressure directly over open wounds to control bleeding.

Trailering Tips— Preparation, planning and maintenance are the keys to an enjoyable trip for both four- and two-legged passengers. Keep the following checklist handy when hauling your four-legged friends and you’ll be sure to keep on keepin’ on
Make sure your vehicle is compatible with the trailer you use to haul your horse. That includes truck and engine size, brake and electrical systems, type of hitch and ball size.

Double check the hitch, brake system, lights, and ball each time before departing with your horse to ensure they all work properly.

Keep your trailer as clean as possible to avoid trapping water and urine under the floor mats. Completely removing mats between trips is the best way to ensure the floor has an opportunity to dry completely, avoiding rot.

Check for rotting edges, loose panels and debris inside the trailer. If possible, check under the trailer mats to make sure the floor is in good shape for hauling.

If traveling during severe weather – hot or cold – make sure your equine buddies have proper ventilation while on the road.

Plan horse-friendly rest stops. Unload during long trips to let your horse stretch his legs, get a drink of water and breathe some fresh air.

WHEN I COMPETE

I have a performance goal…never a “to only beat someone else” goal.

I respect and learn from other competitors more skilled than myself.

I don’t criticize other competitors.

I do my best today.

I have fun.

I stay home if I can’t follow the above rules.

HELPFUL TACK HINTS

WHEN IN DOUBT, THE OREGON 4-H HORSE CONTEST GUIDE RULES ALWAYS WIN

Western

- Crops allowed for Juniors.
- ASTM-SEI helmet required.
- If spurs are worn, they must be Western type.
- The fit of the saddle to the horse and rider.
- The use of a connector strap between the front and back cinch, IF a back cinch is used.
- Western saddle.
- Split or romal reins are allowed.
- Any Western bridle (including snaffles and bosals) that includes a curb strap or curb chain may be used. Full brow band headstall or split ear acceptable. Throatlatches on all bridles are strongly recommended for safety purposes.
- Sidepulls are not allowed in performance classes.
- Bits – Curb or any bit with shanks needs chinstrap.
- NO tie downs, martingales, drawreins, nosebands, splint boots, bell boots, bandages, etc.
- NO single piece or roping reins.
- Optional – Breast collars, Lariats (riatas) and Hobbles.
- Snaffles must have a curb strap and it must be below the reins.

English

- ASTM/SEI equestrian approved helmet required.
- Whips or crops may be no longer than: Hunt 36 inches – Saddle Seat 48 inches
- Spurs—if used, must be English type and used appropriately.
- An English bridle with cavesson is required.
- Sidepulls and bit converters are not allowed
Type of English saddle is optional; however, a Western saddle is prohibited.
A snaffle, Pelham, Kimberwick, full double bridle, or any other English type bit appropriate for the seat may be used.
Martingales and any type of boots are not permitted in flat classes.
NO dropped nosebands (figure 8).
NO bandages.
Optional – Breastplates or breast collars and saddle pads.
Optional – Half chaps
Cut back saddle required for Saddle Seat.

Hunt Seat Over Fence – Jumping
- English saddle.
- Snaffle bit preferred but Pelham allowed.
- ASTM/SEI equestrian approved helmet required.
- Martingales are allowed.
- Dropped, flash, and figure 8 nosebands are allowed.
- Any type of boots are allowed.
- Optional – Breastplate or breast collars and saddle pads.
- Optional – Whips or crops. May be no longer than 36 inches
- Optional – Spurs—if used, must be English type and used appropriately
- Stirrup safety bars must be down
- Check Stitching and leather condition of girth strap, leathers and reins.

Driving
- Required - Either breeching or thimbles.
- Required – Crupper, blinders, and driving whip.
- Required - Snaffle or driving curb bit.
- Required – Noseband or cavesson.
- Bits - *****see Driving Manual/ Contest Guide
- Natural action of the knee and hocks is desirable. Chains are prohibited.
- Optional – Running martingale.
- Optional – Quarter boots, splints (brushing boots).
- Optional – Check rein (over or side).

Dressage
- ASTM/SEI equestrian approved helmet required.
- Optional – Spurs—if used, must be English type and used appropriately. Rowels must be free to rotate.
- Optional – Half Chaps
- An English bridle made entirely of leather or leather-like material is mandatory. At lower levels, an English snaffle bit is required.
- Type of English saddle is optional; however, a saddle seat type English saddle or a Western saddle is prohibited.
- Bits – The mouthpiece of any bit must be metal or rigid plastic and may be covered with rubber.
- Bits - *****see 4-H Dressage Manual, 4-H 1311.
- Strictly forbidden, under penalty of elimination, are: martingales, bit guards, accessories (specifically bearing, side, running, or balancing reins, etc.), any type of boots (including “easy-boots”), bandages, any form of blinkers, ear muffs or plugs, nose covers, seat covers, and hoods
- Optional – Whips (no longer than 44”).

Trail
- Standard English or Western equipment and attire.

Showmanship
- Horse may be shown with a safe, properly fitted halter or show bridle, each complete with a throatlatch.
- Bridles may be used when appropriate to breed and/or attire.
If tail is braided, mane MUST also be braided.
If mane is braided, tail is OPTIONAL.
Chains may be properly used over the nose or under the chin – OPTIONAL
No Spurs
Whips and/or bats are not allowed.

Gymkana (Gaming)
- ASTM/SEI equestrian approved helmet required.
- Standard Western clothing and equipment.
- Bridles must have a throatlatch.
- Western saddle with a horn.
- Running martingales with rein stops, martingales, tie-downs used with breast collar, nosebands, draw reins, splint boots, bell boots, bandages, mechanical hackamores, and gagbits are permitted.
- Whips under 36 inches, bats, quirts, crops, and over-and-unders are allowed.
- Reins must be in one piece.
- Mecate reins are not allowed.
- Connector straps front and rear cinch. (If a rear cinch is used.)
- Spurs, if worn, must be Western spurs and used properly.
- Rubber bands are allowed.

CLOTHING TIPS/HINTS

WHEN IN DOUBT, THE OREGON 4-H HORSE CONTEST GUIDE RULES ALWAYS WIN

Basic
- Neat, clean and safe.
- Hair in nets, braids or otherwise contained to show contestant/exhibitor number.
- Clothing for the appropriate discipline
- ASTM/SEI equestrian approved helmet required for all events. The exception is showmanship (an appropriate hat or helmet must be worn).
- Boots – defined as high topped (above the ankle) leather or leather like riding shoe with heels. The boot must have an adequate heel to prevent forward movement of the boot through the stirrup, and the boot must be able to move freely in the stirrup and be able to slide out.
- No hoof polish to be applied at state or county fair. Hoof polish applied before arrival at fairgrounds is acceptable.
- Numbers must be clearly visible on the rider’s back or may be on both sides of the saddle pad in performance.

Western
- Required – Long sleeved Western shirt with collar or jacket with collar; shirt tucked in’ sleeves rolled down.
- Required – Belt; unless loops are covered with another garment (except in Western games).
- Boots – as described above.
- Pants to reach heel of boot when mounted.
- Chaps allowed only in Trail at Pre-Fair and County Fair. They are allowed in all western classes at our Open and Schooling Shows.
- Optional – gloves and ties.

Hunt Seat and Dressage
- Required – Ratcatcher, long-sleeved tailored shirt, or a turtleneck (shirts tucked in and closed at the neck).
- Required – Hunt coat if short-sleeved ratcatcher is worn.
- Required – Pants, breeches, or jodhpurs.
- Required – Tall hunt boots or jodhpur boots.
- Optional – Hunt Coat in conservative color, gloves or stock tie, half chaps.

**Saddle Seat**
- Required – A long sleeved tailored shirt, or short sleeved shirt if wearing a coat.
- Required - Tie
- Required – Jodhpur boots (short).
- Required – pants or Kentucky jodhpurs.
- Optional – Saddle suit may be worn, but must be of conservative colors.
- Optional – Gloves, a four-in-hand tie, and a flower in the lapel.

**Showmanship**
- Either Western or English attire.
- Boots required.
- NO spurs or chaps allowed.
- ASTM/SEI helmets, although not required for showmanship, are encouraged. Either an appropriate hat or helmet must be worn.

**Driving**
- Either Western or English attire.
- Dresses are not allowed.

**Gaming**
- Standard Western clothing is required.
- Belts, ties, and pins are optional
- Spurs, if worn, must be Western spurs and used properly.

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### 4-H HORSE COUNTY FAIR RULES & ELIGIBILITY

**Entry Guidelines**

1. **Must meet 4-H ENTRY DEADLINE.** No Exceptions!! One entry blank needs to be turned in for all Horse Division classes.
2. Exhibitors may enter 9 classes in addition to one or more showmanship classes.
3. 4-H Horse project is open to members entering 4th grade through 12th grade. 4-H members must be enrolled 90 days prior to fair in order to exhibit at fair.
4. A 4-H horse member is encouraged to show their animal at the Horse Pre-Fair in order to exhibit at County Fair. If a 4-H member is unable to do this they must contact the 4-H Agent PRIOR to Pre-Fair. Accepted excuses approved at the discretion of the Superintendents and Agent.
5. To be eligible for county fair a 4-H exhibit must be the work of the 4-H member. Members must ride, show or exhibit horses they have owned, leased and or trained **for 90 days prior to the county fair and state fair.** Members must use the same horses that they exhibited at their county fair at state fair. In effect, this means NO TRAINERS (professional being defined as anyone who received money or remuneration for services), or other individuals with the purpose of improving a horse’s performance are to be on the member’s horses after this deadline. The intent is for the horse project to be under the training and control of the member.
6. The deadline for ownership is **90 days prior to County Fair.** 4-H project horses must be owned or leased by this deadline. All leased horses must have a proper lease agreement on file with your 4-H Horse Leader and the Extension Office by this deadline. Forms are at the Extension Office. No exceptions unless approved by the Superintendents and Agent.
7. In the event of injury, sickness (with a vet note), or death of an animal. 4-H members must contact the Extension Agent and provide written excuse and/or documentation. With an accepted excuse, a member will be allowed to participate in and receive special awards in registered classes but will not be able to qualify for State Fair Team.
8. A 4-H project horse may be shared between 4-H members in the immediate family, or 2 non family members sharing the same horse including care & training responsibility. The family must work out class conflicts as they arise.
Exhibitor Guidelines

1. Effective January 1, 1996, all Oregon 4-H members participating in any equestrian activity, regardless of riding seat, will wear a properly fitted equestrian helmet which meets the standards imposed by the American Society for Testing and Materials (ASTM F1163) and includes certification and labeling required by the Safety Equipment Institute (SEI). Such headgear will be secured with the harness engaged and be properly fastened when mounted on an equine or in a vehicle (cart, wagon, buggy, etc.) being pulled by one or more equine. This policy is the responsibility of the 4-H family, not the 4-H leader. 4-H Horse Leaders have the right to refuse participation in a county 4-H function if the helmet does not meet the ASTM-SEI certification or is not worn secured with the harness properly engaged.

11. All participants must comply with the 4-H Horse Advancement Guide and the 4-H Horse Contest Guide (revised Aug. 2008); both are available from your leader or the Extension Office. Participants must have completed the advancement level set below by Fair entry deadline in order to exhibit at County Fair. Leaders are required to turn in a signed and completed verification form by Pre Fair.

- Novice & Jr. - Advancement Level 1
- Intermediate - Advancement Levels 1 & 2
- Senior - Advancement Levels 1, 2 & 3
- Colt Trainer - Advancement Level 4B

12. Novices will do walk trot only in ALL classes. No cantering.

13. Appropriate attire shall be worn at ALL county fair classes; see 4-H Horse Contest Guide (revised Aug. 2008).

14. Members must do their own work while on the grounds, and are encouraged to help each other.

Horse & Horse Care Guidelines

15. Regardless of when the horse is born, their birth date is January 1st.
16. Stallions over one year of age must be gelded.
17. Horses entered in yearling and two year old ground training MUST NEVER have been mounted.
18. Kicking horses must have a red ribbon on their tail. Keep at least one horse length between you and the horse ahead of you. Riding boots MUST be worn when around horses. Never tie a horse with the bridle. Stay in designated areas.
19. All grooming of horses will be done in the stalls, not in the aisles. Horses are not to be in the aisles except when moving to other areas.
20. Herdsmanship Award will be chosen by the Herdsmanship Judge using county guidelines
21. All GROUPS of horses are to enter and exit the arena at a jog trot or walk. If after they are all safely in the ring and wish to do a controlled “drill pattern” then they can start it after a “settling time” for the horses.

