



# **4-H Horsemanship**

# **Project Leader Manual**

Created by Dr. Linda Wulff-Risner (1999)

Edited by Ben Gallup, State 4-H Youth Development Specialist

## Table of Contents

1. [Philosophy of Missouri 4-H Horsemanship Program](#)
2. [What is the Purpose of Youth \(4-H & FFA\) Livestock Projects](#)
3. [Clover Kids and 4-H Horsemanship](#)
4. [Opportunities in the Missouri 4-H Horsemanship Project](#)
5. [Resources for Teaching Project Meetings](#)
6. Judging
  - A. [Resources for Teaching Horse Judging and Oral Reasons](#)
  - B. [Horse Judging Rules](#)
7. Horse Bowl
  - A. [4-H Horse Bowl Regional and State Contests](#)
  - B. [Missouri 4-H Horse Bowl Scoring Clarifications](#)
  - C. [National Contest Horse Bowl Question Categories](#)
  - D. [Missouri 4-H Horse Bowl Registration for Junior-Junior, Junior and Senior Teams](#)
8. Hippology
  - A. [Resources for Training a Hippology Team](#)
  - B. [4-H Hippology Problem Score Sheet](#)
  - C. [State Guidelines for Hippology Contests](#)
  - D. [Hippology Poster Ideas](#)
9. Horse Public Speaking and Demonstrations
  - A. [Horse Public Speaking Contest Rules and Regulations](#)
  - B. [Public Speaking Score Sheet](#)
  - C. [Horse Demonstration Contest Rules and Regulations](#)
  - D. [Demonstration Score Sheet](#)
10. [MFA Saddle Award](#)
11. [Missouri Tennessee Walking Horse 4-H Achievement Record Report Form](#)
12. [State Fair Sponsored 4-H/FFA Horsemanship Show](#)
13. [Missouri 4-H Horse Show and Sample Guidelines](#)
14. [Medical/Accident Insurance](#)

## **Philosophy of Missouri 4-H Horsemanship Program**

“For nearly 90 years, 4-H has been building community and character. Now more than ever, young people need support from parents, friends, educators, and community leaders to be persons of character...to display the traits of trustworthiness, respect, responsibility, fairness, caring and citizenship”, says Dr. Jo Turner, director of Missouri 4-H Programs. 4-H horsemanship is one of the many programs used to help young people develop character, self-esteem and subject matter skills.

The traits of character mentioned above are key to a successful 4-H horsemanship experience, it is the job of the 4-H horsemanship project leader to help instill these character traits as well as to help the member learn subject matter skills and develop self esteem as they progress through the various learning experiences you organize for them.

The difference between 4-H and many other horse related opportunities that young people have is that 4-H is centered on youth development and the various competitions available to young people focus on youth development first, with “winning” a very distant second goal.

In 1927, the 4-H pledge was adopted. Recently, 4-H Youth Specialist, Carol Gehrs wrote a special adaptation of the pledge to help young people understand the connection between 4-H and good character:

### **I pledge my head to clearer thinking**

- \*be open minded
- \*Do what is right, even if no one else is doing it
- \*Pursue excellence in everything
- \*Take responsibility for my own actions

### **My heart to greater loyalty**

- \*Be a person of high integrity
- \*Tell the truth in all times and in all places
- \*Keep my word
- \*Be the kind of friend I would like to have

### **My hands to larger service**

- \*Volunteer in the community
- \*Protect my neighbor, the environment and our natural resources
- \*Promote good citizenship

### **And my health to better living**

- \*Show concern to others
- \*Be kind, considerate, and compassionate
- \*Treat people fairly
- \*Respect myself and those in authority

**For my club, my community, my county and my world.**

## What is the Purpose of Youth (4-H & FFA) Livestock Projects

One purpose is to teach young people how to feed, fit, and show their animals. The more important purpose is to provide an opportunity for personal growth and development of the young person.

The Josephson Institute of Ethics has developed a curriculum, which identifies six core values, which may help to better describe the value of youth livestock projects. This curriculum also presents the idea that people develop and strengthen character by practicing certain behaviors just as muscles are built through exercise.

Therefore, the purpose of the youth livestock program (4-H and FFA) is to provide opportunities for young people to develop character. The character traits identified and some practices (exercises) that may build character follow:

### **Trustworthiness - includes honesty, promise keeping and loyalty.**

- Daily feeding, watering of animals (promise keeping)
- Adheres to possession deadlines (honesty)
- Adheres to withdrawal times on drugs and de-wormer; and uses only approved drugs

### **Respect - includes courtesy and proper treatment of people and things.**

- Proper care and handling for animals, treat humanely
- Listens to and follows advice of advisors
- Recognizes that animal projects are dependent on 4-H'ers to provide daily feed and water

### **Responsibility - includes the pursuit of excellence, accountability and perseverance.**

- Daily feeding and watering (even on the busy, difficult days)
- Goes beyond providing the daily needs of the animal in giving additional time and attention to produce a winner
- Adheres to deadlines for entry forms and for arrival at livestock shows
- Never gives up in the show ring (perseverance)

### **Fairness - involves consistently applying rules and standards appropriately for different age groups and ability levels.**

- Feeds only approved livestock rations
- Only the appropriate use of approved drugs
- Accepts winning or losing with grace
- Conduct in the show ring follows recommended procedure
- Fitting and grooming of animals follows recommended procedures

### **Caring - promoting the well being of people and things in a young person's world. It denotes action and not just feelings.**

- Daily feeding and watering
- Provides clean barn/stall for animal
- Treats animal humanely at all times

### **Citizenship - includes making the home community and county a better place to live for themselves and others.**

- Accepting instructions
- Winning and losing with grace
- Helping others at stock shows
- Teaching younger members
- Treating animals humanely
- Ensuring that your meat animal is safe for consumption

The next sections of this leader guide will give examples of how to combine the 4-H motto of “Learning by Doing” with youth development and character building which is the ultimate goal of 4-H horsemanship activities.

## Clover Kids and 4-H Horsemanship

The following Clover Kids policies will be maintained:

- Clover Kids are allowed to engage in non-competitive events.
- Clover Kids do not enroll in individual projects.
- 5-7 year olds are enrolled as Clover Kids and not as a 4-H member.
- Clover Kids are encouraged to experience a wide range of activities.
- Clover Kids **may participate** in Horseless Horse (however, they are not enrolled in the project).
- Activities that are non-competitive in nature: Examples (include but are not limited to): Mock Bowl Events, Skits, Games, Hippology-type events, stick-horse activities, Skill-a-Thons, etc.

It is acceptable for regular 4-H members to plan a non-competitive event for Clover Kids, as long as riding or showing horses is not involved. Involving Clover Kids in special programs is one way to grow the program, maintain interest and generate new audiences.

## Opportunities in the Missouri 4-H Horsemanship Project

The opportunities in the Missouri 4-H horsemanship project are numerous and varied and can be tailored to meet the needs and interests of a wide variety of young people. 4-H members are interested in learning more about horses...their care, management, careers, showing, etc. It is your job as a 4-H leader to assess the member's interests, skill levels and plan your project meetings to advance their knowledge and skills while instilling character traits.

The following lists a few opportunities available on the state level. There are many more opportunities available locally. Dates on these events vary from year to year. Communicate closely with your Youth Specialist and/or Youth Education Assistant to make sure you have current information.

### State Contests

- A. Horse Bowl: Coaches must be certified at the state training, contact your office for more information concerning the training.** Objective is to provide an opportunity for youth interested in the 4-H Horsemanship projects to demonstrate their knowledge of equine related subject matter in a competitive setting where attributes of friendliness and fairness prevail. This contest will provide an educational experience for both participants and spectators.

A team consists of four members and an alternate. The team works together to answer quiz bowl type questions. Electronic buzzers are used to signal the person quickest to attempt answering the questions. Scores are kept on both individuals and teams based on the number of questions correctly answered. The contest is set up in a tournament bracket with each team advancing as they win a round. The contest is double elimination, so a team must lose twice before being eliminated from the contest.

For details on age requirements for teams, types of questions, resource materials, etc. See the section on Horse Bowl.

- B. Hippology:** Hippology is Greek for the study of the horse. The objective of this contest is for 4-H members to demonstrate their knowledge of equine related subject matter in a competitive setting where attributes of friendliness and fairness prevail. This contest will provide an educational experience for both participants and spectators. This contest covers the broad body of horse knowledge. There are four components to the contest:

1. Written Exam--tests general knowledge about horse care and management.
2. Judging: requires contestant to evaluate the conformation and/or performance of two classes of horses. This phase emphasizes the skills of decision-making and observation.
3. Stations: Contestants will evaluate a series of stations which test their knowledge about conformation, physiology, genetics, health care, foot care, training, equipment, etc.
4. Team problem solving: each team receives a problem related to horse care and management; they are required to work as a team to solve the problem and present the solution to the judge. This exercise is scored on knowledge and the application of knowledge to the problem, group problem solving skills, group presentation skills and participation of each member of the team.

For details on age requirements for teams, types of questions, resource materials, etc. See the section on Hippology.

- C. Horse Judging:** Contest designed to allow members to demonstrate their skills in decision-making and oral reasons presentation. Contestants will judge halter classes, which allow the member to evaluate and compare the conformation of four horses and rank them by merit. Contestants will also judge performance classes where the contestant closely observes the performance of a group of four horses, compares them to the ideal and then ranks them.

Oral reasons will be presented on at least two classes for senior and one class for juniors. Oral reasons are an organized oral presentation in which the contestant defends their placing of the class giving concrete reasons as to why the horses were ranked as chosen by the contestant. This phase of the contest teaches oral presentation skills, verbalization of the decision-making process and self-confidence. It is often the most difficult part of the contest and worthy of much effort on the part of the leader in helping members learn to organize their reasons and overcome their fear of speaking to a judge.

For details on age requirements for teams, types of classes, resource materials, etc. See the section on Horse Judging.

### **Public Speaking Events**

The horse public speaking and horse illustrated talk contest is held in September. Counties may send unlimited individual participants in either the Junior or Senior division. More information and guidelines are listed on about page 39 of this manual.

### **Horse Shows**

Various counties and regions sponsor 4-H horse shows, these may have restricted participation (open to only certain county(ies) or be open to any 4-H member in good standing. To be a member in good standing you must have attended at least 50% of all the club meetings and horsemanship project meetings available to you and completed any other requirements as established by your county of membership. To prove you are a member in good standing you must present the 4-H project horse enrollment form with both your club leader and project leader signatures for the month in which the horse show is taking place. You must also present a current Coggins test paper for each horse shown.

4-H horse shows are required to follow the current 4-H horse show guidelines to be recognized as a 4-H event.

Horses used in 4-H events must be managed by the member by May 1 of the project year.

- A. Missouri State Fair 4-H/FFA Horse Show** The Missouri State Fair sponsors this show. The Missouri State Fair determines classes, dates, stall fees and prizes. The Missouri 4-H/FFA Horse Show Guidelines will be followed with exceptions listed in the State Fair Catalogue. (The biggest exception is that only one member can show a horse at the State Fair show, family members are not allowed to share horses.) A Project Horse Enrollment form, completed through August, must be presented at the show. A current Coggins is required. There are limited numbers of stalls and registration is on a first received basis. Members are encouraged to limit the number of tack stall requested to one per four horses, to allow participation by more members.
- B. American Royal 4-H Horse Show** sponsored by the American Royal and open to 4-H members from several states. There may be some deviations from Missouri State 4-H guidelines due to different states involvement. Read the catalogue carefully.
- C. The American Royal Livestock Show** has a long and proud history as one of America's premiere livestock attractions. The show is held annually in Kansas City during mid-November. This show is known for its outstanding livestock exhibits, rodeo, and horse show.

4-H members take part in the American Royal as exhibitors in one of the following divisions: beef steer, junior heifer show, sheep show, swine show, horse show, or as a contestant in the National 4-H Meats Contest or American Royal Livestock Judging Contest.

Entries for the American Royal must be received in Kansas City by late August on forms available from the American Royal, 1701 American Royal Court, Kansas City, Missouri 64102-1024; 816-221-9800.

### **Seminars**

The Missouri 4-H program offers a yearly Leader/Member training program. This may be in the form of one big seminar or a series of seminars held in different locations. There are also many opportunities offered by other horse related groups, which are open to 4-H leaders and members. Please watch your local county's newsletter for information on these activities.

### **Therapeutic Riding Programs**

There are several other Therapeutic Riding Centers located in Missouri that can use 4-H volunteers as side walkers, instructors, etc. This is an excellent way of volunteering for community service and helping share the information and skills you have developed in the 4-H horsemanship program with others. For the center nearest you access the North American Riding for the Handicapped Association website at [www.narha.org](http://www.narha.org) or contact Dr. Linda Wulff-Risner at 417-256-5174.

### **State Level Special Awards**

#### **A. MFA Saddle Award**

Awarded annually at the Missouri Equine Council Horse Celebration (held in the spring). Awarded to the Missouri 4-H member aged 14 years and older participating in the Missouri 4-H horsemanship program who demonstrates knowledge and skills in horsemanship and horse science, the ability to share the knowledge and skills with other members and the commitment to better their community. This award is sponsored by M.F.A. Agri-Services-Feed Division, Ms. Janice Spears, Coordinator, 201 Ray Young Dr., Columbia, MO 65201. Application is made via the Missouri 4-H MFA Saddle Application Form (available from your Youth Specialist or Youth Education Assistant), See page 45 for further information on this award.

Applications must be postmarked by January 2 and submitted to: Ben Gallup, State 4-H Office, 1110 S. College Avenue, Room 103, Columbia, MO 65211-3410

#### **B. Tennessee Walking Horse Breeders and Exhibitors Association Award**

\$100 savings bond awarded to the top 4-H member 8 – 18 by January 1 of the program year using a Tennessee Walking horse as their project Animal. Apply using the Tennessee Walking Horse Award form (see page 47 of this manual). To win this award you must show your Tennessee Walking horse at a County, District or State 4-H horse show. You may win this award only once.

Applications are due by March 1 and submitted to: Ben Gallup, State 4-H Office, 1110 S. College Avenue, Room 103, Columbia, MO 65211-3410.

Special thanks to Rachel Galeski for helping with the application form.

## Resources for Teaching Project Meetings

### AYHC Youth Leader Manual

Each county extension office has one copy for leaders to borrow. There are 60 worksheet style lessons that are copy ready for you to use in your project meeting.