HORSE CLASS NUMBERS FOR COUNTY FAIR

HORSE CLASS NUMBERS:

Note: Fill in the blank in the class number (_) with one of the following numbers:

0  Novice (only enter classes marked with an*) County Only
1  Junior, Grades 4-6 County Only
2  Intermediate, Grades 7-9
3  Senior, Grades 10-12

SHOWMANSHIP CLASSES:

All ANIMALS must show in Showmanship at County Fair. Exhibitors may enter in more than one showmanship class, however, they will only be able to receive one showmanship premium for their highest ranking class. Exhibitors must use the same horse in Showmanship and Equitation to be eligible to qualify for State Fair. Anyone planning to do any gaming events this year MUST take their gaming horse through the regular showmanship class or through the gaming showmanship class.

751 500 00_ Showmanship*
751 500 01_ Greenhorse Showmanship (County Only)
751 500 02_ Grnd Trng Showmanship (County Only)
751 500 03_ Gaming Showmanship (County Only)
To qualify for State Fair in showmanship and equitation (hunt seat, saddle seat, or western), intermediate and senior contestants must have received a combined score of 170 (in equitation and showmanship) at their county fair. In addition, each individual score must be 80 points or higher. If contestants ride more than one seat, the highest equitation score must be used to calculate the qualifying score, and they must ride that seat at State Fair. If they received a blue ribbon score (85 or above) in another seat (hunt seat, saddle seat, or western), they may also enter that class at State Fair as long as the same horse is used for all equitation and showmanship classes. There is no maximum or minimum number of contestants a county may send.

**English Equitation-Saddle Seat**

**English Equitation-Hunt Seat**

**Western Equitation**

**English Equitation Gaited Horse (County Only)**

**Western Equitation Gaited Horse (County Only)**

**Bareback Equitation English (County Only)**

**Bareback Equitation Western (County Only)**

Dressage participants must have earned the minimum combined qualifying score in Showmanship and Equitation, and received a blue ribbon in Dressage Training Level Test 2, 3, or 4 or First Level Test 1 with minimum score of not less than 58% at the county level to qualify. A member who scored 62% and above at the 2008 Oregon State Fair must progress to the next test in 2009. The requirement to move up does not apply to a new horse or in test change years. Riders may only ride one test at State Fair.

**Introduction to Dressage Test A (County Only)**

**Introduction to Dressage Test B (County Only)**

**Training Level, Test 1 (County Only)**

**Training Level, Test 2**

**Training Level, Test 3**

**Training Level, Test 4**

**First Level, Test 1**

**First Level, Test 2**

**First Level, Test 3**

**First Level, Test 4**

Regardless of when a horse is born, their birth date is January 1 \(^{st}\). Stallions over one year of age must be gelded. Horses entered in yearling and two year old ground training MUST NEVER have been mounted. Colt trainers and pony drivers may show another horse at State Fair if it qualifies. Each County sends a yearling and 2 year old colt trainer for both intermediate & senior. To qualify you must have received a blue ribbon in ground training in that event at the county fair level.

**Ground Training - Weanling (County Only)**

**Ground Training - Yearling**

**Ground Training - Two-Year-Old**

In Hand Trail class is open only to horses exhibiting at the fair that are not being ridden. Novices will not be allowed to show a horse under 2 years of age.

If you and your horse qualify for the state team with the combined score of 170 showmanship and equitation, you may also drive, jump, do trail or dressage at state if that same horse received a “blue” in the perspective classes at county fair. 4-H member must receive a score of 80 or higher in the Hunter Hack class in order ride in Hunt Seat Over Fences Class. Contestants may also qualify with their driving horse/pony if they received a
combined score of 170 (in driving and showmanship). Showmanship score must be 80 pts or higher and driving score must be 85 pts or higher.

751 100 31_ Trail Horse*
751 100 32_ In Hand Trail (County Only)*
751 100 33_ Trail Gaited Horse (County Only)
751 100 41_ Pleasure Pony/Miniature Horse, Driving
751 100 42_ Pleasure Horse, Driving
751 100 85_ Hunter Hack (County Only)
751 100 16_ Hunt Seat Equitation Over Fences

GAMING:
To qualify for State Gaming, participants must be in the 7th to 12th grade, must have exhibited with their Gaming Horse in Gaming or Performance Showmanship, and must receive a blue ribbon time in their Gaming Race. Qualifying times are available at the Extension Office. Qualifying times are included in the 4-H Horse handbook. Every State Fair exhibitor will be required to do one showmanship class at state with their performance or gaming horse.

751 800 01_ Gaming - Figure 8
751 800 02_ Gaming - Barrels
751 800 03_ Gaming - Key Race
751 800 04_ Gaming - Pole Bending
751 800 05_ Gaming - Flag Race

1st YEAR UNDER SADDLE:
Horse may be any age over two years, but must not have been ridden more than 12 months prior to Pre-Fair and Fair. Contestants will do individual work made up from any of the 4-H Advancement steps. Contestants must give the judge a filled out First Year Under Saddle score sheet (obtained from the extension office and show office) at the time they enter the arena. This score sheet will contain the list of exercises to be attempted and the order in which they will be done. The contestant may also indicate the length of time training has taken place. The horse should have been worked and ridden mainly by the 4-H member, exceptions being initial training of horse by a skilled professional or adult or if safety is a major concern. The 4-H leader should be consulted and/or notified. Judges will take into account the amount of professional training. Cavessons, protective leg wear and running martingales are allowed. A time limit of 10 minutes maximum will be allowed to each contestant. Novice members are NOT eligible for this class. To compete in this, members must have completed Advancement Steps 1, 2, 3, and 4-B. Horse may be ridden in regular equitation, showmanship, trail or any other class in the members age division.

751 100 73_ 1st Year Under Saddle (County Only)

WALK TROT & PLEASURE:
751 100 81_ Western Pleasure (County Only)*
751 100 82_ English Pleasure (County Only)*
751 100 71_ Western Walk Trot (County Only)*
751 100 72_ English Walk Trot (County Only)
First level & up.
20m x 60m or 66’ x 198’
Divide the arena in half, make that “E” and “B”.
Go from this halfway mark to measure other points.
When finished, cross measure i.e. go corner to corner diagonally each direction. This measurement should be the same.
DRESSAGE: SMALL ARENA

19’8”
To corner

46’2”
From F to B

46’2”
From B to M

19’8”
To corner

- All training level classes
- 20m x 40m or 66’ x 132’
Course should be completed in less than 5 minutes.
Courses must be posted showing the order and direction of the obstacles.
Course should contain 6 to 10 obstacles (10 is easier to score 100 – i.e.10 points each.)
Riders moving on to medallion class must ride the same seat as in the first class.

GATE:
Gate should be 48” wide with the handle or latch between 54-60 inches
Rope gates optional

BACK THROUGH:
Minimum width is 28” on the ground and 30” elevated. If using barrels, minimum width is 32”.

POLES:
Maximum height is 16”-single poles and 10’ for multiple poles. Set 20” to 24” apart for the walk, 3’ to 3.5’ apart for the jog, and 6’to7’ apart for the lope or canter. Spoke style should be set 24” apart halfway out from the canter
No rolling poles allowed.

BRIDGE OR PLANK:
Minimum of 36” wide for a bridge
Minimum of 12” wide for plank placed flat on the ground

GROUND TIE or HOBBLE:
Inside a minimum of a 6’ circle

ITEMS THAT ARE NOT TO BE USED:
Tires, walking on plastic, cinder blocks, fire extinguishers, water boxes with floating or moving objects, unsafe or unnatural obstacles.

OTHER ITEMS TO CONSIDER:
Tie horse properly, pick up horses feet, dismount & mount (juniors will not be asked to mount), walk through brush, or by an animal hide or noisy object.

Junior: Fence height – 2'3"  Sample Course: (Place a course of your choice in this space.)
Fence spread – 2'3"

Intermediate & Senior: Fence height – 2'6"
Fence spread – 2'6"
Texas Barrels
Three barrels will be placed in a triangular formation. For the 80-foot course, which can be used in both Oregon and Washington, No. 1 and No. 2 barrels are set 33 feet from the start-finish line and 60 feet apart. No. 3 barrel is 80 feet from No. 1 and No. 2 barrels. Oregon uses a 60-foot start line and Washington uses a 30-foot start line. For the 75-foot course, used in Washington only, No. 1 and No. 2 barrels are set 30 feet from the start-finish line and 75 feet apart. No. 3 barrel is 75 feet from No. 1 and No. 2 barrels.

Rider crosses starting line, circles No. 1 barrel to the right, crosses to No. 2 barrel, circles it to the left, rides to No. 3 barrel, circles it left, and travels across the finish line; or rider crosses starting line to No. 2 barrel, circles it to the left, crosses to No. 1 barrel, circles it to the right, runs to No. 3 barrel, circles it to the right, and proceeds across the finish line.

Keyhole Race
The rider crosses the starting line, travels 100 feet into a 20-foot-diameter circle marked with white line marker, turns the horse, and returns across the starting line. All four of the horse's feet must stay within the circle.
**Pole Bending**

Six poles will be set in a straight line, each spaced 21 feet apart with the start-finish line 21 feet in front of the first pole. The rider crosses the start line, travels to pole number 6, bends back through the poles, turns, bends through the poles to number 6, turns and travels across the finish line.

There is a 5-second penalty for knocking over each pole. Poles will not be set up during the run. Riders must remain in their designated lanes.

**Key Race**

Four white poles, striped or covered with a 48” red sleeve, are placed 5 feet apart at marks 110 and 120 feet from the start-finish line (Washington is 100 and 110 feet). Rider travels between the poles across the turning plane, turns, reverses course through the poles, and finishes.
**NSCA (International) Flag Race**
A barrel will be set 120 feet from the starting line with a 3-pound coffee can filled 3/4 full of sand or soil and centered on top of the barrel. A wooden stake, 14 inches long and a minimum of 7/8 inch in diameter, will be placed in the can with a flag wrapped and tacked with a 4-inch square remaining. Rider crosses the start/finish line, goes down and around barrel either direction, carries flag back across start/finish line. Knocking over can and/or barrel is a 5-second penalty. Dropping the flag before crossing finish line is a disqualification.

**Attach material to a stick that is 14" long and minimum 7/8" in diameter, leaving a 4-inch square flag, and insert into sand or soil, standing flag straight up.**

3-lb. coffee can filled 1/4 full and centered on top of 55-gallon drum.

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### CALENDAR OF EVENTS

<table>
<thead>
<tr>
<th>Month/Year</th>
<th>Event Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>September/October</td>
<td>Awards Programs Clinic/Show</td>
</tr>
<tr>
<td>November/December</td>
<td>Annual Club Enrollments due</td>
</tr>
<tr>
<td>January/February</td>
<td>Horsin’ Around Clinic Riding or Educational Clinic</td>
</tr>
<tr>
<td>March/April</td>
<td>Schooling Show Deadline for Lease agreements</td>
</tr>
<tr>
<td>May/June</td>
<td>Schooling Show Deadline for 4-H enrollments Prefair</td>
</tr>
<tr>
<td></td>
<td>County Fair entry deadlines</td>
</tr>
<tr>
<td>July/August</td>
<td>County Fair</td>
</tr>
<tr>
<td></td>
<td>State Fair</td>
</tr>
</tbody>
</table>
## GENERAL JUDGING CRITERIA