### Project Materials from National 4-H Supply

[http://www.4-hmall.org/4H\\_Mall/Catalog/Default.asp?category\\_id=277](http://www.4-hmall.org/4H_Mall/Catalog/Default.asp?category_id=277)

or by phone calling 301-961-2934

[Guide to Training Horses](#)

[Horse - Helper's Guide](#)

[Horse 1: Giddy Up & Go](#)

[Horse 2: Head, Heart & Hooves](#)

[Horse 3: Stable Relationships](#)

[Horse 4: Riding the Range](#)

[Horse 5: Jumping to New Heights](#)

[Horse Anatomy: A Coloring Atlas](#)

[Horse Behavior Problem Solver](#)

[Horse Course CD-ROM - Version 3.2](#)

[Horse Games & Puzzles for Kids](#)

[Horse Lovers Encyclopedia](#)

[Horse Showing For Kids](#)

[Horse: Set of 6](#)

[Intermediate English Exercises](#)

### MU Guide Sheets

Available at your University Extension Center or at University Extension website [www.muextension.missouri.edu](http://www.muextension.missouri.edu). Look under Animal Science, Horses/ Mules

### AQHA STAR Program

This program is endorsed by the Missouri 4-H Horsemanship Advisory Committee as an excellent levels program. The STAR program gives youth the opportunity to experience all phases of responsible horse management, riding and leadership skills through the completion of workbooks designed to enhance their progress.

Starting with the bronze level, participants advance at their own pace to Silver, Gold and Diamond Levels. In return for their hard work, participants are rewarded with patches, certificates for jeans, jackets and much more as well as long lasting knowledge of horses.

You must be a member of AQHYA (\$10) and pay a one-time fee of \$25, which covers all four books. You will receive a certificate for Wrangler merchandise after the completion of each book. In addition to the knowledge gained you will receive approximately \$100 worth of merchandise after completion of the 4 book series. For more information on how to enroll in the STAR program contact AQHA at 806-376-4811. You do not have to own a Quarter Horse to use this program; it is good information about horses in general.

[Intermediate Western Exercises](#)

[More Basic Maneuvers Video \\*FD\\*](#)

[Owning Your 1st Horse Video \\*FD\\*](#)

[Riding Instructor & Trail Guide Manual](#)

[Start With Safety Horse Safety Guideline](#)

[The Rider's Fitness Program](#)

[Visible Horse Model Kit](#)

[You & Your Horse: Set of 7 Videos](#)

[Your Horse - Bit & Biting Video \\*FD\\*](#)

[Your Horse - Rider Skills Video \\*FD\\*](#)

[Your Horse- Collection & Fly Lead\\*FD](#)

[Your Horse- Psychology of Training\\*FD\\*](#)

[Your Pony, Your Horse: Kids Guide](#)

[Youth Leaders Manual](#)

## Breed Association Literature

Many breed associations offer free literature and video libraries. Addresses for all of the major breed organizations can be found in MU Guide sheet G2780, which can be accessed from the University Extension Website at [www.muextension.missouri.edu](http://www.muextension.missouri.edu). This electronic Guide sheet has many hyperlinks connecting you directly to the breed association websites. You can also write or phone these associations.

## Videos

Many Breed associations offer videos free to use. See MU Guide sheet 02780 for addresses.

## Reference Books

The following reference books have either been used personally or recommended to me (Linda Risner) as good resources. The list is by no means complete (if you have suggestions please send them to me!). Most of these books are available at bookstores or online. I am not printing exact costs or sources, as these could be outdated in just a year.

- *Horse Industry Handbook* published by the American Youth Horse Council call 606-226-6011. This is an extensive horse information resource and is the primary resource for horse bowl and Hippology contests. It is the start of your library!
- *101 Arena Exercises--Cherry Hill*: Available through bookstores and on line. This is a book of mounted exercises (beginner to advanced) that will help you plan and teach the mounted part of your program while acquainting members with the terms used in multiple disciplines (i.e. dressage and hunt seat). It is appropriate to all age levels and all seats of riding! A must for the person teaching riding! (ISBN 0-88266-316-X)
- *101 Horsemanship and Equitation Patterns* by Cherry Hill. If your group is interested in showing this is a "gotta have" book. Great patterns and instruction on how to execute them. Great problem solving and information on the "pitfalls" of the pattern. From beginner to advanced rider. (ISBN 1-58017-159)
- Pocket manuals by Cherry Hill. These are small pocket manuals which have much of the same information as the above two books but broken down by skill level (beginner, intermediate, advanced) and by discipline (western and English).
  - ❖ *Beginning English Exercises* (ISBN 1-58017-044-7)
  - ❖ *Intermediate English Exercises* (ISBN 1-58017-042-0)
  - ❖ *Advanced English Exercises* (ISBN 1-58017-043-9)
  - ❖ *Beginning Western Exercises* (ISBN 1-58017-045-5)
  - ❖ *Intermediate Western Exercises* (ISBN 1-58017-046-3)
  - ❖ *Advanced Western Exercises* (ISBN 1-58017-047-1)
- Horsemanship and Horse Bowl Literature: See these sections. This list varies from year to year and most of the material is written at a college level and is generally a resource for leaders to get subject matter information. Generally, younger members will not be able to read and/or apply the information with out the leaders assistance.
- *Health Problems of the Horse--Robert Miller, D.V. M.* Published by Western Horseman
- *Communicating with Cues: The Riders Guide to Training and Problem Solving, Part 1--John Lyons.* Good basic training book (ISBN 1-879-620-49-9)
- The United States Pony Club Manuals by Susan Harris. These manuals start at beginners to advanced. They are simply written for children to read. They are comprehensive and great references. They are slanted to the English discipline but the horse care information is generic to all. Published by Macmillan. (ISBN Numbers start with 0-87605 \*.\*.)

- UCDAVIS School of Veterinary Medicine *Book of Horses*. The best “veterinary” resource for lay people that I have found. If you are a serious horse owner, this is a must. I have used it many times in researching problems and/or expanding the information the vet has given me. (ISBN 0-06-270139-8)
- Certified Horsemanship Association *Composite Horsemanship Manual*. This is a four level program starting with basics and building on concepts. Could be used as level 1 for Horsemanship 1 etc. Not as complete as the AQHA STAR program but is not breed specific. Certificates and pins are available as members complete each level
- Available from CHA, 1-800-399-0138.
- *Principles of Horse Training and Management*, Webb, McCall, Vogelsang and Potter. American Press, Massachusetts. A descent step-by-step training manual. This would be good with a group that had young horses to break.

## Resources for Teaching Horse Judging and Oral Reasons

There are many resources available for teaching horse judging and oral reasons here are a few.

- *4-H Horse Judging Guide*: Texas Agricultural Extension Service. A notebook that is laid out in “blocks” covering halter, performance and reasons. It systematically covers each section and is laid out in a very user-friendly manner. Each lesson has objectives and teaching tips. This is the best resource I have found. It lays it out step by step!!!
- Competitive Horse Judging by the American Quarter Horse Association. This is a free booklet that starts with conformation (halter) and progresses to performance events. This is the best free resource I have found
- Conformation: The Relationship of Form to Function by Marvin Beeman (available from AQHA)
- Anatomy of the American Quarter Horse by AQHA
- Breed Associations have many free resources:
  - ❖ AQHA 1-806-376-4811 [www.aqha.com](http://www.aqha.com)
  - ❖ APHA 1-817-834-2742 [www.apha.com](http://www.apha.com)
  - ❖ See MU Guide sheet G2780
- Creative Educational Video has a Horse Judging Video Series available for purchase. Videos covering oral reasons, halter, western pleasure, Hunter Under Saddle, Western Riding, Reining and Trail. These are well done and a great resource. 1-800-922-9965.
- The University of Missouri has a few videos contact your Extension office or go on the Internet at [missouri.edu/~ascwww/medialib.html](http://missouri.edu/~ascwww/medialib.html)
- Maryland 4-H: <http://www.4horse.umd.edu/resources/horsejudging.html>

# Horse Judging Rules

**Absolutely No Refunds**

**Unlimited Per County Per Age Division**

**No Parents Or Coaches Allowed In The Arena During Judging Process, Or Team Will Automatically Be Disqualified**

The State 4-H Horse Judging offers competition for both junior and senior teams. Counties may enter unlimited junior and unlimited senior teams comprised of no more than 4 members each. A team is composed of no more than four or less than 3 members. When members judge, the low score become the alternate and the total of the three (3) high scores becomes the team score. The first place team will be certified to represent Missouri at a national 4-H Horse Judging event. Classes in the state contest will include both conformation and performance classes. Reasons and questions will be taken on representative classes.

## 4-H Horse Bowl Regional and State Contests

**Objectives:** The primary objective of Horse Bowl contests is to provide an opportunity for youth enrolled in 4-H horse projects to demonstrate their knowledge of equine related subject matter in a competitive setting where attitudes of friendliness and fairness prevail. It is also hoped that these contests will provide an educational experience for both participants and spectators.

All contestants and coaches are expected to be thoroughly familiar with all the rules and regulations set forth herein.

### General Rules and Regulations

#### I. Selection of Teams, Contestants and Eligibility and Division Ages

Age divisions will be     8 – 9 called Jr. Jr.  
                                  Youth 8 – 13 will be called Junior.  
                                  Seniors will be youth age 14 and over.

Additional clarification follows:

In an effort to build program enthusiasm please note regional contests have the option of allowing individual entries from a county in all age divisions at the regional contest. Individual entries are not allowed at the state in the Sr or Jr division however they are allowed in the Jr/Jr division. This rule is subject to annual review.

- A. **Eligibility For Regional Contests:** Counties are invited to enter any number of Junior-Junior teams consisting of four (4) members and/or one alternate (individuals may enter in the Jr/Jr division at both region and state) who have not reached their 10th birthday before January 1st of the program year and any number of Junior teams consisting of four (4) members and/or one alternate who have not reached their 14th birthday before January 1st of the program year and any number Senior teams consisting of (4) and/or one alternate who have passed their 14th but not their 19th birthday on or before January 1 of the program year.
- B. **Eligibility For State Contests: All Junior-Junior teams automatically advance to state.** If four (4) or less teams compete in a division at regionals the top one (1) team will advance to State. When five to seven (5 - 7) teams compete in a division at regionals, the top two (2) teams will advance to State. When 8 or more teams compete in a division at regionals, the top three (3) teams will advance to State. In the event that a team completes the round robin undefeated, but is not the high-scoring team, then both the undefeated team and the high-scoring team will advance to State Competition. (This is for competitions that have seven or fewer teams where the entire contest conducted as a round robin). Ties will no longer be broken. Any teams that tie for a placing at the regional level that will advance them to state will advance without a tiebreaker round.
- C. Teams may be selected by any procedure that is deemed appropriate by the certified horse bowl coaches and Extension Youth Development Staff.
- D. Contestants must be bona fide 4-H Club members. It is suggested that members without horses be enrolled in the Horse Judging Project but it is not required.
- E. Senior contestants may not have participated in a previous National Horse Bowl Contest as an official member or alternate. Junior contestants may compete in the junior division as long as age requirements are met, regardless of placing in prior state competition. It is permissible for a child to compete in the Jr-Jr division in the current year even if they competed in the Jr division in a previous year as long as they are still age eligible for the Jr-Jr division in the program year.
- F. Contestants may not have participated in any official, post-secondary (college) Horse Bowl Contest.

- G. Contestant and team entry and eligibility must be certified by the Extension Youth Specialist or person designated by the Youth Specialist.
- H. Entries must be received by the announced entry deadline.

## II. Equipment

- A. **Game Panels** - An appropriate device will be used which will provide a clear indication of the first contestant to respond to a question.
- B. **Time Recorders** - A stop watch or other appropriate timing device will be required.
- C. **Signal Device** - This signal device shall be used by the timekeepers and shall have a very distinctly different sound from that associated with the game panel.
- D. **Score Keeping Devices** - Two devices will be needed: one, such as a blackboard, flip chart or electronic light display will be used to maintain team scores visible to the contestants and if possible, to the spectators; a second device will be required with which to maintain a record of individual contest scores.
- E. **Questions**

1. **The Missouri State Bowl coordinator will generate questions for Regional Contests. Each region will have the same set of questions to use in the regional event.** For teams to prepare, Missouri horse bowl contests, including the state event, will use a CD given to coaches that contain the Illinois bank of horse bowl questions. (The questions are also available on line at [www.4h.missouri.edu](http://www.4h.missouri.edu) under horses.) Those questions were obtained from the following resources

All questions for the Junior-Junior contests must come from the two revised National 4-H manuals: Horse Science and Horses and Horsemanship, plus the Cha Composite Manual, by the Association for Horsemanship Safety and Education.

All questions for the Junior contests must come from the two revised National 4-H manuals: Horse Science and Horses and Horsemanship, plus the AYHC Horse Industry Handbook and the Cha Composite Manual, by the Association for Horsemanship Safety and Education.

All questions for the Senior contests must come from: The Horse (2nd edition); Horses and Horsemanship, Horse Science; the AYHC Horse Industry Handbook, and AYHA Youth Leaders Manual.

### REFERENCE BOOK ORDERING INFORMATION

#### CHA COMPOSITE MANUAL

By: THE ASSOCIATION FOR HORSEMANSHIP SAFETY AND EDUCATION  
5318 Old Bullard Road, Tyler, TX 75703  
ph: (800) 399-0138

#### THE HORSE: (2nd edition)

By EVANS, BORTON, HINTZ, VAN VLECK W H Freeman and Company  
600 Market St., San Francisco, CA 94104  
Phone: 415/391-5870

(A special price may be available if ordered from publisher.)

AYHC HORSE INDUSTRY HANDBOOK  
by the American Youth Horse Council  
4903 Iron Works, Pike, Lexington, KY 40511-8434  
800-879-2942

AYHC Youth Leaders Manual  
by the American Youth Horse Council,  
4093 Iron Works Pike, Lexington, KY 40511  
800-879-2942.

Horses and Horsemanship and Horse Science 4H Manuals (revised in 2001) Orders can be placed on-line at <http://www.4-hmall.org/> . The set of books costs \$4.75.

2. These questions will be distributed among the following categories.
    - a. Nutrition and Feeds
    - b. Breeding, Genetics, and Reproduction
    - c. Anatomy-Parts of the Horse
    - d. Physiology-Body Systems
    - e. History and Evolution
    - f. Training and Psychology
    - g. Showing, Show Procedures and Uses
    - h. Diseases and Unsoundnesses
    - i. Parasitology
    - j. Horse Judging, Conformation and Gaits
    - k. Tack, Equipment, and Housing
    - l. Breeds, Breed Associations, colors & markings
  3. There will be three (3) types of questions used. These will consist of regular questions, each worth 1 or 2 points, to which any member of either team may respond. (Also see V-B4.) These questions will count toward individual and team scores. The second category of questions is toss-up questions, each worth 1 point, and also opens for response by any member of either team. The only difference between a regular and a toss-up question is that toss-up questions have a bonus question attached to each. The third category of questions is bonus questions. A bonus question is worth a predetermined 1-3 point, and all parts of the bonus question must be answered before any points will be awarded. No part of the bonus questions will be repeated nor will any additional information be given to the contestants relative to the question.
  4. All question cards will be arranged in game packets of 30 in games not containing a one-on-one section, and 32 questions in games containing one-on-one competition. Two to five of the questions may be bonus questions. In the Junior-Junior division eighteen questions will be in a game with one toss-up question and one bonus question within that game of eighteen.
  5. The "key word" of each question should be placed towards the end of the question as written, and **true/false questions are unacceptable**.
- F. **Facilities** - At least one soundproof room is needed for each game in play. An additional "study" or "isolation" room should be available for contestants waiting to compete. This room should be conveniently accessible to the game room(s) but situated so game play cannot be heard.

### III. Officials

- A. **Moderator (Quiz Person)** - The moderator shall assume the direction of the matches within that particular room, ask all questions, designate contestants to answer questions and accept or reject all answers unless the questions and/or answers are challenged. The moderator may indicate when a contestant has exceeded the allotted question. The moderator will declare the match winner and shall at all times be in control of the matches.
- B. **Referee Judges** - At least two referee judges are recommended per game. At the Regional Contest these are to be supplied by the Director of that Regional Contest. The judges must be knowledgeable horse persons, and should not have been associated with any competing teams from the region. The referee judges rule jointly on the acceptability of any question or answer. In cases of challenge to questions or answers in matches with two referee judges, either both referee judges or one referee judge and the moderator must agree on the acceptability or rejection of any questions and/or answer. With only one referee judge, both the judge and the moderator must agree on actions to be taken.
- C. **Time Keeper** - Unless this duty is assumed by the moderator or by a referee judge, the time keeper will monitor all time intervals and designate when time of the response has been exceeded and will handle all controls of the game equipment. It is strongly recommended that neither the moderator nor a referee judge be used as a timekeeper.
- D. **Score Keepers** - The individual maintaining team scores shall do so in such a manner that all points awarded or taken from each team may be checked and that the scores are clearly visible to the moderator and to the contestants. A record of the individual scores of each contestant should also be maintained.

### IV. Teams

- A. Each team shall consist of four (4) members and/or an alternate.
  - 1. Four contestants shall be seated at the panel at any one time.
  - 2. During any match, one team member only may be replaced at the panel when:
    - a. The moderator deems it impossible for one of the seated members of the team to continue in the contest, or:
    - b. The captain of a team requests the replacement of a team member with the alternate at the halfway break.
  - 3. The team member removed from a match becomes ineligible to return to that particular match. The team member removed and the replacement member are both eligible to participate in further matches. The use of a five-member team is strongly recommended.

### V. Procedures of Play

#### A. Game Procedures

- 1. All contests shall be run with round-robin tournament format when 7 or fewer teams are present. The double-elimination tournament format shall be used when 8 or more teams are present, until the final 4 teams have been determined, at which time the final 4 remaining teams compete in a round-robin format.

2. In the event that a team completes the round robin undefeated, but is not the high-scoring team, then both the undefeated team and the high-scoring team will advance to State Competition. (This is for competitions that have seven or fewer teams where the entire contest conducted as a round robin). Ties will no longer be broken. Any teams that tie for a placing at the regional level that will advance them to state will advance without a tiebreaker round. **All Junior-Junior teams automatically advance to state.** If four (4) or less teams compete in a division at regionals the top one (1) team will advance to State. When five to seven (5 - 7) teams compete in a division at regionals, the top two (2) teams will advance to State. When 8 or more teams compete in a division at regionals, the top three (3) teams will advance to State.
3. Questions asked in different matches of the same round may be the same unless circumstances dictate otherwise.
4. It shall be the responsibility of the team coach to ensure that their team members do not overhear or discuss with others questions from matches in the same round before that particular team has participated in that round.
5. After participating in a match, team members and coaches that will be continuing in the contest in further rounds shall remain quietly in the contest room until the conclusion of the round in progress.
6. There should be no unnecessary traffic between isolation rooms and contest rooms or discussion of questions that will be used again in other matches. This is a matter of ethics and requires the cooperation of all.

## **B. Match Procedures**

1. Each match will be divided into two halves based either on time or numbers of questions.
2. During the match, all regular questions will be worth 1 or 2 points and toss-up questions will be worth 1 point and all bonus questions will be worth 1-3 points as indicated in II-E3.
3. A short pause will be called at the mid-point in each match. It is recommended that contestants be substituted at this time.
4. Procedures specific to age divisions are detailed below:

One-on-one play: During the first half of each match, only 1 member of each team will be eligible to respond to each question during both Junior and Senior Division matches at Regional and State Contests. The Junior-Junior division will not have one-on-one play.

Eligibility to answer one-on-one questions will change with each question beginning with the number 1 players on each team, and passing to the number 2, 3 and 4 contestants of each team respectively, until all the remaining questions in the first half have been asked. Each question during one-on-one will be worth 2 points. In the Senior division, an incorrect response will result in only 1 point being deducted. In the Junior and the Junior-Junior divisions no points will be deducted for an incorrect answer. (See also VD3 a and b.) It is suggested that each team member be given an opportunity to respond to the same number of questions. That is, the number of questions asked during the first half of the game is evenly divisible by 4. During the second half of matches containing one-on-one play, all regular and toss-up questions will be worth 1 point and all bonus questions will be worth 1-3 points as indicated in II-E3.

### C. Starting the Contest

1. Teams are assembled and seated at their respective panels and each contestant given the opportunity to check the equipment.
2. A team captain is designated, normally to be seated nearest the moderator.
3. The questions packet is opened by the moderator.
4. The moderator reads the first question (as with all succeeding questions) until the completion of the reading of the questions or until such time as a contestant activates a buzzer. Five seconds will be allowed following the complete reading of each question for contestants to activate a buzzer.

If a buzzer is activated during the reading of any question, the moderator immediately will cease reading the question and the contestant activating the buzzer shall have 5 seconds after having been recognized by the moderator to begin the answer to the question.

- a. The repeating of the questions by the contestant shall not be considered the initiation of an answer.
  - b. It shall be the responsibility of the moderator and the referee judges to determine if an actual answer is started within the 5-second period.
5. If the time in which to answer a question elapses without a contestant activating a buzzer, there shall be neither no loss of points nor awarding of points to either team.

If a bonus question was attached to an unanswered toss-up question, the bonus question is then transferred to the next question to which no bonus is attached. If there are no questions left to attach it to, it shall be asked as a regular 1-point question.

6. If a buzzer is activated during the reading of a question or within the 5-seconds following the reading of the question:
  - a. Senior Division:

If a member of a team activates a buzzer and an answer has not been started within the 5 second allowable time, there will be an appropriate 1 point penalty imposed against the team of and the contestant activating the buzzer.

If the answer to any question, whether read to completion or not, is incorrect, the question shall not be repeated for the opposing team, and an appropriate 1-point penalty will be imposed against the team of and the contestant giving the wrong answer.
  - b. Junior-Junior and Junior Divisions:

If the answer to any regular or tossup question, whether read to completion or not, is incorrect, the question will be repeated for the opposing team. The opposing team will have 5-seconds to respond to the repeated question. No points will be deducted for incorrect answers.
  - c. If a question is thrown out at any point during the play of that question, both teams shall have the opportunity to answer the replacement/substitute question.

- d. If a bonus question is attached to an unanswered or incorrectly answered toss-up question (by both teams in the case of a Junior contest) or to a toss-up question which was unanswered following the activation of the buzzer, that bonus question is transferred to the next question to which no bonus is attached.
7. If the question is correctly answered within the 5-second time limit, that team and individual score 1 or 2 points.
    - a. If a bonus question is attached to the correctly answered toss-up question, the moderator then reads the bonus question and a 10-second discussion period is permitted for team consultation to determine the answer. The end of the 10-second period is signaled by the timer. At the signal from the timer, a 5-second period is then permitted for the team captain or designee to begin the answer. After the 10-second discussion period is over, the passing of notes to the team captain or designee WILL BE allowed.
    - b. Successful completion of the answer will result in that team being awarded the number of points designated for that bonus question.
    - c. All parts of the bonus questions must be answered correctly with no partial points permitted, regardless of the number of parts of the question answered correctly.
    - d. Failure to answer a bonus question or incorrect answer results in no penalty (loss of points) to the team.
    - e. No part of the bonus question will be repeated nor will any additional information be given to the contestants.
  8. In order to encourage full team participation, bonus points will be awarded in each match to the teams to have each team member correctly respond to at least 1 question other than bonus questions. This bonus shall be worth 2 points to each team to qualify, and may be earned repeatedly by each team.
    - a. In order to obtain these bonus points, each member of the team seated at the time must have correctly answered a question. If a team member who, already having answered a question correctly, is replaced by an alternate, and that team has not yet earned the bonus points, it will be necessary for the alternate to also answer a question correctly before the bonus points may be awarded.
    - b. Replacement of a member of a team after the bonus has been earned will not cause a loss of points nor will it prevent the earning of additional bonus points in that match.
  9. Either team captain or the moderator may call for a "time out" for clarification of a rule, to permit replacement of a team member, or to allow for unexpected problems. These "time outs" may be called only after a question has been answered and before the start of the next question.

#### **D. First Half Play/One-on-One**

1. The moderator shall indicate clearly the start of one-on-one play.
2. Each question shall be addressed to only one member of each team, beginning with the number 1 contestants of each team and progressing with subsequent questions to the number 2, 3, and 4 contestants respectively (See V-B4).

3. The moderator shall indicate prior to the reading of each question which two contestants are eligible to respond.
  - a. If any contestants other than the 2 designated contestants respond, that individual will lose 2 points and the team of that individual contestant will lose 2 points.
  - b. If any contestant responds more than twice to questions directed to another contestant, they shall be replaced at the panel by the alternate, if available. If no alternate is available, the remainder of the match will be played with less than the full team, and all questions normally addressed to the eliminated contestant will be addressed only to the opposing contestant.
4. There will be no bonus questions asked during the one-on-one period.

#### **E. Completing the Contest**

1. The moderator will continue reading questions (and bonus questions if applicable) until all questions have been asked.
2. If a question is thrown out either due to poor reading by the moderator or a decision of the referee judges, it will be replaced by another question so that the total number of questions asked remains constant.
3. Following the final question, the team with the highest number of points shall be declared the winner of that match.
4. In the event of a tie after the designated number of questions, 5 additional regular questions will be asked. If a tie still remains after the overtime, the first team to win a point (or because of a loss of a point by the other team, has a 1-point advantage) will be declared the winner. Tiebreaker points do **not** get added to individual, team, or team bonus scores.
5. Once the moderator has declared a winner based on the scores, there shall be no protest.
6. There shall be no protest of any questions or answers following the declaration of the winner.
7. The rank of teams will be determined as follows:
  - a. If double elimination games were played: All scores from double elimination rounds are dropped. Everyone begins round robin with a score of zero. The team with the highest total score of all 3 rounds played in round robin is the winner. The second highest score gets second place & so on down the line. Placing for 5th goes to the team with the highest score in the last bracket played (without being in the top 4) before round robin began & so on.
  - b. If round robin only is played: The team with the highest total score of all rounds played in round robin is the winner. The second highest score gets second place & so on down the line.
8. **Double elimination tiebreakers** are as follows:  
1st tiebreaker: total average of all games played in double elimination games  
2nd tiebreaker: highest match score in double elimination games  
3rd tiebreaker: total score of the top 2 matches in double elimination games.

9. **Individual tiebreakers** are as follows:

1st tiebreaker: high average score for the entire contest.

2nd tiebreaker: high individual match scores.

3rd tiebreaker: total number of points earned in the contest.

**F. Protests of Questions and/or Answers**

1. A protest of a question or answer of a question may be made only by one of the team captains or the coach of either team and then only at the time a particular question is read or the answer is given. There will be only one coach recognized for each team. The moderator and the referee judges will consider the protest, and their decision in all cases is final.
2. If a protest is sustained, the moderator will take one of the following actions as is deemed appropriate:
  - a. A question is protested before an answer is given and the protest sustained - discard the question. No loss or gain of points will result for either team.
  - b. An answer is protested (either correct or incorrect) - at least one of the referee judges and the moderator or both referee judges determine the validity of the protest. Points will be added or subtracted as appropriate.
  - c. A question is protested after an answer is given (correct or incorrect) at least one referee judge and the moderator or both referee judges determine the validity of the protest of the question. The question may then be discarded at no loss of points or the question may be allowed with the appropriate gain or loss of points as in (b) above.
3. Abuse of protest provisions may result in one or more of the following.
  - a. dismissal of team coach from the contest area
  - b. dismissal (or replacement) of team captain
  - c. dismissal of entire team with forfeiture of any points or standing
4. Spectators, parents and visitors may not protest any question, answer, or procedure during the course of play. They are encouraged, however, to submit in writing to the contest officials any suggestions, complaint or protests at the conclusion of the contest. Unseemly behavior, unsportsmanlike conduct or any actions that are generally accepted as detrimental to the contest may subject the perpetrators of such actions to dismissal from the immediate area of the contest.
5. No source of information is infallible. There may at times be answers given to questions that are in agreement with the recommended sources that are, in fact, erroneous. Every effort shall be made to eliminate such questions, but in the event of such occurrence, the referee judges and moderator may challenge the answer and if there is unanimous agreement may elect to accept only the correct answer or to discard the question with no loss or gain of points to either team.

**G. Recorders**

Tape recorders may not be used at any time during the conduct of a match.

## **VI. Equipment Failure**

It shall be the responsibility of contestants to assure themselves that all equipment is operating correctly at the start of the match.