### SUGGESTED CORRECTIONS

#### Pleasure

<table>
<thead>
<tr>
<th></th>
<th>GOOD</th>
<th>MINOR FAULTS</th>
<th>MAJOR FAULTS</th>
<th>POSSIBLE DISMISSAL</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Walk</strong></td>
<td>Fast</td>
<td>Slow</td>
<td>Nervous</td>
<td>Kicking</td>
</tr>
<tr>
<td></td>
<td>Flat Footed</td>
<td>Disinterested</td>
<td>Jigging</td>
<td>Not under control</td>
</tr>
<tr>
<td></td>
<td>Good Attitude</td>
<td>Not Attentive</td>
<td>Not Walking</td>
<td>Rearing</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Illegal Equipment</td>
</tr>
<tr>
<td><strong>Jog</strong></td>
<td>Easy Riding</td>
<td>Too Slow</td>
<td>Not performing a two beat jog</td>
<td>Lameness</td>
</tr>
<tr>
<td></td>
<td>Good Motion</td>
<td>Too Fast</td>
<td>Failing to jog both</td>
<td>Fall of horse or Rider</td>
</tr>
<tr>
<td></td>
<td>Consistent – Steady</td>
<td></td>
<td>Front &amp; Back</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Hard or rough riding</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Constant breaking</td>
<td></td>
</tr>
<tr>
<td><strong>Lope</strong></td>
<td>Easy Riding</td>
<td>Too Slow</td>
<td>Wrong lead</td>
<td>(Any of the above things could happen</td>
</tr>
<tr>
<td></td>
<td>Good Motion</td>
<td>Too Fast</td>
<td>Pulling</td>
<td>any time during the performance)</td>
</tr>
<tr>
<td></td>
<td>Consistent – Steady</td>
<td></td>
<td>Trotting behind</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Hard or rough riding</td>
<td></td>
</tr>
<tr>
<td><strong>Extended Jog</strong></td>
<td>Easy Riding</td>
<td>Inconsistent speed</td>
<td>Breaking gaits</td>
<td></td>
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<tr>
<td></td>
<td>Good Motion</td>
<td></td>
<td>Pulling</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Smooth - Consistent</td>
<td></td>
<td>Hard or rough riding</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>No increase in speed</td>
<td></td>
</tr>
<tr>
<td><strong>Back</strong></td>
<td>Proper flexion &amp; Balance</td>
<td>Hesitant</td>
<td>Throwing head</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Readily responsive</td>
<td>Not backing straight</td>
<td>Gaping</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Back in straight line</td>
<td></td>
<td>Pulling</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Not backing</td>
<td></td>
</tr>
<tr>
<td><strong>General</strong></td>
<td>Smooth – Steady</td>
<td>Over or under flexion</td>
<td>Throwing head, bad mouth, consistent</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Easy riding</td>
<td>Sour ears, switching tail,</td>
<td>bumping the bit, gapping, breaking gaits,</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Proper flexion &amp; Balance</td>
<td>inconsistent speed, out of</td>
<td>two hands on reins</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Good attitude</td>
<td>balance, poll too high or too</td>
<td></td>
<td></td>
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<tr>
<td></td>
<td></td>
<td>low to throw horse out of</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>balance</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
## Trail

<table>
<thead>
<tr>
<th>Walk Trot Lope</th>
<th>GOOD</th>
<th>MINOR FAULTS</th>
<th>MAJOR FAULTS</th>
<th>MAJOR FAULTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control</td>
<td>Smooth, good position, responsive to aids</td>
<td>Slight touches, slant side passes, wide positions, slow response, poor head position</td>
<td>Knock down of elevated elements, stepping out of confining elements, losing gate, fussiness and extreme tension, refusals</td>
<td>Off course, missing obstacle by proceeding to next obstacle or taking obstacle in wrong sequence, cueing horses in front of cinch.</td>
</tr>
<tr>
<td>Obstacles</td>
<td><strong>Refer to Western Pleasure Chart</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gates, back through, side passes, turns on forehands &amp; quarter, serpentines</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Agility</td>
<td>Attentive, careful, willing</td>
<td>Slight touches, poor jumping form, too hesitant, failure to stay on center lines</td>
<td>Knock downs, refusals, failure to maintain gaits, off side of bridge</td>
<td>Same as above</td>
</tr>
<tr>
<td>Obstacles</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jumps, walk over, trot or lope cavalettis, bridges</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Calmness</td>
<td>Steady going, alert, careful but willing</td>
<td>Tense over or thru obstacles, nervous when carrying objects or working rope</td>
<td>Jumping over or stampeding thru obstacles, spooking when carrying objects or working ropes, losing rope, refusals</td>
<td>Same as above</td>
</tr>
<tr>
<td>Obstacles</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Water, brush, plants, carrying objects, dally and drag with rope</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>GENERAL</td>
<td>ALL HORSES WITH CLEAN OR MINOR FAULT TRIPS WILL BE CONSIDERED BEFORE MAJOR FAULT HORSES</td>
<td></td>
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</tr>
<tr>
<td>POSSIBLE DISMISSALS</td>
<td></td>
<td></td>
<td>Out of Control</td>
<td></td>
</tr>
</tbody>
</table>
EQUITATION: ENGLISH & WESTERN

Equitation is judged on how the rider makes the horse perform and how well the rider rides.

Equitation Scoring: Refer to the 4-H Horse Contest Guide for more info.
Member/Appointments 15 points, Seat & Hands 35 points, Performance 50 points.

Ideal Class:
Your class will begin with rail work and will end with a pattern at pre-fair and county fair. During the rail work the judge would like to see nice smooth gaits and nice transitions. You should be demonstrating proper equitation. Your body alignment should be shoulder, knee, toe all in a straight line. Chin up, heels down and look confident about yourself.

Hints and Tips:
- Take your time during the pattern.
- If your pattern calls for circles, make them both the same size and nice and round.
- Always look up and around your circles.
- If you're riding English, do not look down to check your diagonal, just glance with your eyes. Keep your hands low and close together and in an “A” shape.
- If you're riding Western with split reins, always keep your index finger between the reins. Keep the end (bight) of the reins on the same side as the hand that is holding the reins. If you are riding with roman reins the bight will go on the opposite side of the hand that is holding the reins.
- Make nice straight lines and back the exact number of steps given the pattern.
- Study the 4-H Manuals in case the judge asks a question.

SHOWMANSHIP: ENGLISH & WESTERN

Showmanship is judged on the members ability to show their horse to it’s best advantage at halter. Your horse’s conformation is not considered.

Showmanship scoring: Refer to the 4-H Horse Contest Guide
Member 25 points, Animal/Equipment 25 points, Showing the Animal 50 points.

Ideal presentation:
As you enter the ring, you should walk briskly, ear to ear with your horse. Look up and ahead with a smile. Once in your line, be sure that you are on the correct side of your horse at all times. Keep your eyes on the judge at all times, except when you are checking your horse’s position. You should not watch others in the class, their mistake may become your mistake if you copy them. Be very attentive in line and do not mess around. Your pattern should be done correctly and flow well.

Hints and Tips:
- Always stay one arms length away from your horse.
- A good set up can be done in 4 seconds.
- Never pull your horse around you.
- Hold your lead in a figure 8.
- Stop 5-7 feet from the judge during your pattern.
- Never drop the lead when changing hands to back. Changing hands is optional.
- Always look up and come across as confident and sure of yourself.
- When the pattern calls for cones, make sure that you line your horse up properly with the cone. 
  (Example) If the cone is a starting cone, your horse’s front feet should be even with the cone, if you are performing a haunch turn, your horse’s hip should be lined up with the cone.
- Study the 4-H Manuals and the parts of the horse in case a question is given.
This handout was created to illustrate the various classes available in the 4-H Horse Program and the differences between classes considered “state fair classes” and those called “county only classes”. Ribbons are awarded differently depending on the type of class. These distinctions are listed below.

<table>
<thead>
<tr>
<th>State Fair Classes</th>
<th>County Only Classes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defined as Classes with eligibility to qualify for state fair competition.</td>
<td>Defined as Classes provided at county fair, but there is no state competition.</td>
</tr>
<tr>
<td>Trail</td>
<td>In-Hand Trail</td>
</tr>
<tr>
<td>Showmanship</td>
<td>Showmanship</td>
</tr>
<tr>
<td>*Performance</td>
<td>Gaming</td>
</tr>
<tr>
<td>Driving</td>
<td>Colt Trainer</td>
</tr>
<tr>
<td><strong>Dressage</strong></td>
<td>Intro to Dressage</td>
</tr>
<tr>
<td>*Training Level – Test 2, 3 &amp; 4</td>
<td>Training Level – Test 1</td>
</tr>
<tr>
<td>*First Level – Test 1, 2, 3 &amp; 4</td>
<td><strong>Colt Trainer</strong></td>
</tr>
<tr>
<td><strong>Colt Trainer</strong></td>
<td>*Yearling</td>
</tr>
<tr>
<td>*Two Year Old</td>
<td>1&lt;sup&gt;st&lt;/sup&gt; Year Under Saddle</td>
</tr>
<tr>
<td><strong>Driving</strong></td>
<td>Western Walk Trot</td>
</tr>
<tr>
<td>*Pony/Miniature</td>
<td>English Walk Trot</td>
</tr>
<tr>
<td>*Horse</td>
<td>Bareback Equitation Western</td>
</tr>
<tr>
<td><strong>Western Equitation</strong></td>
<td>Bareback Equitation English</td>
</tr>
<tr>
<td><strong>English Equitation</strong></td>
<td>Western Pleasure</td>
</tr>
<tr>
<td>*Saddle Seat</td>
<td>English Pleasure</td>
</tr>
<tr>
<td>*Hunt Seat</td>
<td><strong>Gaming</strong></td>
</tr>
<tr>
<td></td>
<td>*Key Race</td>
</tr>
<tr>
<td>Hunting over Fences</td>
<td>*Pole Bending</td>
</tr>
<tr>
<td></td>
<td>*Figure 8</td>
</tr>
<tr>
<td></td>
<td>*Texas Barrels</td>
</tr>
<tr>
<td></td>
<td>*Flag Race</td>
</tr>
<tr>
<td></td>
<td><strong>How Ribbons are Awarded:</strong></td>
</tr>
<tr>
<td></td>
<td>Danish Ribbons to all…Blue, Red or White</td>
</tr>
<tr>
<td></td>
<td>Premiers…awarded to scores of 90 and above</td>
</tr>
<tr>
<td></td>
<td>(Premiers are to come back for Medallion class.</td>
</tr>
<tr>
<td></td>
<td>Junior, Intermediate, and Senior Showmanship</td>
</tr>
<tr>
<td></td>
<td>Medallion winner return for overall showman.</td>
</tr>
</tbody>
</table>
STANDARD RIBBON PLACINGS AND DRESSAGE PERCENTAGES

All Classes (except Dressage) - Ribbon Placing Criteria

<table>
<thead>
<tr>
<th>Score</th>
<th>Placing</th>
</tr>
</thead>
<tbody>
<tr>
<td>85 or higher</td>
<td>Blue Ribbon</td>
</tr>
<tr>
<td>70 - 84</td>
<td>Red Ribbon</td>
</tr>
<tr>
<td>69 or lower</td>
<td>White Ribbon</td>
</tr>
</tbody>
</table>

Dressage Ribbon Placing Criteria

<table>
<thead>
<tr>
<th>Score</th>
<th>Placing</th>
</tr>
</thead>
<tbody>
<tr>
<td>58% or higher</td>
<td>Blue Ribbon</td>
</tr>
<tr>
<td>50% - 57.99%</td>
<td>Red Ribbon</td>
</tr>
<tr>
<td>49.99% or lower</td>
<td>White Ribbon</td>
</tr>
</tbody>
</table>

What do ribbons mean?

County Fair is one of the few competitive events that are a part of the 4-H program. However, they are just a part of the program and competitive events should be fun and enjoyable for everyone. Somewhere, in 4-H, many people have mistakenly started thinking that a white ribbon means "poor job". That's not true. In most 4-H competitive events you are being evaluated against certain standards, not other people; and just because you receive a white ribbon does not mean you shouldn't feel good about yourself. In that particular activity and at that particular time, a white ribbon might indicate the best you can do. Try to keep these ribbon color definitions in mind:

- **WHITE**: Good, but much improvement needed to meet top standards.
- **RED**: Very good, but still one or two major improvements needed.
- **BLUE**: Excellent, meets or nearly meets top standards.

Competition at Fair

Competition is an important part of the Fair experience and can be a positive force. It can also be a cause for loss of perspective with respect to what really counts. A few things to remember as we start the fair season are:

1. The personal growth and development of a 4-H member is really the measure of success rather than the color of the ribbon the member receives.
2. We hold fair activities for the educational benefit of the 4-her. Something has gone awry if adults are doing the work.
3. If a particular individual wins a class, it is probably because he/she was better prepared and not because they cheated.
4. Judges are human and most of the evaluation that takes place at fair is extremely subjective in nature. Keep in mind that we are only asking for one particular person's opinion on one particular day. Because of this, the judges' opinions are final and they must not be subject to badgering or harassment.
5. The emphasis at fair time needs to be on enjoyment and fellowship, not bitter feelings, stress and poor sportsmanship.
In order to qualify for participation at the Western Gaming Finals, 4-H members MUST meet the blue qualifying time in each event in which they want to participate. Members cannot participate in an event at the Western Gaming Finals in which they have failed to meet the blue qualifying times.

Times below are subject to change and are reference only.

<table>
<thead>
<tr>
<th>Senior Division</th>
<th>BLUE</th>
<th>RED</th>
<th>WHITE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Race</td>
<td>10.400 or less</td>
<td>10.401 - 12.700</td>
<td>12.701 or more</td>
</tr>
<tr>
<td>Barrels</td>
<td>16.200 or less</td>
<td>16.201 - 17.900</td>
<td>17.901 or more</td>
</tr>
<tr>
<td>Figure 8</td>
<td>11.500 or less</td>
<td>11.501 - 12.200</td>
<td>12.201 or more</td>
</tr>
<tr>
<td>Pole Bending</td>
<td>25.000 or less</td>
<td>25.001 – 28.600</td>
<td>28.601 or more</td>
</tr>
<tr>
<td>NSCA Flag Race</td>
<td>9.000 or less</td>
<td>9.001 – 10.500</td>
<td>10.501 or more</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Intermediate Division</th>
<th>BLUE</th>
<th>RED</th>
<th>WHITE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Race</td>
<td>10.700 or less</td>
<td>10.701 - 14.500</td>
<td>14.501 or more</td>
</tr>
<tr>
<td>Barrels</td>
<td>16.600 or less</td>
<td>16.601 - 18.300</td>
<td>18.301 or more</td>
</tr>
<tr>
<td>Figure 8</td>
<td>12.000 or less</td>
<td>12.001 – 12.900</td>
<td>12.901 or more</td>
</tr>
<tr>
<td>Pole Bending</td>
<td>25.500 or less</td>
<td>25.501 – 28.900</td>
<td>28.901 or more</td>
</tr>
<tr>
<td>NSCA Flag Race</td>
<td>9.300 or less</td>
<td>9.301 - 11.000</td>
<td>11.001 or more</td>
</tr>
</tbody>
</table>

County Only Qualifying times for Juniors - DO NOT go on to State 4-H Western Gaming.

<table>
<thead>
<tr>
<th>Junior Division</th>
<th>BLUE</th>
<th>RED</th>
<th>WHITE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Race</td>
<td>12.000 or less</td>
<td>12.001 - 16.000</td>
<td>16.001 or more</td>
</tr>
<tr>
<td>Barrels</td>
<td>19.000 or less</td>
<td>19.001 - 23.000</td>
<td>23.001 or more</td>
</tr>
<tr>
<td>Figure 8</td>
<td>13.500 or less</td>
<td>13.501 - 15.000</td>
<td>15.001 or more</td>
</tr>
<tr>
<td>Pole Bending</td>
<td>27.500 or less</td>
<td>27.501 - 32.000</td>
<td>32.001 or more</td>
</tr>
<tr>
<td>NSCA Flag Race</td>
<td>11.000 or less</td>
<td>11.001 - 13.000</td>
<td>13.001 or more</td>
</tr>
</tbody>
</table>
OPERATING PROCEDURES YAMHILL COUNTY 4-H HORSE LEADERS

Purpose: To plan, direct, and supervise the Yamhill County 4-H Horse Clubs’ activities.

When: The Yamhill County 4-H Horse Leaders meet the first Tuesday of each month with the exception of the September meeting, which will be the second Tuesday of the month.

For Whom: All enrolled 4-H Horse Junior, Teen and Adult Leaders will be sent meeting announcements for all upcoming Horse Leaders Meetings. Parents and other interested individuals are welcome to attend. The Horse Leaders will make every reasonable effort to include all persons regardless of race, color, religion, sex, sexual orientation, national origin, age marital status, disabled veteran or Vietnam-era status. The Horse Leaders will further endeavor to secure membership that represents all geographic areas, various years of experience, and both sexes.

Making Decisions: All enrolled junior, teen and adult leaders may vote on issues that come before the group. Majority rules. Decisions will be made on simple majority.

All members of the Horse Leaders shall conduct themselves in ways that:
   A) Are befitting of the 4-H program.
   B) Set a positive example for 4-H members.
   C) Encourage members to work toward their goals, realizing that the experience gained is more important than the level of success achieved.
   D) Benefit and strengthen the entire 4-H Horse Program.

OFFICERS:
The Yamhill County 4-H Horse Leaders group elects the following officers, in the month of September, to provide leadership for their efforts. The 4-H Youth Development Agent will assist all officers with their duties as needed.

   A. President     E. Awards Coordinator
   B. Vice President F. Reporter or Publicist
   C. Secretary     G. Show Coordinator
   D. Treasurer

A) PRESIDENT: The President shall preside at all Horse Leaders’ meetings and shall appoint such persons and committees necessary to plan and direct all County 4-H horse activities. The President will assist in the development of the Horse Leaders meeting agendas. A signer on checking account.

B) VICE PRESIDENT: The duties of the Vice President shall be to perform the duties of the President in the latter’s absence or inability to perform such duties. Vice President shall oversee the budget process, provides for an annual audit of the financial records and assists with agenda building. A signer on checking account. Responsible for Grand Finale at Fair

C) SECRETARY: The Secretary shall take complete minutes at each Horse Leaders’ meeting and submit a copy to the Yamhill County Extension Office to be sent out to all enrolled Horse Leaders. The Secretary shall maintain a Minutes Book as a permanent record and shall be responsible for all official correspondence.

D) TREASURER: The Treasurer shall pay all bills and collect and deposit all monies. The Treasurer shall prepare a monthly statement activity to be presented at each horse leaders meeting. Business transactions (deposits and bills) will be completed in a timely manner. All reimbursements must have a receipt to be paid. The Treasurer shall also maintain a thorough permanent financial record of all transactions to be handed over at the end of his or her term of office to the successor treasurer. Transfer of books and financial records shall occur within a month after election of new officers. Not a signer on the checking account.
E) AWARDS COORDINATOR: The duties of the Awards Coordinator are to order ribbons and secure awards for all shows (excluding pre-fair & county fair). The Awards Coordinator is responsible for delivering of awards and ribbons to show and submitting bills to treasurer.

F) PUBLICIST: The duties of the Publicist are to have notice of horse activities, including show flyers published and to report for publication, the results of those activities. This is to include facts and photos.

G) SHOW COORDINATOR: The duties of the Show Coordinator are to assist with the creation of show/clinic flyers, secure insurance, secure judges, send judges contracts, process entries, be responsible for all show box items, plus set up and run show office for all county sponsored 4-H horse clinics and shows.

If an office is vacated, that office shall be filled by general election at the next regular monthly membership meeting following such vacation. If an officer misses three (3) monthly meetings in a row or four (4) meetings total in a year, they shall be expected to resign and will be replaced by election.

EXECUTIVE BOARD
The Executive Board shall consist of the current officers of the Horse Leaders. The purpose of the Executive Board is to:

A) Insure, by effectively performing the duties of their offices, the smooth running of the Yamhill County 4-H Horse program. This includes making sure that all paperwork is taken care of.

B) In the event of an emergency situation, make decisions for the Horse Leaders if time will not allow a meeting of the whole membership.

C) The Board members present shall constitute a quorum at any duly authorized meeting.

All funds obtained by the Horse Leaders shall be expended at the discretion of the members for the benefit of the existing and future horse programs. No funds shall be expended for the personal gain of any member of the Horse Leaders. In case of dissolution of the Horse Leaders, all funds not specifically earmarked for approved expenditures shall be given to the Yamhill County 4-H Leaders Association, a non-profit organization, for the development of the equestrian facilities at the Fairgrounds. Advisory Council Representative shall attend horse leader and advisory council meetings. Report what is happening to each group. There are 3 horse representatives voted upon by all the Yamhill County 4-H leaders. It is a 3 year term.

OREGON 4-H HORSE SHOW DRUG POLICY

The Oregon State University 4-H Horse Program does not condone the use of drugs, herbal compounds or surgical procedures which affect an animal's conformation, appearance, natural performance, or in any way, alters its natural color.

Horses requiring any medication should be identified upon arrival at the 4-H Horse Show Office or registration area. Exhibitors should be prepared to present a valid prescription or a written explanation; either or both to be signed by the animal's licensed veterinarian.

If a horse requires medication or treatment after arrival on the fairgrounds or show premises, any medication used to protect the health and welfare of the animal must be prescribed by a licensed veterinarian.

Administration of all medication must at all time, be done in accordance with the specification and/or instructions as given in the prescription. Liability for the correct administration of the prescribed drug is the responsibility of the exhibitor's parent or legal guardian.
VOLUNTEER POLICY ON ANIMAL DIAGNOSIS AND TREATMENT

4-H volunteers, as representatives of the land grant university, are expected to act within the policies and guidelines of the 4-H Youth Development Program. A 4-H animal science volunteer may educate members and their families in the normal course of their 4-H activities in the areas of animal care, production, and management. University volunteer are NOT to engage in activities that include the diagnosis or treatment of or the direct administration of medications to protect animals without authorization from a licensed veterinarian. A 4-H volunteer may exercise commonly accepted first-aid skills/practices in emergency situations.

YAMHILL COUNTY 4-H SHOW RULES

A. Yamhill County 4-H Horse Program Safety Rules Guidelines.

B. 4-H Horse Contest Guide.

C. Class Procedure:

- When possible, it is recommended that electric timers be used as official time in all timed events. When hand timers are used, a minimum of three watches is recommended.
- Show Secretaries should reserve the right to hold elimination's in classes with large entries or to consolidate or eliminate classes.
- Management should post/announce all notices to exhibitors.
- Youth contestants shall be permitted to participate in the youth class division according to their grade level only. No riding up or down a division as well as open divisions they so desire. Novice can only show in novice classes.

D. Horse Classes:

- Refer to 4-H Contest Guide and any other guides related to classes you are offering.
- Age divisions include: Novice, Jr., Int., Sr.: 19 and over and Open.
- Classes may include at shows excluding Pre-fair/County Fair:
  - English Equitation, Saddle Seat
  - English Equitation, Hunt Seat
  - Hunt Seat Equitation over Fences
  - Dressage
  - Western Equitation
  - Bareback Equitation
  - Western Pleasure
  - Judges Command
  - Trail Horse
  - Pleasure Pony & Horse Harness
  - Showmanship – all types
  - Gaming
  - Hunter Hack
  - Driving
  - Walk Trot/Jog

- Check grounds for safety consideration day of show.
- Equipment consideration:
  - Must wear proper attire
  - Must wear ASTM SEI approved helmet whenever mounted or in a horse driven vehicle.
  - Humane Schooling Devices allowed. Schooling of horse is allowed in the class, providing it does not interfere with the other horses. However, excessive schooling, inhumane treatment or unacceptable behavior by participant will be subject to review by Judge or Show Committee and may result in dismissal.
Follow Safety Protocol:
1) Take out Accident Insurance Policy with American Income Life
2) Risk Management Procedures Followed – See County Extension Agent
3) Public Liability Insurance – See County Extension Agent
4) First Aid Kit stocked and available
5) Police and/or Fire Protection, as needed

JOB DESCRIPTIONS/SHOW OFFICIALS

E. Show Secretary
- The secretary should make a premium list that contains all of the pertinent information concerning entry fee, classes, starting time, office closing times, names of judges, location of the show, etc. This should be mailed to prospective exhibitors at least 30 days before entries close for this show.
- The secretary should be prepared in advance for the day of the show. If the entries are to be taken the day of the show, he/she should have all class sheets headed up and ready for the entries to be filled in prior to show time. The secretary should be present at the show well in advance of the starting time to start taking entries. If no post entries are to be taken, the secretary should be there to answer questions and help get the show started smoothly.
- Secretaries are charged with the responsibility of being sure that all horses and exhibitors are eligible before accepting them for competition.
- The management should be courteous and polite to the exhibitors at all times under all circumstances. The management should above all be fair in making decisions. At no time should favoritism be exhibited by the management.
- It is very important to get the entries taken and the show started on time. This will enable you to get started smoothly. Every effort should be made to keep it running this way. A show well planned in advance will enable you to conduct your show in a prompt and courteous manner.
- Promptness, accuracy, courtesy, fairness in making decisions and knowledge of the rules are the five basic guidelines to conducting a successful horse show. If these guidelines are diligently applied, there is no reason your show would not be a success.
- The management should consider two gates (in and out) for the arena. In and out gates help provide a more efficient operation of the show.
- Responsible for tabulating points for high point and reserve high point. Points are awards using 1st-6pts, 2nd-5pts, 3rd-4pts, 4th-3pts, 5th-2pts, and 6th-1 pt.