### **A. Failure During a Match**

1. If the device being used ceases to function during a match or is believed to be malfunctioning, a "time out" may be called by any contestant, the moderator, or by either coach.
2. If, after checking, it is determined that there is equipment malfunction, the faulty part or parts will be replaced and play resumed.
3. Scores accumulated up to the point of the "time out" shall stand and all further points awarded during the remainder of the match added to or subtracted from this total.

If both referee judges or one referee judge and the moderator deem it advisable, points awarded for the 2 questions asked immediately prior to determination of equipment failure may be recalled and 2 additional questions used.

4. Under no conditions shall there be a replay of a match in which there was equipment failure.
5. In the case of complete failure of equipment, contestants shall signal their response to questions in a manner agreed upon by the moderator and referee judges. Their decision shall be final in all cases.

## Missouri 4-H Horse Bowl Scoring Clarifications

Several questions have arisen following the first set of Regional Contests. The following was written to help clarify the scoring guidelines. To assure that all Missouri 4-H Horse Bowl Contests are scored in the same way, the following clarification of scoring for each type of question is offered.

**Questions:** There are four types of questions in a horse bowl contest:

1. Match Play Questions: Questions that are directed to a particular chair. Only the member on either team in that chair can respond. Questions are each worth 2 points. Match play questions are only used in the JR & SR divisions.
2. Regular Questions: Questions that any member of either team may answer. Regular questions will be worth 1 point.
3. Toss-up Questions: Questions that any member of either team may answer. If a member of one team answers correctly, that team can receive a bonus question that only that team can attempt to answer. Toss-up questions are worth 1 point.
4. Bonus questions: Questions earned only by answering a toss-up question correctly. Team members can consult with each other for 10 seconds to come up with the correct answer. Correct answer must be started within 5 seconds after the 10 second discussion period. Bonus questions will be worth 1, 2, or 3 points.

**Team Bonus Points:** Teams can also earn 2 Team Bonus Points each time all four seated members of the team answer a question correctly. Team Bonus Points can be earned during any part of the contest. A team can receive Team Bonus Points repeatedly in a game. If a team has an alternate that plays and the alternate replaces a team member who has answered a question correctly, that chair must set their card up to signify that the new seated member has not answered a question correctly. The alternate (new seated member) must answer a question correctly in order to receive Team Bonus Points from the point of substitution. A member answering a Bonus Question does not count toward earning Team Bonus Points. Three-person teams cannot receive Team Bonus Points.

If a member who has answered a question correctly forgets to lay their card down, they should be reminded to do so by the scorekeeper, moderator, judge, coach, other team member, or anyone else who notices their failure to put the card down. The card can be laid down any time after the question is answered correctly. When Team Bonus Points are earned (all four members have answered a question correctly) the scorekeeper should automatically reward the team with 2 Team Bonus Points, and then instruct the team members to set their cards back up.

### Process for Each Type of Question

#### General Information

After the question is read, members will have five seconds to hit their buzzer for a chance to answer the question. After a member "buzzes in" the member must wait for the moderator to recognize them before answering the question. After the member is recognized, the member has five seconds to begin answering the question. Note that the member repeating the question is not considered beginning an answer. If the member fails to begin the answer in the five seconds, it is considered the same as giving an incorrect answer.

If the member begins an answer before being recognized, it is considered the same as giving an incorrect answer, even if the response is correct.

In all cases except for Bonus Questions, if no member from either team "buzzes in" within five seconds after the question has been read, the game moves on to the next question. Any time a question is not answered correctly by either team, the moderator will read the correct answer.

In all cases except for answering a Bonus Question the member who answers correctly should lay their number down on the table so the team will know when they qualify for Team Bonus Points.

In all cases except for a Bonus Question, if a member “buzzes in” before the question has been completely read, the moderator will stop reading the question and the member must attempt an answer within 5 seconds after being recognized. This question will be re-read to the opposing team if answered incorrectly (except in SR division).

#### **A. Match Play Questions**

Match Play is used for Junior and Senior divisions only. During match play each question will be directed to a particular chair (1, 2, 3, or 4). A question directed to Chair 1 can only be answered by the member on each team in that chair. The member in the appropriate chair must buzz in to answer. The member must be recognized before responding.

##### **Junior Division**

If a team member other than the appropriate chair buzzes in when it was not their question, that team loses the opportunity to answer the question and the question is redirected to only the appropriate chair on the opposing team. Only in Senior Division, a loss of 1 point for the team whose chair incorrectly buzzed in & the question is dead & not asked to the opposing team.

##### **Senior Division**

If a team member other than the appropriate chair buzzes in when it was not their question, that team loses 1 point. The question is dead and is not asked to the appropriate chair on the opposing team.

If proper procedure was followed (buzz in, wait for recognition) and the correct answer is given, the team is awarded two points.

**If answered incorrectly the procedure differs by age division as follows:**

##### **Junior Division**

The team is not penalized for an incorrect answer. The question is re-read to the opposing team and is open for the appropriate chair on the other team to “buzz in” in an attempt to answer within 5 seconds after being recognized. If the appropriate chair on the other team follows proper procedure (buzzes in, is recognized) and gives the correct answer, the team is awarded 2 points. The member lays their number down to indicate they have answered a question correctly. If the question is answered incorrectly, the game moves on to the next question for the next chair with no loss of points to either team.

##### **Senior Division**

The team will lose 1 point. The question is **not** open for the appropriate chair on the other team.

#### **B. Regular Questions**

During regular question each question can be answered by any team member from either team currently in the game. A member must be the first to “buzz in” to get a chance to answer the question. The member must be recognized before responding.

If proper procedure was followed (buzz in, wait for recognition) and the correct answer is given, the team is awarded one point.

**If answered incorrectly the procedure differs by age division as follows:**

##### **Jr. Jr. and Junior Division**

The team is not penalized for an incorrect answer. The question is open for the any member on the other team to attempt to answer within 5 seconds. The moderator should re-read the complete question for the opposing team, unless a member on that team “buzzes in” early. If a member of the opposing team follows proper procedure (buzzes in, is recognized) and gives the correct answer, the team is awarded 1 point. If the question is answered incorrectly, the game moves on to the next question after the moderator reads the correct answer for the contestants.

### **Senior Division**

The team loses 1 point. The question is **not** open for the other team to answer.

### **C. Toss-Up Questions**

The same rules apply as for the Regular Question. However, if a team member answers the question correctly, only that team has a chance to answer a Bonus Question following the correct procedure.

### **D. Bonus Questions**

If a member of a team answers a Toss-Up Question correctly, only that team has a chance to answer a Bonus Question. The moderator reads the bonus question. When the question has been completely read, the team has 10 seconds to consult with each other to come up with an answer. When the 10 seconds is over the team cannot consult verbally, but written notes can be passed. When the 10 seconds is over, the team captain, or another member designated, has 5 seconds to begin the answer. If the answer is correct the team is awarded 1, 2, or 3 points based on the value assigned to the question.

**In all divisions, failure to attempt an answer to a bonus question or an incorrect response to a bonus question will not result in a loss of points. No partial points are awarded for answers that are not complete.**

## National Contest Horse Bowl Question Categories

- 19.610 EVOLUTION AND ZOOLOGICAL SCHEME
  - 19.610 3 history
- 19.611 EQUINE REPRODUCTION - MISCELLANEOUS
  - 19.611-1 stallions
  - 19.611-2 mares
  - 19.611-3 foals
  - 19.611-4 equine genetics
- 19.614 INFORMATION ON HORSES AND MISCELLANEOUS INFORMATION
  - 19.614-2 light horse breeds
  - 19.614-3 pony breeds
  - 19.614-4 horse colors
  - 19.614-5 horse markings
  - 19.614-6 draft horse breeds
  - 19.614-7 donkeys and burros
- 19.62 MANAGEMENT
  - 19.62-1 foot care & shoeing
  - 19.62-2 parasites – internal & external
  - 19.62-3 health
  - 19.62-4 diseases
  - 19.62-5 injuries & lameness
  - 19.62-6 safety
  - 19.62-7 transportation
  - 19.62-8 psychology
  - 19.62-9 training
  - 19.62-10 housing & environment
- 19.6316 PARTS OF THE HORSE – EXTERNAL
  - 19.6316-1 physiology – all internal systems
  - 19.6316-2 skeletal system
  - 19.6316-7 teeth
  - 19.6316-8 functional system – form to function
  - 19.6316-9 anatomy of the horses' feet
- 19.6319 EXHIBITION OF HORSES
  - 19.6319-1 halter and showmanship
  - 19.6319-2 equitation – Western/English
  - 19.6319-3 pleasure – Western/English
  - 19.6319-4 misc. show ring classes
  - 19.6319-5 hunter & jumper classes
  - 19.6319-6 driving – horse/pony
  - 19.6319-7 gymkhana/rodeo
  - 19.6319-8 dressage
  - 19.6319-9 horse racing
  - 19.6319-10 misc. riding events
- 19.634 HORSE JUDGING – MISCELLANEOUS INFORMATION
  - 19.634-1 conformation
  - 19.634-2 defects in conformation
  - 19.634-3 unsoundness/blemishes
- 19.6510 WESTERN TACK & ALL OTHER APPOINTMENTS
- 19.657 ENGLISH TACK & ALL OTHER APPOINTMENTS
- 19.670 FEEDING HORSES & NUTRITION
- 19.687 GAITS OF THE HORSE
  - 19.687-1 action defects
- 19.709 FITTING & GROOMING HORSES
  - 19.709-1 grooming equipment

**MISSOURI 4-H HORSE BOWL REGISTRATION  
Senior Teams**

**Registration due by April 1 to the state office:** Horse Bowl, 1110 S. College Ave, Room 103, Columbia, MO 65211-3410

Enclosed is an entry fee of **\$15.00 per team member** entered. Check payable to the University of Missouri.

Eligibility for State Contests: If 4 or less teams compete in a division at regionals, the top 1 team will advance to state; when 5 to 7 teams compete, the top 2 teams advance; when 8 or more teams compete, the top 3 teams advance.  
**(Minimum of 4 and maximum of 5 per team)**

Regional Coordinator \_\_\_\_\_ Date \_\_\_\_\_

\_\_\_\_\_ region plans to enter the following **SENIOR TEAMS (members must be 14-18 years of age before January 1 of the current club year).**

**Team Name:** \_\_\_\_\_

	Name	Address	Age/DOB/Gender/Race
Chair 1.	_____	_____	_____
Chair 2	_____	_____	_____
Chair 3	_____	_____	_____
Chair 4	_____	_____	_____
Chair 5	_____	_____	_____

**Coaches must be certified to bring a team. Coach's email address** \_\_\_\_\_

Coach's Name	Address	Phone
--------------	---------	-------

**Team Name:** \_\_\_\_\_

	Name	Address	Age/DOB/Gender/Race
Chair 1.	_____	_____	_____
Chair 2	_____	_____	_____
Chair 3	_____	_____	_____
Chair 4	_____	_____	_____
Chair 5	_____	_____	_____

**Coaches must be certified to bring a team. Coach's email address** \_\_\_\_\_

Coach's Name	Address	Phone
--------------	---------	-------

**Team Name:** \_\_\_\_\_

	Name	Address	Age/DOB/Gender/Race
Chair 1.	_____	_____	_____
Chair 2	_____	_____	_____
Chair 3	_____	_____	_____
Chair 4	_____	_____	_____
Chair 5	_____	_____	_____

**Coaches must be certified to bring a team. Coach's email address** \_\_\_\_\_

Coach's Name	Address	Phone
--------------	---------	-------

Approved by extension YS/YPA/YE County \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

**MISSOURI 4-H HORSE BOWL REGISTRATION  
Junior Teams**

**Registration due by April 1 to the state office:** Horse Bowl, 1110 S. College Ave, Room 103, Columbia, MO 65211-3410

Enclosed is an entry fee of **\$15.00 per team member** entered. Check payable to the University of Missouri.

Eligibility for State Contests: If 4 or less teams compete in a division at regionals, the top 1 team will advance to state; when 5 to 7 teams compete, the top 2 teams advance; when 8 or more teams compete, the top 3 teams advance.  
**(Minimum of 4 and maximum of 5 per team)**

Regional Coordinator \_\_\_\_\_ Date \_\_\_\_\_  
\_\_\_\_\_ region plans to enter the following **JUNIOR TEAMS** (members must have be 8-13 years of age before January 1 of the current club year).

**Team Name:** \_\_\_\_\_

Name	Address	Age/DOB/Gender/Race
Chair 1.	_____	_____
Chair 2	_____	_____
Chair 3	_____	_____
Chair 4	_____	_____
Chair 5	_____	_____

**Coaches must be certified to bring a team. Coach's email address** \_\_\_\_\_

Coach's Name	Address	Phone
--------------	---------	-------

**Team Name:** \_\_\_\_\_

Name	Address	Age/DOB/Gender/Race
Chair 1.	_____	_____
Chair 2	_____	_____
Chair 3	_____	_____
Chair 4	_____	_____
Chair 5	_____	_____

**Coaches must be certified to bring a team. Coach's email address** \_\_\_\_\_

Coach's Name	Address	Phone
--------------	---------	-------

**Team Name:** \_\_\_\_\_

Name	Address	Age/DOB/Gender/Race
Chair 1.	_____	_____
Chair 2	_____	_____
Chair 3	_____	_____
Chair 4	_____	_____
Chair 5	_____	_____

**Coaches must be certified to bring a team. Coach's email address** \_\_\_\_\_

Coach's Name	Address	Phone
--------------	---------	-------

Approved by extension YS/YPA/YE County \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

**MISSOURI 4-H HORSE BOWL REGISTRATION  
Junior-Junior Teams**

**Registration due by April 1 to the state office:** 1110 S. College Ave, Room 103, Columbia, MO 65211-3410

Enclosed is an entry fee of **\$15.00 per team member** entered and Individual participant's fee is **\$15 per person**. Check payable to the University of Missouri.

Eligibility for State Contests: All Junior-Juniors automatically advance to state.

Regional Coordinator \_\_\_\_\_ Date \_\_\_\_\_  
\_\_\_\_\_ region plans to enter the following **JUNIOR-JUNIOR TEAMS (members must be 8-9 years of age before January 1 of the current club year)**.