Rent the designated arena:
- Go to Fair Office and fill out a contract.
- What facilities are needed and time needed.
- What time PA System is to be turned on.
- How many microphones needed and time needed.
- Accommodation for show secretary's office.
- Arrange for stalls if needed.
- Warm-up arena available and time.
- Arena worked and ready by show time, set time with Fair Office.
- Set time arena is to be worked during show, if needed.
- Pick up necessary keys and other equipment as needed.

Hire the Judge(s):
- Review list of 4-H judges available from County Extension Office or the 4-H State website
- Solicit suggestions for judges from Horse Leaders.
- Determine terms of contract: Daily fees, mileage and meals.
- Send contract and show flyer to judge.
- Ask judge to bring patterns (if appropriate for show) with them the day of show. Have them bring enough copies to post in 2-3 different locations.
Judges:
- Judges are requested to be informed of your class rules. In equitation or horsemanship classes, the exhibitor is judged. In pleasure classes, the horse is judged.
- Judges are requested to judge on the contestant’s whole performance in the class (pattern and equitation).
- Judges are requested to be informed of Yamhill County 4-H Horse Rules and show flyers specifics.
  Judge has authority to dismiss any rider who is unsafe.

Prepare Show Flyer:
- Obtain last years show flyer from County Extension Office.
- Decide on classes and assign each class a number.
- Decide on realistic schedule. Allow seven to ten minutes per class. Take into consideration whether you will have to split classes, number of exhibitors per class, whether patterns are to be ridden, and with what age group you are dealing with.
- Rules: Establish rules such as ASTM-SEI helmet and boot requirements, high point classes, cross-entering of classes, classes may be split, combined or canceled at the discretion of the show management etc.
- If show is advertised as a 4-H Show, 4-H rules must apply (see 4-H Contest Guide & Yamhill Co Rules).
- List name, address & phone number of Show Secretary.
- Class Fee: pre and post entry fee.
- To whom check is payable.
- Name of Judge.
- Include inherent risk statement, release of liability clause to be signed by a parent or guardian signature.
- Judges and/or show committee’s decisions are final.
- Date, starting time, and location of show.
- Number of awards per class. Example: 1st through 6th place and/or other special awards
- Seek Horse Leaders approval of the show flyer.

Advertising of Show:
- Have printed and ready for distribution 2-3 months prior to show date.
- Check with the County Extension Office for distributing through their mailing system.
- Ads in local newspapers and publications.
- Display in local tack and feed shops.
- Distribute at other horse show/4-H functions.
- Mail entries to other counties via the County Extension Office.
- IMPORTANT: Mail copy of show entry to the Judge.

Running a Good Horse Show:
- START ON TIME.
- Have plenty of helpers lined up.
- Be considerate of your Judge.
- Be cheerful, courteous, and thank your exhibitors for coming.
- Field questions.
- Allow reasonable gate holds.
- Once gate is closed, accept no additional entries.
- Follow rules established for show and 4-H program.
- Abide by all the rules of the facility, do not cut locks.
- Involve 4-H’ers and set a good example.
- SMILE and have a grand time!!!
Do Equipment Inventory:
- Jumps & Obstacles
- Exhibitors Numbers & Safety Pins
- Judges Cards & Critique Sheets
- PA System, Head Sets & Clip Boards

Operating Show Office:
- Arrive at least one hour prior to show
- Prepare system for handling class entries:
  - Prepare clerk sheets in double or triplicate to list class participant.
  - Prepare Exhibitor/Horse sheet for announcer to use.
  - Prepare tickets (give out tickets per class or an all day pass ticket)
- Post Emergency numbers (example: 911, Vet, Ferrier, Extension Office)
- Refer to contest guides or appropriate manuals for setting up classes
- Obtain pattern diagrams and needed pattern equipment/obstacles from the judges
- Make sure appropriate equipment is available
- Circulate show volunteer sign-up sheet 2 months prior to show
- Return phone calls and follow up on emails
- High Point Tally Sheets
- Extra Show flyers

Show Box:
- First Aid Kit
- Cash Box with Petty Cash: $100.00
- Exhibitors’ numbers (or list of issued numbers)
- Safety pins
- Judges cards (index cards)
- Pencils and pens
- Clipboards
- Staplers and staples
- Paper clips
- Two-way Radios
- Stop watches
- Red ribbon for tails of kicking horses
- Masking tape
- Staple gun and staples
- Contest Guide, other guides and safety rules
- Dressage, Jumping and Gaming rules and diagrams
- Accident claim forms
- Proof of insurance, if it is not a county only show
- Member/Leader Health forms
- Stall Diagrams
- Measuring Tape
- Key or combination for Horse Leaders Storage Room

F. Awards Coordinator:
- Establish show awards budget with Horse Leaders.
  Crazy Ribbon horse shows - $500 for High points and Reserve High points.
  Fun & Frolic horse shows - $300 for High points and Reserve High points.
- Order at least 3 months prior to show date.
Purchase ribbons in traditional colors (1<sup>st</sup>-blue, 2<sup>nd</sup>-red, 3<sup>rd</sup>-white, 4<sup>th</sup>-yellow, 5<sup>th</sup>-pink, 6<sup>th</sup>-green) with generic “Yamhill County Horse Leaders show”. This will allow for only needing to fill in placing as needed.

Each class can be sponsored by an individual or business in your community by donating the cost or part of the cost of award for each class. In turn, your announcer should mention and thank the sponsor of that class during the show.

G. Additional personnel needed:
Have plenty of help lined up as back up to deal with last minute changes. Create a sign up sheet to solicit help in these positions:

- **Announcer:**
  - Arrive 30 minutes early.
  - Obtain PA, two-way radio, clerk sheets from Show Secretary.
  - Turn microphone off when not in use.
  - Ask if any sponsors or special announcements need to be made.
  - Communicate with Ring Clerks, Paddock Gate Person and Show Secretary through your radio.
  - Announce changes of gait or speed as directed by Ring Clerk.
  - Verify class results as results are being announced.
  - Announce results from last place to first.
  - Assist with tracking high-points.
  - Speak clearly with a positive voice.
  - Announce riders number, name and horses name.
  - Keep announcer sheet up to date.
  - No more than 3 people in crow's nest.
  - Count Fair announce all whites, all reds, all blues in color order not points order.

- **Ring Clerk:**
  - Arrive at least 20 minutes early and obtain judges cards, critique sheets, clip boards, pencils and radios.
  - Excuse yourself from the ring (have a replacement available) if your child is in the ring showing at Pre-Fair and County Fair.
  - The clerk is to give no instruction or comments to any exhibitor unless given to the whole class or as directed by the judge.
  - Watch for hazardous situations and conduct the class accordingly.
  - Follow orders as directed by the judge. Check with the Show Secretary on any abnormal situation.
  - Make notes, as indicated by judge, on judges card or score sheets. If in doubt on comment by judge, seek clarification by judge. Write legibly.
  - Do not discuss or comment on any horse exhibitor with the judge. Say nothing that might tend to influence the judge. Limited conversation is preferred while in the ring. Do not repeat comments made by the judge. Leave what you see and hear in the ring.
  - Give judges card placing to the announcer.
  - Line up exhibitors (via radio) according to the judges command. Help ribbon person to hand out ribbons to appropriate contestants.
  - Excuse the members from the ring after their name and award have been announced to the audience.

- **Paddock Person** (a make or break person in regards to a successful, smooth show):
  - Obtain clerk sheets, clipboards, pencils and head set from Show Secretary.
  - Arrive 20 minutes early so you are ready for first call. You play a critical role in a smooth running show.
  - Paging procedures: 1st call when prior class starts
  - 2nd call when prior class is reversing
  - Final call when prior class is lining up
• If contestants seem to have a lot of questions get help, your job is to keep the show moving.
• As the previous class is waiting for their placing, put the next class in the ring and line them up on wall.
• Monitor warm up arena.
• Keep gateway clear – you need to monitor this area for the safety of both horse and rider. Pedestrians should not stand in this area; it should be a walk through area at most.

➢ **Gate/Ticket Person:**
• Arrive 20 minutes early so you are ready for your task.
• Collect tickets per class or check for all day pass as riders enter arena.
• Make sure gate is securely latched. Do not allow other entries into ring once class has begun.
• Tell the judge when class is complete.
• Assist paddock person in keeping the gateway clear.

➢ **Trail Course Set-Up Personnel:**
• Find out what time the trail class will be run and be sure helpers and equipment are ready to go at least a half an hour ahead of time.
• Allow ½ hour for set – up and tear – down.
• Obtain trail course and tape measure from show secretary.
• Obtain needed trail obstacles from the storage area.
• Set up trail course according to pattern.
• Ask judge to look over course for possible problems before riders are allowed to begin.
• Have help and a tape measure on hand to re-set course if need be.
• Put everything away when classes are over.
• Allow rider to “walk the course” if they so choose. This is walking over the course on foot to figure the best way to ride it.

➢ **Dressage Course Set Up Coordinator:** (Time required is about 45 minutes to set up and 15 minutes to tear down)
• Obtain Dressage Guide and course lay out, dimensions and placements from the show secretary.
• Equipment needed: Letter Boards
  o Rope or Poles for Boundaries
  o Judges Stage and Table
  o Bell or Whistle
  o Measuring Tapes - 100’ and 25’
• Come earlier and measure course and mark arena walls so all you have to do is measure and place items.
• Obtain set up crew in advance to help set up and tear down.

➢ **Jump Course Set Up Personnel:**
• Obtain jump course pattern and tape measure from the show secretary.
• Obtain needed jumping obstacles from the storage area.
• Find out what time the Jumping Class will be run and be sure helpers and equipment are ready to go at least a half an hour ahead of time to set up the course.
• Set up the course according to the course diagram.
• According to the 4-H Horse Project Guide the following guides should be used to set the fence height:
  Junior:  Fence height - 2'3', Fence spread - 2'3'.
  Intermediate & Senior:  Fence height - 2'6', Fence spread - 2'6'.
• When setting up the jumps, leave ample space for horses to pass between the jump and the rail.
• When measuring the fence height, measure from the base of the standard to the top of the wall or pole that will be jumped.
• Ask the judge to look over the course for possible problems before riders are allowed to begin.
• Have the announcer ask the audience to hold their applause until riders have completed the course. It is a good idea to post signs with this message on it.
• Be sure to provide a supervised warm-up jump. Not on your course if at all possible. Only jumpers allowed in warm-up area.
• Allow riders to "walk the course" if they so choose, (this is walking over the course on foot to figure the best way to ride it.)
• Have help and a tape measure on hand to re-set jumps that are knocked down or when the jumps are raised for older members.
• Put everything away when classes are over – takes approximately 20 minutes. Stack poles in back of storage area.
• Hunter Hack: fence height – 18” Fence Height.

➢ Gaming Course Set Up Personnel
  • Find out what time gaming classes will be run and be sure to have helpers and equipment are ready to go at least a half an hour ahead of time to set up the games.
  • Obtain gaming course patterns and measuring tape from show secretary.
  • Obtain needed gaming obstacles from storage area.
  • Set up games according to schedule order and gaming diagrams
  • Ask Judge to look over each game for possible problems before riders are allowed to begin.
  • Have help and a tape measure on hand to re-set course if need be.
  • Put everything away when classes are over – takes approximately 20 minutes.

➢ Stall Coordinator
  • Obtain barn layout, and stall and barn keys from show office.
  • As exhibitors come to you with paid stall form, unlock the stalls as needed.
  • Write name of exhibitor and exhibitor number on barn layout sheet in the correct stall number.

➢ Ribbon/Award Presenters
  • Obtain ribbons and awards from the show office.
  • Have a number of helpers so that they can take turns handing them out.
  • Pay close attention as class placement is being announced and hand ribbons and awards to appropriate exhibitors.
  • Remind helpers to be safe around the exhibitor’s horses.

➢ Runners
  • This job could consist of running information to ring steward, setting flag back in the can during flag race, or other areas where high energy is needed.

➢ 2 or 3 additional assistants for Secretary
  • Ask the show secretary what time they would like you at the show office the day of the show and arrive on time.
  • Help the show secretary with show entries, stall forms, etc.
2008 Yamhill-County Fair Gaming Notes

Event order: Figure 8, Key Race, Pole Bending, NSCA Flag Race, Barrels

Division Order: Senior, Intermediate, Junior

Figure 8: Set up timing lights in the middle of the pattern, approx. 10 ft. off side wall. (Used the best footing area available—off to right side of arena.) The turning poles were approximately 30 ft. off the side wall, spaced 120 ft. apart.

Key Race, Pole Bending, NSCA Flag Race: Before setting up the start line, make sure there is enough length from the proposed start line to the end of the longest course plus the required distance off the wall to run all of these events. This should be a minimum of 145 ft. Measure out a 60 ft. foot line. Put a lime/flour mark at the 15 ft., 30 ft., 45 ft. and 60 ft. marks. Put timing lights at 0 ft. and 60 ft. Put a starting pole behind the timing lights. Put a third starting pole at the 30 ft. mark (make sure this pole does not interfere with the beam of the timing light).

Key Race: Use one of the 30 ft. sections to set up. Set up: Use the middle mark of the selected 30 ft. section. Measure out 110 ft. from that mark. This is the center of the box for the Key Race area. Use the tape to square the Key Race area. Make sure the area is not a trapezoid before marking each corner with lime/flour (corners: 5 ft.; 15 ft.; 20 ft.; 30 ft. and 0 ft.). Put poles over the center of the lime/flour marks. Make sure poles are in line and standing straight. Run the event.

Pole Bending: Use the other 30 ft. section to set up. Set up: Use the middle mark of the selected 30 ft. section. Measure out 126 ft. from that mark. Before marking each 21 ft. section make sure line is going down the arena straight, not angled. Mark with lime/flour where the poles will be set (21 ft., 42 ft., 63 ft., 84 ft., 105 ft., 126 ft.). Put poles over the center of the lime/flour marks. Make sure poles are in line and standing straight. Run the event.

NSCA Flag Race: Use either section of the two 30 ft. sections, whichever has the best footing. Set up: Use the middle mark of the selected 30 ft. section (if not visible, will need to re-measure). Measure out 120 ft. from that mark. Before marking with lime/flour, make sure line is going down the arena straight, not angled. Set barrel over the center of lime/flour mark. Check to make sure barrel is sitting flat. Fill coffee can ½ full with dirt put in the middle of barrel. Put flag in the middle of coffee can. Make sure flag is standing straight up in can. Run event.

Barrels: Start line will need to be re-positioned. There are two ways to set this up.
Option #1—Find the best starting/stopping distance. Measure out a box that is 60 ft. by 33 ft. Use the tape to square the box area. Make sure the area is not a trapezoid before marking each corner with lime/flour (corners: 60 ft.; 93 ft.; 153 ft.; 186 ft. and 0). Put timing lights at 0 ft. and 60 ft. Put a starting pole behind the timing lights. From the 93 ft. and 153 ft. corner mark, create a 160 ft. "V" with the tape. The point of the "V" will be at the 80 ft. mark on the tape, mark this with lime/flour. Set barrels over the 3 lime/flour marks. Make sure barrels are sitting flat with rim end down. Run event.

Option #2—Find the best turning areas for the barrels. Measure out a triangle 60 ft. by 80 ft. by 80 ft. Measurements on the tape are 60 ft.; 140 ft.; 220 ft. and 0 ft. Mark each spot with lime/flour. Measure out a box that is 60 ft. wide by 33 ft. long, connected to the triangle. Use the tape to square the box area. Make sure the area is not a trapezoid before marking each corner with lime/flour (corners: 60 ft.; 93 ft.; 153 ft.; 186 ft. and 0). Put timing lights at 0 ft. and 60 ft. Put a starting pole behind the timing lights. Set barrels over the 3 lime/flour marks. Make sure barrels are sitting flat with rim end down. Run event.
Judge Meeting Notes:

- What is the signal to acknowledge the judge before and after?
- Announce Entry/Exit gates
- When exiting the arena, exit completely before receiving ribbon
- Proper way to help a 4-H'er enter the area if their horse is baulking: Must be helped by another 4-H'er that is mounted. Cannot be on the ground.
- Remind kids and audience that there is no coaching while the 4-H'er is in the arena. Coaching can be done on the outside of the arena. Coaching is: anything that gives direction of what to do. Example: sit, look, hands forward, acknowledge the judge etc.
- Remind riders that they do not have to go to the far end to start the Figure 8 course. They may start from either end.
- Ask if there are questions.
- Tack Check (can be performed by the Judge, the Superintendent, or a designated person)

Comments:

- 200 ft. measuring tape makes it easier to set up the course.
- Helpful to have a knowledgeable gaming person to run the in/out gate. This will help with flow and with horses that have gate issues.
- Raking is much faster and better quality if a Quad and harrow are used.
Horse Show Time Line

As soon as you know the event is a go:
- Confirm date available at facility
- Create Show Flyer, decide on classes, get groups approval
- Get leader input on judges
- Contact judge, send contract with self addressed envelope
- If possible, ask judge to bring 2-3 copies of pattern day of show to post (this is especially good if you have kids participating, eliminates any speculation that your kid knew the pattern ahead of time)

Advertise, Advertise, Advertise-this needs to be done at least 2-3 months out:
- Advertise in NW Rider at least 1 month prior to event, ad needs to be to NW Rider by the 15th of the month prior to when you want it published
- Also list in upcoming events in back of NW Rider
- Get show flyer to fairgrounds they will add it to the events page on website
- As soon as flyer is finalized hand out flyers to leaders at meetings, ask to have people place in stores, arenas, anywhere they think would be a great place to advertise in their area.
- Have Extension Office disperse flyers to other Extension Offices

Insurance-Should be done a month before, so you don’t forget
- Go to AIG.com, it is self explanatory (you guesstimate the number of exhibitors you expect) and take out insurance for the show
- After event you will receive an email with a form; you will enter the true number of exhibitors fill out and get to treasurer so it can be paid in a timely manner

Ribbons and Awards- work with Awards Coordinator-
- If using crazy ribbons verify that there are enough
- Get ribbons ordered as soon as possible-the sooner the better, you don’t want to “rush” the order, if could end up costing much more
- Fill in using standard colors and generic Yamhill Co. 4-H Horse Leaders
- Plan ahead when creating the flyer what you are thinking of offering for awards, it helps to advertise on the flyer if you are giving away coveted awards ie. Buckles, monogramed items, etc. It can make a difference in the entrants
- Have awards in your possession the month before...helps with stress level
- Follow High Point/Reserve Budget $300.00 show when ribbons are purchased $500 when using crazy ribbons

Be sure you:
- 2-3 months before show start a show sign up helper sheet; announcer, office help, gate person, clerk (if needed), stall person
- 2 months before create your high point sheets, announcers sheets, judges cards
- You must have the morning help signed up - you can't start the show without it
- START on TIME!!
- Get people motivated and excited about show, if you’re not why should they be
- Have plenty of flyers available day of show
• Confirm office supply level – enough safety pins, staples, pens, pencils, etc.
• Cash Box with money $100.00 – Pay attention to class fee’s and base 1’s and 5’s accordingly
• Purchase show numbers, if needed, a month or so before show – it is getting hard to find them in stock. Wilco can order them but you need to do it in plenty of time.
• Return any and all phone calls

Week of show:
• Check in with judge – give them a pre-entry count, ask of any special needs
• Communicate with the facility as to needs of the show.
• Let Sue at Fairgrounds know if you would like the kitchen available
• If you need the barns locked ahead of time – it is easier to watch 1 barn than all 3 barns. We will be billed for any and all dirty stalls. It is our responsibility to collect the stall money, if it isn’t collected it will come out of our profit.
• Make arrangements for arena to be ready at start of show. (Kevin arrives at 8 am and leaves at 4 pm – we need to plan the day around his schedule or at least allow for Kevin to make arrangements for us)

Morning of show:
• Arrive 1 1/2 - 2 hours prior to start of show to set up office, get organized before people arrive and take one last deep breathe before exhibitors arrive
• Have judge arrive 30 minutes before show starts – discuss any special requests and when they would like to try and take lunch break (if will give you an idea of when to call for an arena drag)
• We provide the judge lunch, they have the opinion of eating at the kitchen, us going and picking up something different or the judge going on their own
• Wireless microphone is in sound room – PA System will be on and ready
• Have announcer arrive 20-30 minutes before start of show, this give you chance for the announcer to talk with judge and find out any special instructions
• Have fun, that’s what we’re all here for!

During the day:
• Walk stalls with the stall person who is in charge to verify that all dirty stalls have all been paid for
• Have judges check ready so they don’t have to wait at the end of the day for it
• Figure out stall count and have check written

End of day:
• Put a check through the mail slot in fairgrounds office with the number of stalls used at $12.00 per stall (You can fax the fairgrounds and actual copy of the stall chart the following day 503-435-1860)
• SMILE, you survived the day!!!
SUPERINTENDENT ROLES AND TIMELINES

- **Hiring Judges**
  - Start booking judges as soon as 1 year in advance, but no later than December of that fair year.
  - Review Judges with Horse Leaders. Try to hire State Fair judges.
  - Work with agent to determine portion of Judges Contract paid by 4-H Leaders Association and Horse Leaders.
  - Use the same Judge for each class division and age division. Example: 1 Judge for all 2 year old colt training, 1 Judge for all yearling.
  - Have Judges create patterns. Only one pattern for Hunter Hack and Hunt Seat Over Fences classes.
  - Have Judges talk to members at the herdsmanship meetings about their expectations and answer questions about that days patterns.

- **Preparing forms and fair packets**
  - Prior to creating packets, check the entry forms for any crossovers or mistakes that needs to be fixed.
  - Each member going to fair gets a packet which includes:
    - A copy of entry form on outside (so members can check their classes easily).
    - Show number.
    - Patterns for the classes they have entered. (Keeping patterns one color per age division is helpful).
    - And any other information needed to be handed out i.e.: Helping hands, sportsmanship award, fun games, fair awards sheet, etc.

***********Keeping entries split by age division and alphabetical helps things stay organized.***********

- **Assigning Stalls**
  - Each club fills out a stall request form. When you receive the forms, you can match them up with that particular clubs entry forms as a double check on the number requested. The form gives each group a 1st, 2nd, and 3rd choice of what barn they would like to be in. The clubs that received their first choice last year will receive either their 2nd or 3rd this year. This allows each club to eventually get their first choice of barn. A good rule of thumb to follow is to allow 1 feed and 1 tack room for approximately every 5 horses. Of course this is all contingent on how many member and horses are showing each year. Some years may be tighter than others.
  - Once you have your counts, then you can use the stall charts to manipulate the clubs into the barns.
  - Try to keep all members for each club located together (not wrapped around an end if possible). Remember the rodeo has the outside 11 stalls on the Rodeo Arena side of the Horse Leaders barn.

- **Working with Jr. Superintendents**
  - The Jr. Sups tasks historically are things such as:
    - Planning, preparing, and running the fun games, family dinner
    - helping hands awards, sportsmanship awards, herdsmanship, etc.
    - Help to guide them in these tasks and give direction when needed.

- **Running show office for Pre-Fair and Fair**
  - Prior to Pre-Fair, generate a list for help from clubs. Remind the clubs that the event they sign up to help for is what they will be helping with at County Fair.
  - Clubs are responsible for all set up and take down of the event as well as clerking, stewarding and paddock gate.
  - Line up announcer for both Pre-Fair and county fair events.
  - Follow general show office guidelines-refer to General Guidelines section in this handbook.
• Have clerk sheets, radios, and clipboards ready in the morning.
• Have splits prepared. You will need up to 5 copies: master, announcer, inside wall, outside wall (optional) and gate person.
• Make sure that the gate and announcers copies are kept current on and scratches that might take place.
• Put ribbons together for each day before fair. (This makes it easier at to distribute them and keeps them cleaner).
• Designate one person to add scores on critique sheets and put them in order.
• Announce all whites, all reds, all blues in color order not points order.
• Prepare for herdsmanship meeting night before. Make sure to include time for pattern to be demonstrated and Judges to answer questions, Jr. sups to talk and any other announcements that need to be made.
• Youth should not be placed in a situation where they have access to others critique sheets or scores.

➢ **Ordering ribbons and awards**
  • Supers are responsible for ordering of premiers, state fair and Medallions.
  • Check the inventory of ribbons left over. Order based on filling in.
  • Use fair entry form to help you count how many classes/ribbons you will need.
  • The money brought in by the awards donation is what you have to cover class ribbons, state fair team ribbons and any other awards to hand out.