**Team Name:** \_\_\_\_\_

	Name	Address	Age/DOB/Gender/Race
Chair 1.	_____	_____	_____
Chair 2	_____	_____	_____
Chair 3	_____	_____	_____
Chair 4	_____	_____	_____
Chair 5	_____	_____	_____

**Coaches must be certified to bring a team. Coach's email address** \_\_\_\_\_

Coach's Name \_\_\_\_\_ Address \_\_\_\_\_ Phone \_\_\_\_\_

**Team Name:** \_\_\_\_\_

	Name	Address	Age/DOB/Gender/Race
Chair 1.	_____	_____	_____
Chair 2	_____	_____	_____
Chair 3	_____	_____	_____
Chair 4	_____	_____	_____
Chair 5	_____	_____	_____

**Coaches must be certified to bring a team. Coach's email address** \_\_\_\_\_

Coach's Name \_\_\_\_\_ Address \_\_\_\_\_ Phone \_\_\_\_\_

**Team Name:** \_\_\_\_\_

	Name	Address	Age/DOB/Gender/Race
Chair 1.	_____	_____	_____
Chair 2	_____	_____	_____
Chair 3	_____	_____	_____
Chair 4	_____	_____	_____
Chair 5	_____	_____	_____

**Coaches must be certified to bring a team. Coach's email address** \_\_\_\_\_

Coach's Name \_\_\_\_\_ Address \_\_\_\_\_ Phone \_\_\_\_\_

Approved by extension YS/YPA/YE County \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

## Resources for Training a Hippology Team

There are four phases to the Hippology contest. Each phase is worth 100 points. The first three phases are completed individually with each individual's points added for the team points.

1. Test phase: Questions may be multiple-choice or true false. Study the same resources as the horse bowl contest. Contestants may be required to look at slides and/or objects and identify certain facts (for example: color of the horse, blemishes, markings).
2. Judging Phase: see resources for horse judging. Usually judge one halter and one performance class. No oral reasons.
3. Stations: There may be 5-10 stations for a total of 100 points. Each station requires the contestant to look at a group of objects and be able to identify what it is and may be required to tell its purpose. There are hundreds of different subjects for stations. Some examples might be: (identify the parts of the hoof, identify different feeds, identify the parts of the male or female reproductive tract, identify grooming tools etc.).
4. Problem Solving: The team works on this together. Each team will be given a problem to solve. They are given the problem to read and 5-10 minutes to work together to prepare a solution. They present their solution to a judge. The judge evaluates the knowledge they have used to solve the problem, their work as a team (each person should present part of the solution), and their poise and speaking skills. The judge may ask questions to clarify or test the knowledge of the team. See judges score sheet below.

**Resources:** Missouri 4-H will use the Horse Bowl CD as the resource to study for hippology. Copies of that CD may be obtained by calling the State 4-H Office at 573-882-1441, sending an email to Ben Gallup at [gallupb@missouri.edu](mailto:gallupb@missouri.edu), or from the web page at [www.4h.missouri.edu](http://www.4h.missouri.edu).

### **Please note the following clarification on sources for the State Hippology contest:**

Juniors:

Horses and Horsemanship

Horse Science

CHA Manual

American Youth Horse Council Youth Leaders Manual (notebook)

Horse Industry Handbook

Seniors:

All of the above and:

Horse Anatomy by Kainer and McCracken

The Horse by Evans

The information from all of these sources is available in question form on the Horse Bowl CD which is available free from the state 4-H office. The CD will work in preparation for the test and station portion of the contest. However, the stations portion of the contest will be in video format and the CD may not be adequate as a stand alone study guide.

## 4-H Hippology Problem Score Sheet

Group county name and or number: \_\_\_\_\_

Check one: Junior Division \_\_\_\_\_ Senior Division \_\_\_\_\_

<b>Topic</b>	
1. Did you find their approach to solving the problem accurate and appropriate?	5 points possible
2. Did the members offer a unique creativity or a novel approach to solving the problem?	10 points possible
<b>Content and Organization</b>	
3. Was there a clear introduction, body and summary in the presentation?	10 points possible
4. Were the key points presented in an organized and sequential fashion?	50 points possible
<b>Presentation</b>	
5. Did each member of the team participate in the presentation smoothly and without distraction?	15 points possible
6. Were the 4-H'ers voices clear and understandable?	5 points possible
7. Did the 4-H'ers use nonverbal and verbal variations to emphasize points?	5 points possible

**Total Score:** \_\_\_\_\_ **based on 100**

**Additional Comments:**

## **State Guidelines for Hippology Contests**

The primary objective of the Hippology Contest is to provide an opportunity for youth enrolled in a 4-H Horsemanship and Horseless Horse projects to demonstrate their depth and breadth of their horse knowledge in competitive setting where attitudes of friendship and fairness prevail. The Hippology contest has four (4) phases: examination phase, station phase, judging phase and team problems.

There will be no limit on the number of teams sent, but counties are responsible for pre-assignment of contestants to teams with 3 minimum or 4 maximum youth. Hippology is a team event; however, individuals may participate in the test, judging and station sections of the contest. Individual participants are not eligible for team awards. They will be considered for the high point individual belt buckle award. Please clarify on the form those on the team and those registering as individuals

A team is composed of three (3) or four (4) members. The team may be a county, multi-county, or a regional team. There is not a national contest available for junior teams.

## Hippology Poster Ideas

Items marked with ( \* ) are good junior posters but they can also be used for seniors.  
The hippology contests will use these ideas but are **not** limited to using only items listed.

- 3 Day Eventing
- Action Defects \*
- Age Determination by Teeth
- Aids Uses in Riding \*
- Ailments & Faults \*
- Animal Rights
- Attire \*
- Attire to Style of Riding \*
- Barn Roof Styles
- Barn Supplies \*
- Bit Accessories
- Blemishes Identification \*
- Body Joints
- Bone Identification
- Bones of Front Leg
- Bones of Head
- Bones of Hind Leg
- Breed Identification \*
- Breed Origins
- Breeding Terms
- Breeds of Ponies, Origins
- Breeds to Head Shots
- Bridle & Bit Parts \*
- Buying Hay
- Capacities of Various Organs
- Circulatory System
- Color Dilutions
- Color Patterns \*
- Colors \*
- Competitive/Endurance Trail Riding
- Conformation Defects \*
- Coolers, Blankets & Pads \*
- Corrective Shoes & Problem Correcting
- Cowboy Events \*
- Descriptive Identification Terms \*
- Digestive System \*
- Disease to Part Affected
- Diseases—Causes, Symptoms, Other Names
- Draft Breed, Id & Origin
- Dressage Arena Letters
- Dressage Manuevers
- Driving Class – Descriptions, Attire, Breeds
- Driving Terms
- Endocrine System
- Equipment \*
- Evolution Stages & Epochs

- External Parasite Identification \*
- Farrier Tools
- Farrier Tools & Uses
- Faults Corrected by Shoes or Trimming
- Feeding Schedules \*
- Female Reproductive Tract \*
- Fencing--Types & Materials
- First Aid, Bandages
- Flat Racing Terms
- Foaling & Care
- Fox Hunting Terms, Descriptions
- Freeze Brand Identification
- Gait – Beats, Hoof Sequence \*
- Gait Identification \*
- Gaming Classes, Patterns, Dimensions, Scoring
- Genetics
- Genotype to Color
- Grains Identification \*
- Grooming Supplies \*
- Harness – Parts, Types
- Harness Racing Terms
- Hays Identification \*
- Head Markings \*
- Headstalls
- Heart – Parts, Layers
- Hoof & Leg Protection \*
- Hormone & Effects
- Hormone to Gland
- Hormone—Organs Affected
- Horse Collars
- Horse Terms \*
- Identification of Actual Bones of Horse
- Immunizations & Dewormers
- Initials & Abbreviations to Descriptions
- Interior Barn Dimensions of Stalls, Aisles, Windows, Doors
- Internal Parasite Identification \*
- Joints of Body \*
- Joints of Front Leg
- Joints of Hind Leg
- Judging \*
- Jumps
- Knot Identification, Uses
- Leg Markings \*
- Male Reproductive Tract \*
- Markings \*
- Maternal & Fetal Membranes & Fluids
- Mouthpieces of Bits
- Nutrient to Specific Nutrient Type (Vitamin, Amino Acid)
- Nutrition \*
- Pack Saddle, Parts, Types
- Parasite Life Cycles

- Parasite Scientific Names
- Parasite Treatments
- Parts of Bit \*
- Parts of Bridle \*
- Parts of Buggies/Carriages
- Parts of English Saddle \*
- Parts of Eye
- Parts of Front Leg \*
- Parts of Hackamore \*
- Parts of Hind Leg \*
- Parts of Hoof \*
- Parts of Horse \*
- Parts of Large Intestine & Cecum \*
- Parts of Nervous System
- Parts of Shoe, Nail & Nail Head Styles \*
- Parts of Side Saddle
- Parts of Urinary System
- Parts of Western Saddles \*
- Patterns Used In Reining, Gaming, Shows \*
- Permanent & Temporary Teeth Parts \*
- Points Associated With Different Events
- Poisonous Plants
- Protective Equipment, Uses, ID \*
- Ration Balancing
- Registries & Associations
- Reining Terms, Manuevers, Scoring
- Repair & Maintenance Items \*
- Restraints
- Riding Lesson Requirements, Terms
- Rodeo Equipment
- Rodeo Events, Times, Disqualifications
- Roping Terms & Equipment
- Safety \*
- Scientific Names of Diseases
- Scientific Names of Joints
- Sizes – Saddle Seat, Bits, Horse Collar
- Skeleton
- Structural Faults \*
- Styles of Boots (Horse & Rider) \*
- Styles of Riding \*
- Styles of Riding \*
- Tack & Equipment to Event \*
- Tack Identification \*
- Tack Room Stuff \*
- Teeth Types \*
- Tendons & Inner Structures Of Lower Leg \*
- Terms for Different Events
- Trailer -- Types, Hitches, Parts
- Training Equipment & Uses
- Training Equipment, Uses, Id \*
- Types of Bedding

- Types of Behavior
- Types of Bits \*
- Types of Bridles \*
- Types of Carriages
- Types of Doors, Gates
- Types of Feed Supplements
- Types of Hitches
- Types of Horse Shoes
- Types of Legumes or Grasses \*
- Types of Saddles
- Types of Shoes
- Unsoundnesses & Blemishes to Locations \*
- Unsoundnesses Identification \*
- Unusual Markings Identification
- Uses & Events \*
- Uses of Equipment \*
- Vaulting
- Vertebral Column
- Veterinarian Procedures
- Vices & Causes
- Vision—Types, Field Of Vision, Blind Spot
- Weight & Measurements

# Horse Public Speaking Contest

## Rules and Regulations

### Contestants and Eligibility

1. This is an individual contest.
2. Each county is invited to enter **one Junior and one Senior participant only. Members may participate in only one contest when they are held on the same day.**
3. Contestants must be enrolled in 4-H in the county they represent.
4. Junior contestants must be at least 8 years of age, but have not yet reached their 13th birthday before January 1 of the current year and Sr. contestants must be at least 14 years of age, but not have reached their 19<sup>th</sup> birthday by January 1 of the current year.
5. Contestants must not have participated in any post-secondary (university, college, junior college, or technical school) competitive public speaking contest.

### The Contest

1. Subject must pertain to the horse industry. Speeches, not appropriately related to the horse industry, can be disqualified at the discretion of the judge(s).
2. No visual aids may be used.
3. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judge(s).
4. A public address system will not be used during the contest, but a podium will be provided.
5. During the event, the contestants may introduce themselves by name, county, and speech topic.
6. Senior speeches should be 7-10 minutes in length. Three points will be deducted from the total score on each judge's score sheet for every minute (or fraction of a minute) under 7 minutes or over 10 minutes. No points will be deducted from Junior speeches for time.
7. Contestants should cite their major references after the conclusion of their speech. This time will not be counted in the allotted time.
8. Only the judge(s) may ask questions of the contestant in the contest. Question time will not be counted in the allotted time. Contestants should repeat the question, then answer.
9. Contestant order will be determined by a random drawing and announced prior to the contest.
10. Ties will be broken first by the judges' accumulated delivery score, second by the judges' accumulated organization score and third on content and accuracy scores.

Awards will be announced and presented to the top five individuals.

# Horse Public Speaking Contest Score Sheet

Name: \_\_\_\_\_ County: \_\_\_\_\_

Speech Topic: \_\_\_\_\_

**Time limit: 7-10 minutes**

3 points will be deducted from the total score for every minute or fraction of a minute under 7 or over 10 minutes. No points are deducted from Junior speeches for time.

- A. Introduction 10 points allowed \_\_\_\_\_
  - 1. Did the introduction serve to create interest in the subject?
  - 2. Was the introduction short and to the point?

---

- B. Organization 15 points allowed \_\_\_\_\_
  - 1. Were the main points easy to follow?
  - 2. Were the main points arranged in the best order?
  - 3. Were the sentences short and easy to understand?
  - 4. Was the speech interesting?

---

- C. Content and Accuracy 20 points allowed \_\_\_\_\_
  - 1. Were the facts and information accurate?
  - 2. Was there enough information concerning the subject?
  - 3. Was credit given to the sources of information, if appropriate?
  - 4. Was the content appropriately related to the horse industry?

---

- D. Stage Presence 15 points allowed \_\_\_\_\_
  - 1. Was the speaker neat and appropriately dressed?
  - 2. Did the speaker talk directly to and look at the audience?
  - 3. Was the speaker's posture erect, but not stiff?
  - 4. Did the speaker refrain from leaning on the podium?
  - 5. Did the speaker seem relaxed and at ease?

---

- E. Delivery 20 points allowed \_\_\_\_\_
  - 1. Did the speaker have appropriate voice control?
  - 2. Were all the words pronounced correctly?
  - 3. Did the speaker's facial expressions reflect the mood of the speech?
  - 4. If notes were used, was it done without detracting from the speech?
  - 5. Did the speaker seem to choose words at the time they were spoken as opposed to a memorized or read-type delivery?

---

- F. General 10 points allowed \_\_\_\_\_
  - 1. Did the speaker convey to the audience a sense of wanting to communicate?
  - 2. Did the speech reflect the thoughts and personality of the speaker?

---

- G. Conclusion 10 points allowed \_\_\_\_\_
  - 1. Was the conclusion short and interesting?
  - 2. Did the conclusion properly wrap up the speech?
  - 3. Could the speaker handle questions easily?