➢ **Keeping track of the state fair candidates**
  Most importantly you should make sure you have read and understand completely, the “State Fair Qualification” section of the 4-H Horse County Fair Rules & Eligibility booklet.
  If you prefer to keep track of the scores by hand you may want to create a specific sheet to write the scores on. Make sure the score sheets include exhibitor, exhibitor number, horse and classes entered. A 2<sup>nd</sup> and possibly a 3<sup>rd</sup> party (other superintendents) should check the written scores for accuracy. Also have someone check the addition when adding up the scores.

➢ **Enforcing expected behavior**
  • Use good judgment in enforcing the behavior of members, leaders and spectators.
  • Follow the guidelines in Horse Handbook.

➢ **Other helpful tips**
  • Put the clerk sheets and class splits together the day before to create less work after the show each day.
  • Discuss with your gate person how important their role is. This position will determine how smooth each day runs.
  • Create a show schedule for each day with just that days classes on it. It is helpful to parents without all the extra information on it. Make sure the schedule matches the one in the fair book for that year.
  • Create a folder for each club. At the end of the day put the critique sheets in the club folders to hand out next morning at herdsmanship meeting.
  • Only the members going into the Medallion round may see their critique sheets for that days showing. When they are done, the sheets are returned to the supers.
  • Make sure the belt buckle gets ordered for Grand Champion Showmanship winner.
  • Try to set aside some time each day to catch your breath and rejuvenate. Your positive energy and attitude make a big difference in the show environment.
  • **For more detail see the Horse Superintendent Handbook**
"I Did it Myself" Award Application
Due: July 7th 5:00pm - No Later

The Member:

Member Name: 
Grade: 
Club Name: 

The Horse:

Horse Name: 
Age: 
Breed(s): 

Years spent working with this horse: 
(years to maximum of 3 years)

Picture 36x54 to 579x756

Picture of you and your project 

Hefty size should be 4x6"

SAMPLE HORSE USE AGREEMENT

Date: 
6-H Member Name: 
Address: 

Grade: 
Club: 

Date Agreement Expires: 

Do you have complete care of this horse? 

If no, what degree of care do you have responsibility for? 

List other specifics about family member riding this horse: 

I understand that the 4-H member listed above is the only person allowed to ride, use, or groom this project horse. The signature to this rule is for the following County Fair or Multi-County events: 4-H Wagon Tour, 4-H Derby, and 4-H Challenged Riders. 4-H members engaging in these efforts would need to be registered in that event of the county level.

Name of owner: 
Address: 

Owner’s Signature: 

4-H Member’s Signature: 

Date: 

Date: 

Parent/Guardian’s Signature: 

A signed copy of the animal agreement must be on file at the Yamhill County Extension Office by May 31st of the current 4-H year. All parties should have read and been made aware of Considerations listed on reverse side of this agreement.

CONSIDERATIONS IN ANIMAL USE AGREEMENT

PURPOSE OF AN ANIMAL USE AGREEMENT

The purpose of an animal use agreement is to provide the Yamhill County 4-H program a record of the informed arrangement made between a 4-H member and the owner of the animal by you agreeing to use. This is not a legal binding document. This record is used to substantiate the animal 4-H member is working with in their 4-H project for the current year.

4-H BILLS RELATED TO ANIMAL USE AGREEMENT

The Yamhill County 4-H program has two important rules that need to be agreed upon by parties before an animal use agreement should be signed. If both parties can not agree to follow these rules, an agreement between the parties should not be signed. These rules are:

1. A copy of the signed animal use agreement is to be signed by the 4-H member and the owner of the animal. The signed copies are to be given to the Yamhill County Extension Office by May 31st of the current year. If not in file by this deadline the 4-H member cannot participate in any events sponsored by the Yamhill County Extension Office.

2. The owner of the animal must be on file with the 4-H program. The animal use agreement is signed until the end of the 4-H year in which it is signed. This animal must be shown under the care of the 4-H member. Any participation in 4-H horse events at the 4-H member.” The exception to this rule is for the following county or multi-county events: 4-H Wagon Tour, 4-H Derby, and 4-H Challenged Riders. 4-H members engaging in these efforts would need to be registered in that event of the county level.

SUGGESTIONS FOR TOPICS TO DISCUSS IN ANIMAL USE ARRANGEMENT

When parties enter into an animal use agreement, it is important for there to be a clear, communicated understanding of what your arrangements will be. Some topics we suggest all parties discussed relative to the care of the animal are:

- Housing arrangements and feed that my occupant this.
- Feed arrangements, i.e., cost, times, frequency, etc.
- Veterinary fees, both general and emergency needs.
- Special needs, i.e., feed care, medication, grooming, etc.
- Exhibiting and transportation fees or responsibilities.
- Other topics that should be clarified in this arrangement include: Length of agreement.
- Rights to young animals born during 4-H member care.
- Handling of pre-existing problems the animal may have before entering into agreement.
- On behalf of the Yamhill County 4-H program, we appreciate the partnership being formed between the 4-H member and the owner. This partnership creates the opportunity for a great educational experience to take place in the life of our 4-H members. Thank you for your role in this process.

4-H Youth Development Program
4-H Horse Record

Date Record Created: Chord

4-H Horse Record (one record per horse)

Member's Name: 

Date of Birth: 

Birth Date: 

Sex: 

Color: 

Height: 

Weight: 

Give a written description of your horse: 

(include breed, origin, year of birth, any special identifying marks, colors, etc.)

Project Record Review: 4-H leader to sign (or parent)

Expense: Use record figure for cost of all care and services. Add an extra page if necessary.

Supply (includes care and services such as food, hauling, absences, etc.)

Other expenses include all necessary maintenance, feeding, etc.

Health Care & Maintenance: (includes doctor's services, surgery, Dia, etc.)

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<th>Drug, Injury Description</th>
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Total Health Care Expenses: $

Other Expenses: 

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<th>Date</th>
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Total Other Expense: $

Supply Expenses: 

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Total Supply Expenses: $

Total Other Expense: $

Total Supply Expenses: $

Quarterly Project Planning Goals

Goals for Oct/Nov/Dec:

- Achieved Goal: O Did Not Achieve Goal: Why or why not?
  - Total hours spent with horse this quarter:

Goals for Jan/Feb/March:

- Achieved Goal: O Did Not Achieve Goal: Why or why not?
  - Total hours spent with horse this quarter:

Goals for Apr/May/June:

- Achieved Goal: O Did Not Achieve Goal: Why or why not?
  - Total hours spent with horse this quarter:

Goals for July/Aug/Sept:

- Achieved Goal: O Did Not Achieve Goal: Why or why not?
  - Total hours spent with horse this quarter:

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2006 YAMHILL COUNTY 4-H FAIR ENTRY FORM HORSE ONLY

NAME: __________ PHONE: ________ OKRA (optional in text)

CLUB NAME: _______ LEADER SIGNATURE: __________

You must show in at least 1 Showmanship class that can show in up to 5 Showmanship classes. Only 1 Showmanship class will count towards premiums. You may choose up to 9 more classes in all the Showmanship Classes.

CLASS NUMBER (P:Digits) SHOWMANSHIP CLASSES NAME OF HORSE
7 5 1 5 0 0 0 0 Performance
7 5 1 5 0 0 0 1 Crown Horse (County Only)
7 5 1 5 0 0 0 2 Ground Training (County Only)
7 5 1 5 0 0 0 3 Cutting (County Only)
7 5 1 5 0 0 0 4 Driving (County Only)

CLASS NUMBER (P:Digits) REGULAR CLASSES
7 1 5
7 1 5
7 1 5
7 1 5
7 1 5

I have read and understood the 4-H Fair Exhibitor Guidelines on the reverse side of this entry form, and I also understand the rules that I am solely responsible for the care and handling of my exhibit(s) and equipment. I agree to follow the rules and regulations of the event and agree to abide by any decisions made by the judge(s). I further understand that if I do not provide care for my exhibit(s) on my own, the horse(s) will be taken to and from the judging area. Any horse that is not taken care of properly will be deleted from the judging area.

Total Feeding Expenses:

Date | Description | Cost
--- | --- | ---

Feeding Schedule:

Date | Type of Feed | Reason for Change
--- | --- | ---

Inventory:

Date | Description | Amount
--- | --- | ---

Total Expense:

Financial Summary:

Total Income $

Net Profit (Loss) $------

Notes:

Total Value of Inventory $------

4-H Fair Exhibitor Guidelines:

1. I will abide by the 4-H Code of Conduct and the rules outlined in the Fairbook for participation in the Yamhill County Fair. If I do not abide by these rules, I will be subject to corrections as outlined in the Code of Conduct and the Fairbook.

2. I will assist in the setup of my project area at the County Fair by attending and helping with the designated clean-up/safety day. I understand that this is mandatory and will not be rescheduled.

3. I will present my exhibit for all 4-H County Fair horse exhibits classes entry forms. I am allowed to show my horse at the County Fair by the 6th of June, Fair Entry Deadline. No additions or changes will be made on Fair entry forms after this point without approval from the 4-H Fair Superintendents.

4. I understand that exhibits are not allowed on the fairgrounds after 9:00 am, and I must make arrangements for transportation, storage, feed, etc. outside the Fairgrounds.

5. I understand that in the designated areas only, all feed areas are clearly marked.

6. I will maintain the cleanliness of my exhibit, and I will not allow any items to be brought into the area, as the only items permitted are the 4-H member and the exhibits will be removed from the area after the event.

7. I will attend all board meetings held during Fair.

8. I will provide plenty of water and feed for my horse(s) throughout the Fair, and I will be responsible for the horse(s) and equipment to the county Fair. I will also make sure that all equipment is clean and in good condition. Any equipment that is not in good condition will be deleted from the judging area. Any horse that is not taken care of properly will be deleted from the judging area. Any horse that is not taken care of properly will be deleted from the judging area.

9. I understand that I must provide my horse with food and water on a regular basis for the horse(s) and equipment. I further understand that if I do not provide care for my horse(s) on my own, the horse(s) will be taken to and from the judging area.

10. I understand that I must provide my horse(s) with enough food and water to meet the needs of my horse(s) on a regular basis for the horse(s) and equipment. I further understand that if I do not provide care for my horse(s) on my own, the horse(s) will be taken to and from the judging area.

11. I will do my own work on the project area. If I do not, I will be asked to show my horse(s) and equipment to the county Fair. I will also make sure that all equipment is clean and in good condition. Any equipment that is not in good condition will be deleted from the judging area. Any horse that is not taken care of properly will be deleted from the judging area.

12. I will do my own work on the project area. If I do not, I will be asked to show my horse(s) and equipment to the county Fair. I will also make sure that all equipment is clean and in good condition. Any equipment that is not in good condition will be deleted from the judging area. Any horse that is not taken care of properly will be deleted from the judging area.

13. I understand that I am responsible for the care and handling of my horse(s) and equipment. I further understand that if I do not provide care for my horse(s), the horse(s) will be taken to and from the judging area. Any horse that is not taken care of properly will be deleted from the judging area.

14. I will read and be familiar with any other rules stated in the Fairbook which apply to my exhibit(s) and my participation in the 4-H Fair. I further understand that I am responsible for the care and handling of my horse(s) and equipment. I further understand that if I do not provide care for my horse(s), the horse(s) will be taken to and from the judging area. Any horse that is not taken care of properly will be deleted from the judging area.
YAMHILL COUNTY 4-H SCHOLARSHIP APPLICATION

This 4-H Horse Scholarship is designed to provide one high school graduating senior, in the 4-H horse program, with financial support towards furthering their post high school educational goals. The recipient must be a 4-H member in good standing with the Yamhill County 4-H Program.

A scholarship of $320.00 will be awarded to one individual each year. The scholarship is made payable to the institution of higher learning where the 4-H graduating scholar will be attending. To be considered, a complete application must be received by 5:00 pm on June 23 at the Extension Office.

Criteria for selection is based on the following:
1) Applicant must be enrolled in the 4-H horse program for at least three years.
2) Applicant should be actively involved in the 4-H horse program.
3) A complete application.
4) A copy of the acceptance letter or other proof of enrollment from the college attending.

Name ____________________________
Grade: ________
School: ________
Teacher: ________
Years enrolled in 4-H: ________
College attending: ________

1. Describe your 4-H horse project and how it has changed over the years, including skills you have gained as a result and your interest in the 4-H horse project.