Judges' Comments:

Time: _____
Total Awarded Points: _____ Maximum 100
Minus Time: _____
Total Points: _____
Rank: _____

# Horse Illustrated Talk or Individual Demonstration Contest

## Rules and Regulations

### Contestants and Eligibility

1. This is an individual contest.
2. Each county is invited to enter **one Junior and one Senior member only**.
3. Contestants must be enrolled in 4-H in the county they represent.
4. Junior contestants must be at least 8 years of age, but have not yet reached their 13th birthday before January 1 of the current year and Sr. contestants must be at least 14 years of age, but not have reached their 19<sup>th</sup> birthday by January 1 of the current year.
5. Contestants must not have participated in any post-secondary (university, college, junior college, or technical school) competitive public speaking contest.

### The Contest

1. The subject must pertain to the horse industry. Illustrated Talk not appropriately related to the horse industry can be disqualified at the discretion of the judge(s).
2. This may be an illustrated presentation. No live animals may be used.
3. Contestants may use notes. However, excessive use of notes may be counted against the contestant. This will be at the discretion of the judge(s).
4. A public address system will not be used during the contest.
5. Contest officials will supply two easels and two tables. Any other equipment needs must be made through special arrangements with the contest officials.
6. Creative audio visual aids may be used, but the contestant must be involved in making or designing them. PowerPoint presentations are acceptable as an aid as long as contestant was involved in making & designing them.
7. During the contest, the contestants may introduce themselves by name, county, and demonstration topic.
8. Sr. presentations should be 9-12 minutes in length. Three points will be deducted from the total score for every minute (or fraction of a minute) under 9 minutes or over 12 minutes. Junior participants will not have deductions for time.
9. Contestants should cite their major references after the conclusion of their presentation. This will not be counted in the allotted time.
10. Only the judge(s) may ask questions of the contestant in the contest. Question time will not be counted in the allotted time. Contestants should repeat the question then answer it.
11. Contestant order will be determined by a random drawing and will be announced prior to the contest.
12. Ties will be broken first by the judges' accumulated delivery score, second by the judges' accumulated organization score and third on content and accuracy score.

Awards will be announced and presented to the top five individuals.

## HORSE TEAM DEMONSTRATION CONTESTANTS AND ELIGIBILITY

1. Each County is invited to enter one Junior and one Senior team consisting of two members in each age division for this contest.
2. Demonstration Teams may be selected by any procedure which a County deems appropriate.
3. Contestants in the Jr division must be age 8 – 13 by January 1 of the year in which the event is held. Sr division must be at least 14 years of age, but not have reached his or her 19<sup>th</sup> birthday as of January 1 of the year in which this event is held.
4. All contestants must be members of 4-Hers in good standing and must be verified by local faculty/staff.

### National Rules affecting seniors only

1. Certification of participation eligibility should consider the following: “This contestant has not participated in post-secondary coursework in the subject area of the national 4-H competition, nor has he or she participated in training for post-secondary competition in the subject area of the national 4-H competition.” See details below.
  - a. Post-secondary undergraduate students may participate in and/or complete freshman and sophomore level equine management or communications courses. Students completing a junior, senior or graduate level equine and/or communications course are ineligible to participate in the National 4-H Horse Competition.
  - b. Students are ineligible to participate in a National 4-H Horse Competition if they are currently enrolled in courses that provide specific training for the competitive event in which they are participating. For example, student participation in collegiate horse judging events, on intercollegiate horse judging teams and in intercollegiate communication events would eliminate a 4-Her’s eligibility to participate in the National 4-H Horse Competition.
2. Contestants (including team alternates) may participate in only one contest per year at the Roundup. After competing in this contest, they are ineligible to compete in the same specific contest again. Contestants must not have competed previously in this contest in the Eastern National 4-H Horse Roundup in Louisville or the Western National 4-H Horse Classic in Denver, CO. States may only send one team per contest to a national event, either the Eastern or Western, but not both.

### The Contest

1. The subject must pertain to the horse industry. Presentations not appropriately related to the horse industry can be disqualified at the discretion of the judges.
2. The presentation may be a demonstration or illustrated talk. All references to the term “presentation” in these rules include either demonstration or illustrated talk. A demonstration is defined as a presentation of a step by step procedure with an end product or result. An illustrated talk is defined as a presentation of an idea or topic that uses visual aids to convey the message.

Both presentation forms are acceptable and will be evaluated equally, although the delivery methods are different as defined above. Both should utilize visual aids to help convey the major points of the presentation and more than one type of visual aid is preferable. Visual aids may include but are not limited to: handouts, posters, props, videos, slides, and computer generated media (PowerPoint, websites, etc.). No live animals may be used.

3. This is a Team Presentation where both participants should have an equal role in the presentation.

4. Contestants may use notes. However, excessive use of notes may be counted against the contestants. This will be at the discretion of the judge(s).
5. A public address system will NOT be used during the contest.
6. Participants must supply their own props. **At the State Contest....** Two tables and chairs will be provided for the presenter's use. Contestants must provide all of their own equipment. Any other equipment needs must be made through special arrangements with contest officials at least two weeks prior to the contest date.
7. Creative audio visual aids may be used, but the contestant must be involved in making or designing them.
8. During the contest, the contestants may introduce themselves by name, state and presentation topic.
9. Presentations for Juniors should be 5 – 10 minutes in length. No points will be deducted for under or over time for Juniors. Presentations for Seniors should be 10-15 minutes in length. Three points will be deducted from the total score on each judge's score sheet for every minute (or fraction of a minute) under 10 minutes or over 15 minutes for Seniors.
10. Contestants should cite their major references after the conclusion of their presentation. *This will not be counted in the allotted time.*
11. No coaching from parents or coaches during the presentation.
12. Contestants may use video recorders to tape their own presentations. It is the responsibility of the team coach/team to provide all necessary recording equipment.
13. No videotaping or photographing of presentations is allowed during the contest, except by respective team coaches or their designees.
14. For the State Contest, contestant order will be determined by a random drawing and will be announced at the opening session.
15. Improper attire will be a violation and appropriate points deducted on the scorecard. Improper attire will be determined at the discretion of the judges. Business attire or dress appropriate to the speech is acceptable.
16. Only the judge(s) may ask questions of the contestant in the contest. Each team shall be asked the same minimum number of questions. Question time will not be counted in the allotted time. Contestants should repeat the question then answer it.
17. At the State Contest, three judges will be used and judges will score each entry independently and assign scores. After all presentations are presented and scores are tabulated, judges may confer and discuss evaluations. Each judge assigns his or her final scores and then cumulative final scores are tabulated to determine the final placings. Contest superintendents may review and check tabulation of scores for mathematical accuracy.
18. Ties will be broken first by the judges' accumulated delivery score, second by the judges' accumulated organization score and third on content and accuracy score.
19. Judges will consider the questions listed under each section. The points on the score card will be as follows:

## Horse Demonstration Contest Score Sheet (Individual or Team)

Name(s): \_\_\_\_\_ Age(s): \_\_\_\_\_

Title: \_\_\_\_\_ County: \_\_\_\_\_

<b>Time limit: 9-12 minutes</b> 3 points will be deducted from the total score for every minute or fraction of a minute under 9 minutes or over 12 minutes. No points are deducted from Junior demonstrations for time.	
<b>A. Introduction</b> 1. Did the introduction serve to create interest in the subject? 2. Was the introduction short and to the point?	<b>10 points</b>
<b>B. Organization</b> 1. Was only one main idea presented? 2. Did the discussion related directly to each step as it was shown? 3. Was each step shown as it should be done in an actual situation or was explanation given for discrepancies? 4. Could the audience see each step? 5. Were the materials and equipment carefully selected, neatly arranged and well organized? 6. Were charts and posters used if and when they were needed? 7. Were the key points for each step stressed?	<b>25 points</b>
<b>C. Content and Accuracy</b> 1. Were the facts and information presented accurate? 2. Was there enough information presented concerning the subject? 3. Were approved practices used? 4. Was credit given to the sources of information, if appropriate? 5. Was the content appropriately related to the horse industry?	<b>25 points</b>
<b>D. Stage Presence</b> 1. Was the speaker neat and appropriately dressed for the subject of the demonstration? 2. Did the speaker talk directly to and look at the audience? 3. Was the presentation too fast or too slow?	<b>10 points</b>
<b>E. Delivery</b> 1. Did the presenter appear to enjoy giving presentation? 2. Did the presenter have good voice control? 3. Were all the words pronounced correctly? 4. Did the speaker's facial expressions reflect the mood of the speech? 5. If notes were used, was it done without detracting from the speech? 6. Did the speaker seem to choose words as they were spoken as opposed to a memorized presentation?	<b>15 points</b>
<b>F. Affect on Audience</b> 1. Did the audience show an interest in the presentation? 2. Could the audience go home and carry out the idea?	<b>5 points</b>
<b>G. Summary</b> 1. Was the summary short and interesting? 2. Were the key points briefly reviewed? 3. Did the summary properly wrap up the presentation? 4. Could the presenter handle questions easily?	<b>10 points</b>

**Comments:**

<b>Begin Time:</b> _____	<b>End Time:</b> _____
<b>Total Awarded Points:</b> _____	
Maximum 100 points	
<b>Minus Time:</b> _____	
<b>Total Points:</b> _____	
<b>Rank:</b> _____	

## **MFA Saddle Award**

The MFA Saddle Award is awarded annually at the Missouri State Horse Judging Contest. Awarded to the Missouri 4-H member aged 14 years and older participating in the Missouri 4-H horsemanship program who demonstrates knowledge and skills in horsemanship and horse science, the ability to share the knowledge and skills with other members and the commitment to better their community.

This award is sponsored by M.F.A. Agri-Services-Feed Division, Ms. Janice Spears, Coordinator, 201 Ray Young Dr., Columbia, MO 65201.

Application is made via the Missouri 4-H MFA Saddle Application Form (available below).

**Applications must be postmarked by January 2 and submitted to:**

MFA Saddle Award, State 4-H Office, 1110 S. College Avenue, Room 103, Columbia, MO 65211-3410.

# MFA Saddle Award Application

## ELIGIBILITY

- For currently enrolled Missouri 4-H members, ages 14 to 18 (as of January 1 of current program year.)
- Must have been a Missouri 4-H member for at least one year.
- Must be willing to give at least one year after the awarding of the saddle to enhance the local, multi-county and/or regional 4-H program efforts.

## APPLICATION FORMAT

- Complete the [Y2200, Missouri 4-H Recognition Worksheet Level 3, Ages 14-18 \(PDF\)](#) | [DOC](#) available at the County Extension Centers.
- Complete the MFA 4-H Saddle Essay Questions listed below.
- Acquire all required signatures before submission.
- For the essay questions:
  - ❖ Use a word processor or typewriter. (On a typewriter, use a type no smaller than 12 characters per inch.) For computer-generated applications, use a font no smaller than 12 pitch.
  - ❖ Use plain white 8 " x 11" paper.
  - ❖ Allow 1" margins at the top, bottom and both sides.
  - ❖ Type on one-side of the sheet of paper only.
  - ❖ Double-space written answers.
  - ❖ The essay section should be no more than two pages total.

## APPLICATION INFORMATION

Submit the following information in a folder or a binder. Do not include any additional information or materials.

1. [Y2200, Missouri 4-H Recognition Worksheet Level 3, Ages 14-18 \(PDF\)](#) | [DOC](#)
2. MFA Saddle Essay Questions (two pages total)
  - A. Describe your growth in knowledge and skills in horsemanship and horse science during your involvement in the 4-H Horse Program.
  - B. How has your involvement in the 4-H Horse Program helped you develop leadership skills? Provide specific examples of applying what you have learned in the 4-H Horse Program to leadership?
  - C. How has your involvement in the 4-H Horse Program helped you to better your community, help others or enhance your citizenship participation beyond your project or local club?
  - D. How has the knowledge and skills learned in the 4-H Horse Program helped you prepare for your future education or career?



# Missouri Tennessee Walking Horse 4-H Achievement Record Report Form



Project \_\_\_\_\_ Year \_\_\_\_\_

Member's Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

County \_\_\_\_\_ Email \_\_\_\_\_

Birth Date \_\_\_\_\_ Social Security # \_\_\_\_\_

Grade in school as of January 1, this year \_\_\_\_\_

Name of School \_\_\_\_\_ # of  
years enrolled in this project \_\_\_\_\_ # of years enrolled in 4-H \_\_\_\_\_

Name of your 4-H Club or Group \_\_\_\_\_

Name of your parents or guardians \_\_\_\_\_

### 4-H Achievement Award Guidelines

1. Any 4-H member enrolled in a horse project can participate.
2. All participants must be a member of the Tennessee Walking Horse Breeder's and Exhibitors Association.
3. All 4-H members must be using a Registered Tennessee Walking Horse as their project animal for that year.
4. All applications and record books must be submitted to the State Extension office by March 1<sup>st</sup>, because the deadline for the state extension leaders is to turn it into the Walking Horse Association is April 1<sup>st</sup>.
5. Any member who wishes to participate must have their 4-H Horse Enrollment form in before March.
6. Record all projects that you have done on all forms.
7. Winners will receive a pair of Oster A5 Clippers and TWHBEA Apparel and will be recognized at the National Celebration in August.

**Statement by 4-H member:**

**I have personally prepared this report and believe it to be correct.**

\_\_\_\_\_  
Member's signature Date

or \_\_\_\_\_ (name) assisted me in preparing this form

because \_\_\_\_\_

**I certify the information is correct and I performed the work reported.**

\_\_\_\_\_  
Member's signature Date

**Approval of this report:**

**We have reviewed this report and believe it to be correct.**

\_\_\_\_\_  
Parent or Guardian Date

\_\_\_\_\_  
Local Volunteer 4-H Leader Date

\_\_\_\_\_  
County Extension Agent who supervises this project Date

**Horse information – must be a Registered TWH to qualify.**

	Name	Registration #
1.	_____	_____
2.	_____	_____
3.	_____	_____
4.	_____	_____



4. List which skills you learned and the goals you accomplished this year (fill out at end of 4-H Year to show which goals you did accomplish and which ones you plan to do next year):

5. List the project activities, exhibits shown and competitions you participated in this year and list the placing you received if applicable.

**Individual**

**Club or County Wide Group**

**District or State**

6. I helped others or demonstrated leadership in my project by:

7. The people who helped me in this project were ( Please tell who they are and what they did to help you):

8. My favorite part of my project and/or what I am most proud of:



## **Additional Project Information**

You may attach **one page** of additional project information regarding your project that you would like to share. **This is optional.** Share any daily riding charts, training hours, barn work, shoeing, shots, etc. that you would like to include.