2. List major 4-H awards/honors received during your 4-H career.

Yamhill County 4-H Leaders Association
Yamhill County Extension Office
2050 Lafayette Avenue
McMinnville OR 97128-9132
Phone: 503-436-7517

YAMHILL COUNTY 4-H FAIR AWARD RESPONSE FORM
Return Deadline: XX 20XX

Donor Information:
Contact Person: ____________________________

You have been a proud supporter of 4-H Horse Projects for our 4-H Fair. We are appealing again for your support for the 20XX Yamhill County Fair. Last year your 4-H Fair award sponsorship helped make our Fair a Success.

Would you like to continue this support?   □ Yes □ No

Please Note: If you do not sponsor the Fair last year and it was NOT awarded, it will be impossible for us to continue our support without additional funds needed.

YES:      □ $25 Certificate   □ Letter of Support
NO:      □ Check payable to "Yamhill County Extension Office"

Please mail this form or call the Yamhill County Extension Office so that final arrangements can be made for the above mentioned award.

COMMENTS: ____________________________

YAMHILL COUNTY 4-H SCHOLARSHIP APPLICATION

4-H Horse Club Stall Request Summary Form

Send or Email this form to:
OSU Yamhill County Extension Office
Attn: 4-H Fair Horse Stall Assignments
2050 Lafayette Avenue
McMinnville, OR 97128

All 4-H Horse Clubs with members who have horse exhibits entered in the Fair MUST fill out this form. Make additional copies of this form if you need them. List each exhibitor from your club on this form.

CLUB NAME: ____________________________

4-H LEADER SIGNATURE: ____________________________

Exhibitor Name (type or print name)  4-H Leader of Horse Project whom the horse is registered to

Performance  Livestock Judging  Gymkhana  Pony Show

Total Club Horses Entered ________

# Feed & Tack Stalls Requested ________

Total # Stalls Requested ________

HORSE
Herdsmanship Score Sheet

(Circle day and AM or PM)

4-H Club Name: ____________________________

Monday AM/PM

Water containers are full and clean of debris.  0-10 pts

Aisle is raked (not swept) and is easy to walk through. (No shavings in aisle)  0-15 pts

Feed room items are stored neatly.  0-10 pts

Tack area items are stored neatly and area is clean.  0-15 pts

Animals are securely stalled with tether and lead rope hanging on the outside of the stall.  0-20 pts

Stalls are free from manure and wet straw or shavings.  0-30 pts

Totals ________

0-100 pts

Total Score ________
### 4-H Horse Showmanship Score Sheet

<table>
<thead>
<tr>
<th>Junior</th>
<th>Intermediate</th>
<th>Senior</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Score</strong></td>
<td><strong>Comments</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **Club Member** — 25%
  - Includes: neat and clean, properly dressed, prompt and alert, confidence (poise), and demeanor

- **Animal and Equipment** — 25%
  - Includes: clean and brushable, in good condition, fit cared for, unlit, and lighted, equipment clean and safe

- **Showing the Animal** — 50%
  - Includes: following directly, footing, turning, stopping, backing, showing in advantage, control on lead (or other), control in line, and attention to line

**Judge's Initials**

**Total Score**

---

### 4-H Western Equitation Score Sheet

<table>
<thead>
<tr>
<th>Junior</th>
<th>Intermediate</th>
<th>Senior</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Score</strong></td>
<td><strong>Comments</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **Appointments** — 15%
  - Includes: clothing, equipment, courtesy and poise

- **Seat and Hands** — 35%
  - Includes: seat, posture, head, legs, balance, distribution of weight and safe

- **Performance** — 50%
  - Includes: standing, sitting, walking, jogging, or posting trot, figure 8 (center), corner from walk, stop, turning, backing, general control

**Judge's Initials**

**Total Score**

---

### 4-H English Equitation Score Sheet

<table>
<thead>
<tr>
<th>Junior</th>
<th>Intermediate</th>
<th>Senior</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Score</strong></td>
<td><strong>Comments</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **Appointments** — 15%
  - Includes: clothing, equipment, courtesy and poise

- **Seat and Hands** — 35%
  - Includes: seat, posture, head, legs, balance, distribution of weight

- **Performance** — 50%
  - Includes: standing, starting, walking, sitting or posting trot, figure 8 (center), corner from walk, stop, turning, backing, general control

**Judge's Initials**

**Total Score**

---

### 4-H Trail Horse Score Sheet

<table>
<thead>
<tr>
<th>Obstacle</th>
<th><strong>Judge's Comments</strong></th>
<th>Points Possible</th>
<th>Points Given</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Judge's Initials**

**Total Score**

---
4-H DRIVING SCORE SHEET

Junior  Intermediate  Senior

Club member – 15%
Includes: seat and dress, properly dressed, ASTM-SEI certified headgear, proper and
short, confident (poise), and control.

Animal and Equipment – 35%
Includes: clean and trimmed, clipping, feet, harness and vehicle (safe and serviceable).
Two and four-wheeled vehicles acceptable.

Performance – 50%
Includes: horsemanship of the driver such as handling, posture, and ability to obtain a
proper performance.
Judged on:
1. Face behind wall
2. Slow walking
3. Walking trot
4. Strong turning on optional
Could include: stop, stand quietly, back, reverse, figure eight, circle

Judge’s Initials  Total Score

OREGON STATE UNIVERSITY EXTENSION SERVICE (rev 1-84)  48-081

4-H HUNT SEAT EQUATION OVER FENCES SCORE SHEET

Junior  Intermediate  Senior

Appointments – 15%
Includes: clothing, equipment, courtesy, poise and confidence.

Seat and hands – 35%
Includes: seat, posture, head, hands, arms, legs (position & aids), use of aids in
execution, balance, distribution of weight.

Performance – 50%
Includes: approach, take-off, flight over
fence, landing, pace, transitions, general
control, and safety.

Judge’s Initials  Total Score

OREGON STATE UNIVERSITY EXTENSION SERVICE (rev 1-84)  48-074

4-H GROUND TRAINING SCORE SHEET - YEARLINGS

Division  Placing  R  W
Grade of contestant  Time of Performance  Minutes
Length of time of training  Judge’s Name

Items to be attempted (in order listed on as many times as you can do well in time allowed)

1.  
2.  
3.  
4.  
5.  
6.  
7.  
8.  
9.  
10.  
11.  
12.  

A.  Excluded by judge of achievement of
B.  Attitude of handler

Equipment

Total Score:  (All items attempted include A, B, C in total)

Average score: (divide Total Score by number of items scored)

Additional Comments for Contestant:

OREGON STATE UNIVERSITY EXTENSION SERVICE (rev 11-64)  48-479

4-H FIRST YEAR UNDER SADDLE SCORE SHEET

Division  Time of Performance
Contestant Number  Age of Contestant
Age of Horse  Length of time Ridden
Time Ridden By Person Other Than 4-H Member

Order  Movements to be used
(The may be done in any order)

1. Mounting
2. Dismounting
3. Walk
4. Trot
5. Canter
6. Stop
7. Back
8. Change Left (not or center)
9. Change Right (not or center)
10. Change of Leads
11. Ride Pass
12. About on the Forehand
13. About on the Hindhand
14. Other
15. Other

Evaluation of alignment with horse for length of time working with

Attitude of handler

Total Score
Average
Placing

OREGON STATE UNIVERSITY EXTENSION SERVICE (rev 1-84)  48-490
HORSE PROJECT MATERIALS

FIRST YEAR LEADER
4-H Horse Project Leader Guide - 4H 130L
The 4-H Horse Project – PNW 587
Oregon 4-H Horse Contest Guide - 4H 1301
Horse Advancement Program - 4H 1302R
Colt and Horse Training Manual - 4H 1303
Hunt Seat & Jumper Manual (if appropriate) - 4H 1307 (PNW 488)
4-H Dressage Manual (if appropriate) - 4H 1311
4-H Horse and Pony Driving Manual (if appropriate) - 4H 1321 (PNW 229)
4-H Horse Science Record

FIRST YEAR MEMBER
The 4-H Horse Project – PNW 587 ($9.50)
Oregon 4-H Horse Contest Guide – 4H 1301 1 – ($2.50)
Horse Advancement Program - 4H 1302R – ($1.00)
Colt and Horse Training Manual - 4H 1303 – ($2.50)
Hunt Seat & Jumper Manual (if appropriate) - 4H 1307 (PNW 488) – ($5.00)
4-H Dressage Manual (if appropriate) - 4H 1311 – ($4.00)
4-H Horse and Pony Driving Manual (if appropriate) - 4H 1321 (PNW 229) – ($5.00)
4-H Horse Science Record

LEADER TEACHING AIDS

Publications:
- Keeping Your Horse Healthy - EC 1472
- Preventing/Treating Parasites in Your Horse - EC 1473
- Preventing/Treating Colic in Your Horse - EC 1474
- Parts of the Horse - 4H 1304
- Location of Blemishes and Unsoundness - 4H 1305
- Breeds of Horses - 4H 1306
- Horse Parts Wall Chart - 4H 1310L (one per leader)
- Know Your Crops and Weeds Leader Guide - 4H 2101L, File Copy,
- Plant Identification and Crop Judging Leader Guide - 4H 2102L, File Copy,
- E.L. "Dad" Potter 4-H Horsemanship Award
- Clerk Guide for Horses
- Ring Steward Guide for Horses

Audio Visual Materials: (The following are materials that need to be ordered in advance through the Extension Office, 13100-13160)
13100 Horsemanship and Showmanship
13101 Judging Horses on Conformation
13102 Know Your Horse: Body, Skeleton and muscles
13103 Basic Principles of Foot Care and Cold Showing
13104 Buying A Horse – Not Trouble
13105 English Saddle Construction
13106 Genetics of Coat Color
13107 Health Hints For Your Horse
13108 Horse Safety: Catching, Leading, Grooming
13109 Horse Safety: Saddling, Bridling, Riding Western
13110 Intermediate Trail Riding
13111 Internal Parasites of Horses
13112 Practical Horse Psychology
13113 Pre-Bit Hackamore Training
13114 Choosing, Assembling and Using Bridles
13115 Miscellaneous Tack and Equipment
13116 Packhorse Camping
13117 Horseback Packing
13118 Horseback Packing II
13119 Women on Horseback
13119 Care of Your Horse’s Feet
13120 Hot Horse Shoeing
13121 Beginner’s Guide to Buying a Horse
13122 English Equitation
13123 The Western Equitation Class
13124 Hoof Care
13125 Care of the Brood Mare and Foal
13126 Horse Safety
13114 Saddle Selection
13115 Training By Driving
13116 Western Saddle Construction
13117 What a Judge Looks For In Equitation Class
13118 Bot Flies In Horses
13119 Strongyles In Horses
13120 History of the Horse
13121 American Saddlebred Horses
13122 Competitive Trail Riding
13123 Horse Safety for the Hunt Seat Rider
13124 Longe Line Training
13126 Techniques of Line Driving
13127 Western Pleasure Trail Riding
13128 I Am Someone: Horse Riding for the Handicapped
13129 Equine Parasites in Oregon
13130 Haltering and Tying
13145 Grooming Your Horse
13146 Don’t Kill Your Horse With a Camera
13147 Horse Breeds and Color Types
13148 Horse Feeding
13149 Parts of a Horse
13150 Conformation and it’s Relationship to Athletic Ability
13151 Breaking and Training the Western Horse
13152 Mounted Drill Teams Part I
13153 Mounted Drill Teams Part II
13154 Genes for Color in the Horse
13155 Genes for White Patterns on the Horse
13156 Tips for Pony Pleasure Drivers
13158 Martingales, Tie Downs, and Draw Reins
13159 Mickey Zucker Memorial:
  • Defensive Handling and Riding of Your Horse
  • Dumb Ways to Get Hurt With a Horse
  • Happiness is Safety With Your Horse
13160 Oregon 4-H Horse Project

➢ Audio Visual Materials cont.: (The following material is available at the Extension Office)
  • Every Time….Every Ride
  • Horses, Kids & Ethics
  • Trail
  • Showmanship
  • Horse Psychology & Ground Work
  • Keeping Your Horse Healthy & Happy
  • Resistance Free Training
➢ Project Notebook
➢ Horse Industry Handbook
➢ Equipment
  • Buzzer Boards
  • Screen (for slide projector for presentations)
  • Slide Projector
  • TV/VCR
  • Horse Lab Kit

~~Information accessible on the Oregon 4-H Web site~~

http://oregon.4h.oregonstate.edu/index_m.html

Prices subject to change without notice.