**Do Not Attach Ribbons, Certificates, Etc.**

## State Fair Sponsored 4-H/FFA Horsemanship Show

**The State Fair Sponsored 4-H/FFA Horsemanship show is not a 4-H sponsored show it is an affiliated show which is** sponsored by the Department of Agriculture, State Fair Division and open to 4-H/FFA members. 4-H and FFA members are currently the only youth organizations eligible to participate. In 2001, FFA petitioned for participation and it was granted to allow them in to the show in 2002 by the SF Director. 4-H eligibility to show in this opportunity is consistent with current 4-H rules which means they must be in good standing. This includes turning in their horse member enrollment form by May 1 and including a copy of the signed form with their entry. Members can't participate if they are under age 8.

When this show became open to both 4-H and FFA it was decided to use a combination of rules readily available to both organizations, not just the 4-H State guidelines. Those include: those rules listed on page 24 of the State Fair catalog, USA Equestrian for Pony Cart and Saddle Seat, American Quarter Horse Association for Western and Hunt Seat Classes. Additionally they follow the 4-H Showmanship at Halter guide sheet.

**While this show does not specifically follow 4-H State horse show guidelines none are violated.**

Show fees paid by exhibitors recover the show expense including staff, judges, ribbons, plaques and facilities. The Department of Ag, SF Division contracts with the show superintendent, judges and staff. The SF also contracts with 3 EMT's to be at the shows in case of personal injury. If animal health issues arise, it's the responsibility of the exhibitor to contact veterinarians and pay for treatment. SF has phone numbers to call for vet services. This animal health policy is consistent for all of the SF shows including the livestock shows held during the fair. While there is often a State Veterinarian on grounds, they inspect animals in a regulatory capacity.

The superintendent has a committee of show assistants that meet annually to review the rules and classes. As a way to obtain feedback for improvement, a suggestion box is available in the show office during the event and suggestions may be emailed or called into the show superintendent any time. There are references to State Fair and Accident/Medical Insurance in the Accident/Medical section of this manual.

## **Missouri 4-H Horse Shows**

4-H horse shows are more than competition; they're another tool we use in youth development. The purpose is to give members the opportunity to demonstrate what they know, to learn new skills and to develop friendships and memories that will last forever.

There are many opportunities for youth to engage in competition with their horses from local saddle club fun shows to national level breed competitions. 4-H is about skill development, sportsmanship and leadership, not about winning. You as the project leader/ parent are the key to instilling this philosophy; if you believe so will your member/child. If your attitude is "Be the best you can be" and "make the best better" the member will have a fun learning experience.

The following are the guidelines for participation in 4-H horse shows.

1. Each member must be in good standing and meet any other guidelines as set by their county 4-H council). To demonstrate good standing you must bring your 4-H Project Horse Enrollment form, which was completed and sent to your Extension office by May 1 to the show. You must have both your club leaders and project leaders signature updated through the month that you are showing.
2. You must provide a current (within one year) Coggins test result form for each horse you will exhibit. This is a state law.

### **Sample Missouri 4-H Horse Show Guidelines**

#### **Mission Of 4-H**

The Mission of 4-H Youth Development Programs is to create environments in which young people are valued, contributing members of their communities.

#### **Objectives**

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

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

#### **Eligibility**

##### **Membership**

Each exhibitor must be enrolled by May 1 of the show year in a 4-H horsemanship project. Exhibitors must have a Project Horse Enrollment Form for each horse to be shown on file at the County Extension office by May 1. Members are to keep a copy of this form in their possession.

Each exhibitor must be a member in good standing within his or her local program. Each member is to provide proof of eligibility in the form of a Project Horse Enrollment Form with the appropriate signatures when registering at a 4-H show. Failure to provide this form along with the Coggins report can result in refusal by the show management to allow participation.

### **Age**

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

### **Ownership, Training and Management**

Exhibitors must own or lease all horses they are showing beginning not later than May 1 of current year. Horses, which are not owned by the 4-H member(s), must have a lease agreement on file (on the back of the Project Horse Enrollment form).

Horses shall not receive professional training, showing or handling after May 1 of the current year. Riders may receive professional riding lessons; however the trainer/instructor is not to train the horse. Training is defined as schooling the horse, not as assistance in clipping, loading into the trailer or assistance with potentially dangerous situations. Safety is of the utmost importance and the 4-H program recognizes that members will need occasional assistance. Ongoing behavior problems that require trainer assistance are considered training and will result in disqualification as a 4-H project horse. **Parents/guardians and the member should determine the extent a member shares “with the family” showing, management and care for their horse project** based on the member’s age, available time, family resources, riding ability, physical limitations, etc. Please consult and follow “day of the show” management rules.

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

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

Answer: **The parent.**

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

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

Fourth Example: 4-H parent Marion calls with a concern that trainer Marvin, who also has kids in the 4-H program, is riding/training little Marvin’s horse and it’s after May 1. The rule says, “Horses shall not receive professional training, showing or handling after May 1 of the current year”. This is a gray area and ultimately parents will have to decide their course of action. Program tip: Parents need to assist

their children without doing the work for them. As parents, you decide when you cross the line. Think about this, if you were a professional cake decorator would it be right for you to make the cake for your child to show at the fair? If you do all the work, what will the child learn?

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

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

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

### **Certification**

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

### **General Rules**

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

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

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

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

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

4-H Walk Trot Rider/Green Horse (Novice) Guidelines

Applicable for 4-H members 8 – 19 not Clover Members

Walk Trot classes can be designed for members in the Horsemanship project. "Green horse" (Novice Horse) classes can be designed for young horses that have little or no show experience.

Your county horse committee will decide your local policy. As a starting point, here are some sample guidelines.

Horse project leaders must identify and affirm a members "walk trot" status as well as a "green" horses' eligibility to be in the optional green horse division if the local committee chooses to offer this class. It is recommended that members stay in walk/trot for one or at maximum two years. There are exceptions and the project leader should match the rider's skill level, taking into account the horses' maturity and training, with the appropriate class in the show. Again, children's safety, skill level, physical, mental and emotional development should be the driving issues underpinning their move to advanced classes.

### **Walk Trot Riders**

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

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

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

- Exhibitors who earned a placing ribbon (not Danish) in a walk trot class at the Missouri State 4-H/FFA Horse Show in a previous year are not eligible to show in a walk trot class at the State Fair 4-H/FFA Horse Show the next year. In the year they place at the State Fair 4-H/FFA Horse Show, they may carry their Walk Trot status until the end of the 4-H program year.
- Having received a blue Danish ribbon or 1 – 10 placing ribbon in a Walk Trot class at his/her county 4-H show **will not** disqualify a member from the Walk Trot classes in the State Fair 4-H/FFA Horse Show.
- Members identified as Walk Trot, are encouraged to try advanced level classes but, if advanced levels are beyond their skill and safety levels, they may return to Walk Trot classes for the remainder of the year. Avoiding an accident by considering the child's riding skill and maturity level is of utmost concern.
- Walk trot members **are not eligible for classes** where the patterns require the horse to canter.

### **"Green (Novice) Horses"**

- Experienced (advanced) riders may enter "green" horses in special classes. Again, the local horse committee may want to create one or more additional "green horse" class.
- Green horses, generally speaking, are horses that don't have a lot of show experience. One way to define a "green" horse is they have NOT won a 1<sup>st</sup> blue or 2<sup>nd</sup> red placing ribbon in "advanced level" performance event in any other horse show. One fallacy of this logic

happens in really small shows with limited class opportunities and relatively few horses being shown. While the horse may have received a ribbon in a small show scenario, they may not be ready to bump up to advance level performance classes. Since there are lots of possible exceptions to a hard and fast green horse definition, the goal for this program is to encourage members to invest riding time in their horse that, in a reasonable amount of time, would improve the horses skill levels to the point they could enter advanced level performance classes. We are counting on the common sense of the local leader to help decide the horses' that should be shown in "green" classes.

- Experienced riders may show a mature/trained horse in advanced divisions and still be eligible to show a green horse in walk trot class.
- There is no maximum number of years limiting a member from showing green horses in "green horse" classes.

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

## **Judge**

### **All decisions of the judge are final.**

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

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

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

### **Attire/Personal Appointments**

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

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

### **Western Classes and Timed Events**

**REQUIRED:** Western hat or ASTM-SEI Equestrian approved helmets, boots, long sleeve shirt, and pants or jeans.

**OPTIONAL:** Chaps and gloves.

ASTM/SEI Equestrian approved helmets required for all game classes and optional head attire for all other classes.

## English Classes

HUNT SEAT REQUIRED: Hard hunting cap either black, brown, or dark blue or ASTM-SEI Equestrian Approved Helmet; choice of breeches, high English boots or jodhpurs shoes; shirt and collar with stock tie or choker; and coat made of any tweed or Melton (conservative wash jackets in season) in solids, conservative pinstripes or plaids.

- Color of Breeches: Traditional shades of buff, gray, rust, canary, wine, dark blue, or hunter green.
- Color of Boots: Black or brown.

SADDLE SEAT REQUIRED: Derby or soft hat; Saddle Seat Coat, jodhpurs in conservative colors; shirt; tie; and Jodhpur boots.

Gloves are optional for both Hunt Seat and Saddle Seat.

## Pony Cart Classes

Hat, coat, tie, and slacks for men, skirts for women, or Western Attire. Gloves are optional. If a short skirt is worn, a lap robe is required.

## Definition of Western Stock and Non-Stock (Saddle) Horses Rev 4/07

Exhibitors should show their horse in the most appropriate division for their breed or type of horse. These divisions should take into consideration the breed differences in head carriage and animation. Stock-type horses will have a lowered natural head carriage with flat knee action for the jog and lope. Stock-type includes Quarter Horse, Appaloosa, Buckskin, Palomino, and Paint. Non-stock (Saddle) type horses will have a natural high head carriage with breaking knee action in the trot and canter. Non-stock (Saddle) type includes American Saddlebred, American Show Horse, Arabian, Morgan and Thoroughbred. Exhibitors showing mixed breed horses should select the division most closely fitting the horse's head carriage and animation. It is in the exhibitor's best interest to enter the appropriate division.

## Tack/Equipment

### General

1. Tie-downs, draw reins, martingales, and running martingales are prohibited. Tie-downs, excluding those above the eyes are permitted in timed events. Metal of any kind, regardless of how padded, is prohibited above the eyes.
2. Saddle type riding pads are prohibited in all classes.
3. Saddles, with appropriate stirrups are required for all classes unless otherwise stated.
4. Bats, Crops, and Whips
  - a. Humane bats, whips, and crops are permitted in English Equitation.
  - b. The judge, at his discretion, may disqualify a contestant for excessive use of bat, crop, whip, or rope.
5. Spurs
  - a. Roweled type spurs are permitted in Western classes.
  - b. Unroweled or blunt spurs are permitted in English classes.
  - c. Locked rowel, sharp points, or sharp edges are prohibited.
6. Boots or protective gear of any type on the horse's legs are prohibited in all classes except speed events and reining classes.
7. Chains (except approved curb chains and lead straps), irritants, sedatives, stimulants, artificial appliances, tail sets, excessive long hoofs, or gingering are prohibited.

8. Silver equipment will not be given preference over a good working outfit.
9. All tack must be neat, clean, and in good repair.
10. Tying or securing a rider into a saddle in any manner is prohibited. Rubber bands on boots are prohibited.

### **Western Tack/Equipment**

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

### **English Tack/Equipment**

#### **Bridles**

- a. Hunt Seat: Approved bits are English snaffle (no shank), Pelham (double reins), Kimberwick, and/or full bridle with cavesson noseband and plain leather brow band. Any deviation from regulation bits is prohibited.
- b. Saddle Seat: Use bridle that is appropriate for breed of horse being shown.

#### **Saddles**

- a. Hunt Seat: Hunting or forward seat or close contact.
- b. Saddle Seat: Cut back or Flat saddle.
- c. Must be sized to fit rider.

Breast plate is optional in hunt seat.

### **Pony or Driving Class Tack/Equipment**

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

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

## Class Routines

### Horsemanship and Equitation Patterns

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

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

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

### Showmanship

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

#### Class to be judged as follows:

Appearance of Horse: (40 Points)

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

Appearance of Exhibitor (10 Points)

Suitable clothes for the type of horse being shown.

Showing Horse In Ring (50 Points)

1. Leading (15 Points) (Follow the posted pattern)
  - a. Enter ring-leading horse at an alert walk in a counter clockwise direction unless otherwise directed by judge or ring steward.
  - b. Walk on horse's left side, holding lead shank in right hand, near halter. The remaining portion of lead is held neatly and safely in left hand. (A tightly coiled or rolled lead shank will be considered a fault.)
  - c. Horse should lead readily at a walk or trot.
  - d. After judge has lined up the class in front of spectators, he will call on each exhibitor to move his or her horse individually. When moving the horse individually, be sure the judge gets a clear, unobstructed view of the horse's action. Allow sufficient lead so that he can move freely and in a straight line. Lead the horse from his left side the required distance, stop, and turn to the right around the horse.

2. Posing (15 Points)
  - a. When posing your horse, stand toward the front facing the horse, but not directly in front of the horse and always in a position where you can keep your eye on the judge.
  - b. Pose quarter type horses with their feet squarely under them.
  - c. Pose Arabian, Saddlebred, or Foxtrotter horses in a position indicative of their breeding. Use a bridle, if appropriate, for the breed being shown.
  - d. Do most of the showing with lead strap. Never kick horse's leg into position.
  - e. Do not crowd the exhibitor next to you when in a side-by-side position. Do not crowd the exhibitor in front of you when lined up head to tail.
  - f. When judge is observing other horses let your horse stand if posed reasonably well.
  - g. Be natural. Over showing, undue fussing, and maneuvering are objectionable.
  
3. Poise, Alertness, and Merits (20 Points)
  - a. Keep alert and be aware of the position of the judge at all times.
  - b. Show horse at all times, not yourself.
  - c. Respond quickly to requests from the judge or officials.
  - d. Be courteous and sportsmanlike at all times.
  - e. Recognize quickly and correct faults of your horse.
  - f. Keep showing until the entire class has been placed and has been excused from the arena.

### **English Equitation: Saddle Seat and Hunt Seat**

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

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

Class to be judged on the following:

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

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

### **Western Horsemanship**

1. The horsemanship class is to determine the riding ability of the exhibitor, and the judge will bear this in mind at all times.
  
2. Exhibitors will be judged on seat, hands, ability to control, and showing of the horse.
  - a. Results as shown by performance of the horse are not to be considered more important than the method used by the exhibitor in obtaining them.
  - b. Consideration will be given to suitability of horse to the rider. Rider size should be proportional to horse size. Rider should be in control of horse at all times.
  
3. Class to be judged on the following: (Due to a variety of reasons many county shows often mix saddle type in with quarter type horses the horsemanship classes. If it helps make the judging process fair, the local horse committee has the option to instruct the judge to consider breed standards in the judging process.)
  - a. Appointments:
    1. Personal: See Attire/Personal Appointments.
    2. Tack: See Tack/Equipment.
  - b. Class Routine: The judge will ask each exhibitor to work individually. These individual works will be posted at least one hour prior to the beginning of the class.

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

## **REINING CLASS**

1. Check your show rules for Reining Patterns. The Missouri State Fair sponsored 4-H Horse Show will be using AQHA pattern 5 for ages 13 and over and AQHA pattern 11 for ages 12 and under.
2. Each contestant will perform the required pattern individually and separately. All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.
3. To rein a horse is not only to guide him, but also to control his every movement. The best-reined horse should be willfully guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of, or temporary loss of control, and therefore faulted according to severity of deviation. Credit will be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed.
4. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance.
5. The following will result in no score:
  - a. Abuse of an animal in the show arena and/or evidence that an act of abuse has occurred prior to or during the exhibition of a horse in competition;
  - b. Use of illegal equipment, including wire on bits, bosals or curb chains
  - c. Use of illegal bits, bosals or curb chains
  - d. Use of tack collars, tie downs or nosebands
  - e. Use of whips or bats
  - f. Use of any attachment, which alters the movement or direction of or circulation to the tail
  - g. Failure to provide horse and equipment to the appropriate judge for inspection
  - h. Disrespect or misconduct by the exhibitor
6. A rider may untangle excess rein, where excess rein may prevent the rider from continuing the pattern, where said excess can be straightened without affecting the performance of the horse, during hesitations, or when settling a horse; rider's free hand may be used to hold romal in the normal fashion.
7. The following will result in a score of 0:
  - a. Use of more than the index or first finger between reins
  - b. Use of two hands (exception is Snaffle Bit or Hackamore classes designated for two hands) or changing hands
  - c. Use of an illegal romal (see AQHA 443 (e))
  - d. Failure to complete the pattern as written
  - e. Performing the maneuvers other than in specified order;
  - f. Inclusion of maneuvers not specified, including, but not limited to
    - Backing more than two strides
    - Turning more than 90 degrees
  - g. Equipment failure that delays completion of pattern
  - h. Balking or refusal of a command where pattern is delayed
  - i. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern.
  - j. Jogging in excess of one-half circle or one-half the length of the arena
  - k. Over spins of more than 1/4 turn
  - l. Fall to the ground by horse or rider
  - m. Neither a no score or a 0 are eligible to place in a go round or class.

8. The following will result in a reduction of 5 points
  - a. spurring in front of cinch
  - b. use of free hand to instill fear
  - c. holding saddle or touching horse with free hand
  - d. blatant disobedience including kicking, biting, bucking and rearing
  
9. The following will result in the deduction of two points
  - a. failure to go beyond marker on stops or roll backs
  - b. break of gait
  - c. freeze up in spins or rollbacks
  - d. on walk in patterns, failure to stop or walk before executing a canter departure
  - e. on run in patterns, failure to be in a canter prior to the first marker
  
10. Starting or performing circles or eights out of lead will be judged as follows:  
Each time a horse is out of lead, a judge is required to deduct one point. The penalty for being out of lead is cumulative and the judge will deduct one penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead. A judge is required to penalize a horse one-half point for a delayed change of lead by one stride.
  
11. Deduct 1/2 point for starting circle at jog or exiting rollbacks at jog up to two strides. Jogging beyond two strides, but less than 1/2 circle or 1/2 the length of the arena, deduct two points.
  
12. Deduct 1/2 point for over or under spinning up to one-eighth (1/8) of a turn; deduct one (1) point for over or under spinning from one eighth to one-fourth (1/8-1/4) turn.
  
13. A 1/2 point penalty deduction will be given for failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or roll back.
  
14. Where a change of lead is specified immediately prior to a run to the end of the arena, failure to change leads by one stride-1/2 point; failure to change leads beyond one stride, but where lead changes is completed prior to next maneuver -one point; lead is not changed prior to next maneuver -two points; in patterns requiring a run around, failure to be on the correct lead when rounding the end of the arena will be penalized one point. Failure to be on the correct lead prior to the center point of the arena will be a two-point penalty.
  
15. A judge may require any contestant to repeat his performance of any or all of the various parts of the pattern.
  
16. Faults against the horse to be scored accordingly, but not to cause disqualification:
  - a. Opening mouth excessively when wearing bit
  - b. Excessive jawing, opening mouth or head raising on stop
  - c. Lack of smooth, straight stop on haunches-bouncing or sideways stop
  - d. Refusing to change leads
  - e. Anticipating signals
  - f. Stumbling
  - g. Backing sideways
  - h. Knocking over markers
  - i. Faults against the rider to be scored accordingly, but not to cause disqualification
    1. Losing stirrup
    2. Any unnecessary aid given by the rider such as unnecessary talking, petting, spurring, quirting, jerking of reins, etc.
    3. Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size; however failure to go beyond markers on rollbacks and stops is considered a fault.

17. All reining horses six years old and older must be shown in bit; horses five years old and younger may be shown in bit, hackamore or snaffle but at the discretion of the exhibitor.
18. While horse is in motion, rider's hands shall be clear of horse and saddle.
19. Pattern Information  
The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

### **Costume Class**

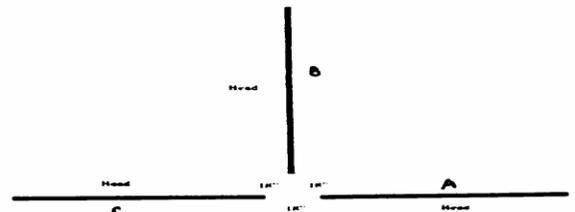
Attire of an exhibitor may be complementary to the costume of the horse. Hats, boots, and long sleeve shirt not required. Class judged on originality of costume. The horse may be ridden, lead or driven. Shown only at a walk, open to all age groups eligible for other classes.

### **Trail**

This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider and attitude

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

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



### Western Pleasure

1. Horses six-years-old and older must be shown in bit. Horses five-years-old and younger may be shown in either bit, hackamore or snaffle bit.
2. This class will be judged on the performance and conformation of the horse at the discretion of the judge. Entries will be penalized for excessive speed or being on wrong leads.

3. Horses to be shown at a walk, jog and lope on a reasonably loose rein without undue restraint.
4. Horses must work both ways of the ring at all three gaits to demonstrate their ability with different leads. Horses shall not be asked to extend the lope, but at the discrimination of the judge, they may be asked to extend the jog. Horses are required to back easily and stand quietly.
5. Horses are to be reversed to the inside (away from the rail). They may be required to reverse at the walk or jog at the discrimination of the judge, but shall not be asked to reverse at the lope.
6. Judge may ask for additional work of the same nature from any horse. He is not to ask for work other than that listed above.
7. Rider shall not be required to dismount except in the event judge wishes to check equipment.
8. A good pleasure horse has a stride of reasonable length in keeping with his conformation. He has enough cushion to his pastern to give the rider a pleasant, smooth ride. He carries his head in a natural position, not high and over-flexed at the poll or low with the nose out. The horse should be relaxed but alert and ready to respond to the rider's commands without excessive cuing. When asked to extend the jog, he moves out with the same smooth way of going.
9. For horses shown with a hackamore or snaffle the reins shall be held with both hands on reins, reins may or may not be crossed. The rider's hands should be carried near the pommel and not further than 4 inches out on either side of the saddle horn. Rider's hands must be steady with very limited movement. For horses shown with a bit only one hand may be used on the reins. Hand is to be around the reins, index finger only between the reins is permitted. When a romal is used hands should be around reins, no finger between the reins is permitted.
10. Faults, to be scored accordingly, but not necessarily cause for disqualification:
  - a. Changing hands on reins.
  - b. Two hands on reins, except when showing with hackamore or snaffle bit.
  - c. More than one finger between reins.
  - d. Being on wrong lead.
  - e. Excessive speed (any gait).
  - f. Excessive slowness (any gait).
  - g. Breaking gait.
  - h. Failure to take the called-for gait when called for.
  - i. Touching horse or saddle with free hand.
  - j. Head carried too low or too high.
  - k. Nosing out or flexing behind the vertical.
  - l. Opening mouth excessively.
  - m. Stumbling or falling.
  - n. Use of spurs or romal forward of the cinch.

### **Hunter Under Saddle**

1. Hunters under saddle should be suitable to purpose. They should move in a long low frame and be able to lengthen their stride and cover ground, as in traversing hunt country following hounds. They should be obedient, alert, and responsive to their riders. Quick, short strides should be penalized. Horses, which move in an artificial frame and are, over-flexed and behind the bit should also be penalized. Horses should be serviceably sound. Judges should emphasize free movement and manners.
2. Horses to be shown under saddle, not to jump.
3. Horses to be shown at a walk, trot, and canter both ways of the ring. Horses should back easily and stand quietly.

4. Horses may change gaits at the flat-footed walk or the trot at the judge's discretion. Light contact with the horse's mouth is recommended.
5. At the option of the judge, all or just the top eleven horses may be required to hand gallop, one or both ways of the ring. Never more than eleven horses to hand gallop at one time. At the hand gallop, the judge may ask group to halt and stand quietly on a free rein (loosened rein).

**Pony Cart: Ponies 56" and Under**

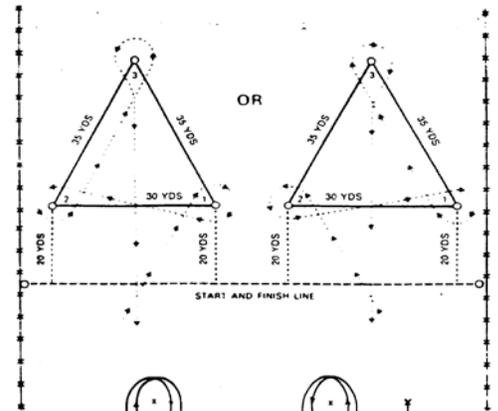
1. A pleasure driving class in which entries are judged primarily on the suitability of a horse to provide a pleasant drive.
2. To be shown both ways of the arena at a walk and slow trot and fast trot. To stand quietly both on rail and while lined up and to rein back.
3. All entries chosen for a work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

**General Rules for Speed Events**

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

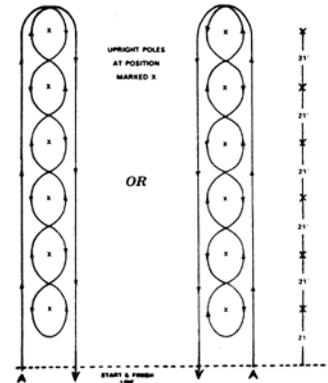
**Barrel Race**

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



**Pole Bending**

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



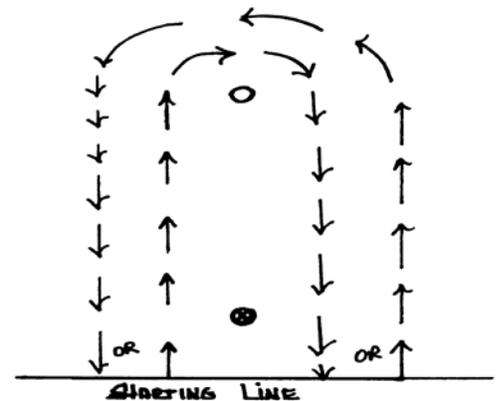
**Flag Race**

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

**Therapeutic Horsemanship**

This special class is conducted to allow 4-H members with personal handicaps to participate at the state level. Riders will be asked to ride at their personal "best". In no case will safety be disregarded. Riders will be afforded whatever assistance is necessary including "side holders", "leaders", signing for auditory impaired, etc. Each rider will be judged on individual ability.

Revised November 5, 2001



## Medical/Accident Insurance

### State Fair doesn't provide insurance

"4-H Members showing at the State Fair and Am. Royal assume their own liability for injury, loss, or damage". This is the verbiage right out of the premium book (often buried in general sections). What it means is 4-H members or leaders that show livestock or horses are not covered by medical insurance provided by the sponsoring agency or board. There are often general rules covering issues like insurance in different sections of the book, encourage exhibitors to READ ALL RULES before they show.

### State Fair and American Royal are Affiliated 4-H Shows

Staff and 4-H members should not assume they have accident/medical insurance when they participate in an affiliated show just because there is a 4-H emblem attached. American Royal, State Fair, and Aksarben are examples of affiliated shows. 4-H is affiliated with the sponsoring agencies or boards but we, (4-H), don't "own" the event. The issue here is, "who would pay the premium and where would the sponsoring agency draw the line of coverage"? Conversely, for example, we "own" state 4-H judging contests and charge fees to cover awards, meals, and provide medical **insurance**. The defining question to ask is, "who sponsors the event"?

### How can medical/accident coverage be attained?

The counties/clubs who do purchase yearlong medical policies are covered in 4-H activities specified by the policy, including affiliated shows. While preferred and strongly advised, it is not required that clubs or counties purchase yearlong medical insurance on 4-H members or leaders. **If a member chooses not to participate in the special coverage, they assume the risk and expense if an accident occurs.**

### Always cover county sponsored events!

Unless your county has a guaranteed 100% year long medical coverage, **Always, Always, Always** pay for the short term medical insurance for your county or regionally sponsored events like Achievement Days, Recognition Banquet, Judging Contests, Day Camps, Interstate Exchanges, etc. Be sure to include LEADERS too.

### What's good for the Goose?

So why doesn't State 4-H take out a blanket medical/accident insurance that would cover 4-H members and volunteers at all sponsored or affiliated programs.

A couple of years ago staff and members were surveyed concerning blanket coverage for the state, paid by increasing the member dues. Consensus at that time was to handle the issue locally because:

1. Leaders as well as members could be insured.
2. State mandated insurance was too controlling.
3. Members did not want dues increased to pay for insurance.
4. Complication of collecting different rates for members in select projects. (Example, horse project coverage costs more)
5. **Many families already had insurance and did not need additional coverage.**