



University of Idaho Extension

2019-2021 Ada County Horse Council Addenda to PNW Rules

Introduction

The Ada County 4-H Horse Leader's Association supports the goals of the 4-H Horse Project.

The goals of the 4-H Horse Project are:

- To develop leadership, initiative, self-reliance, sportsmanship, and other desirable traits of character.
- To develop an appreciation of horseback riding as a healthy and wholesome form of recreation.
- To increase knowledge of safety precautions to prevent injury to members, others, and their horses.
- To learn skills in horsemanship and an understanding of the business of breeding, raising, and training horses.
- To promote greater love for animals and a humane attitude toward working in groups and supporting community projects and activities.

Note: This book primarily addresses rules for 4-H and FFA horse classes at the Western Idaho Fair. 4-H club sponsored horse shows may deviate from these specific class rules. However, safety rules should always be observed at all horse shows and activities.

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In compliance with the Americans with Disabilities Act of 1990, those requiring reasonable accommodations need to contact our office five (5) days before the date you plan to attend at 5880 Glenwood Street, Boise, ID 83714, 208-287-5900.

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ADA COUNTY SUPPLEMENT TO THE PNW 4-H HORSE CONTEST GUIDE

This booklet is meant to supplement the rules in the PNW (Pacific Northwest) 4-H Horse Contest Guide which is the official set of rules for Idaho 4-H Horse Contests. County rules may be more restrictive, but cannot be less restrictive than PNW rules. For more information, contact the Ada County Extension Office or the state of Idaho 4-H website.

ADA COUNTY 4-H MEMBERSHIP ENROLLMENT

In order to participate in county, district, and state 4-H horse or horseless activities, youth must be enrolled in an Idaho 4-H project each year. To enroll in Ada County 4-H, members must complete the following each year:

1. Enroll member in 4-H Online. (For instructions on how to register online, contact the Ada County Extension Office.)
2. Pay fees yearly.
3. Sign online waiver.
4. Sign online 4-H Code of Conduct.

ADA COUNTY 4-H LEADER ENROLLMENT AND REQUIREMENTS: All adults working with youth one-on-one or lodging with youth must be leaders or certified volunteers. To become leaders, adults must complete the following:

1. Enroll leader in 4-H Online yearly. (For instructions on how to register online, contact the Ada County Extension Office.)
2. Pay fees yearly.
3. Sign online waiver.
4. Sign online 4-H Code of Conduct.
5. Complete a Verified Volunteer background check every three (3) years.
6. Complete the Protecting Minors training ~~yearly~~ three (3) years (as per 11/1/18 leader meeting info)
7. Attend at least two (2) meetings and attend two (2) one hour trainings yearly.
8. In addition, new leaders must:
 - a. Complete an interview with the Extension staff.
 - b. Attend New Leader Orientation.
 - c. Complete WSU Learning Modules
9. See 4-H Code of Conduct, guidelines for use of 4-H name and emblem, guidelines for transporting youth, and guidelines for club fundraising.

IDAHO 4-H HORSELESS PROJECT

1. The "Horseless Project " is available for interested youth who do not have access to a project animal, who want to learn more about horses, or who are not exhibiting an equine at the fair.
2. Cloverbuds (5 – 7 years of age) may also enroll in the Horseless Horse project, but may have NO contact with horses.

IDAHO 4-H AGE DIVISIONS: *All ages are as of January 1st of the current 4-H year.*

1. Cloverbuds: 5 – 7
2. Juniors 8 – 10
3. Intermediates 11 – 13
4. Seniors 14 – 18

4-H CODE OF CONDUCT: (See below. 4-H Code of Conduct is in the Idaho 4-H Youth Development Policies and Procedures)

CODE OF CONDUCT FOR PARENTS, VOLUNTEERS, AND YOUTH WITHIN THE IDAHO 4-H YOUTH DEVELOPMENT PROGRAM

Idaho families and youth trust the University of Idaho Extension system to provide educational programs in a safe environment for all participants. The opportunity to participate in and/or work with University of Idaho Extension's 4-H Youth Development program is a privilege and honor, not a right. Volunteers are to be positive role models. Youth and parents/guardians are expected to demonstrate appropriate behavior at all times. The following Code of Conduct has been established as the foundation for all individuals participating in University of Idaho Extension programs. All University of Idaho 4-H Youth Development program participants are expected to:

- Work with youth, families, volunteers and Extension personnel in a cooperative, courteous, respectful manner demonstrating good sportsmanship and behaviors appropriate for a positive role model.
- Accept supervision from Extension personnel and cooperate with others; in addition, parents and youth will accept supervision from certified organizational and project volunteers.
- Maintain open, honest communication with members, volunteers, parents and Extension personnel.
- Uphold every individual's right to dignity, appropriate self-expression and individual development.
- Refrain from verbal, physical or emotional abuse of others (via bullying, texting, social media, etc.) and report such abuse, if observed. Any actions, such as conviction for child abuse or neglect, violent crimes, unethical behavior, substance abuse, verbal abuse, physical abuse, mismanagement of 4-H funds, or other serious offenses will not be tolerated.
- Respect, adhere to, and enforce the rules, policies and guidelines established at the county and state levels for the 4-H Youth Development Program.
- Promote the spirit of inclusion and welcome participation of other individuals from all backgrounds. Comply with equal opportunity and anti-discrimination laws.
- The consumption of alcoholic beverages, use of tobacco products or an illegal controlled substance at 4-H youth events is prohibited.
- Inform Extension personnel of any incidents that may violate 4-H policies.
- Treat animals humanely and encourage all participants to provide appropriate and ethical animal care.
- Operate machinery, vehicles, and other equipment in a safe and responsible manner when working with youth and adults participating in 4-H Youth Development programs.
- Ensure that 4-H participants are not required to purchase materials, equipment, animals or services from any specific places of business.
- Comply with all applicable laws of the city, county, and state of residence and/or location of 4-H activity.
- Handle all concerns regarding county/area 4-H program management internally within the University of Idaho Extension system.

Violating the Code of Conduct shall be grounds for action up to or including immediate removal from the 4-H activity/program and termination. Decisions regarding immediate removal, suspension or termination will be made by the county 4-H Professional with subsequent notification of and consultation with the District Director and State 4-H Youth Development Director. Volunteers who wish to appeal a decision may do so through the Appeal Process.

SAFETY GUIDELINES FOR ALL VEHICLES USED FOR TRANSPORTATION OF 4-H YOUTH:

1. No 15-passenger vans may be used to transport 4-H youth.
2. Seatbelts are required to be worn by all occupants while vehicle is in motion.
3. All drivers must have a valid driver's license that has not been suspended for any reason. Drivers must be currently licensed and be at least 18 years of age.
Youth member exception: when traveling to a local event, a youth member at least 16 years old may drive, subject to the following:
 - a. Must have at least 6 months' worth of driving experience as a licensed driver (time accumulated under a learner's permit is not counted)
 - b. Have a clear driver's record with no violations or accidents
 - c. Must not transport any other persons to/from 4-H event.
 - d. Must give vehicle keys to the Event Coordinator upon arriving to the event (Event Coordinator will return keys on the final day of the event).
 - e. Obtain parents signed permission form to be turned into the county or state office within 5 business days of the event.
4. All drivers must obey driving laws, including the speed limit (and allow for road conditions).
5. Drivers must not operate vehicle using hand-held cell phones or text while driving. A hands free device may be used sparingly and only when necessary
6. Drivers will be well rested, and driving time will not exceed more than 8 hours per day, with sufficient breaks.
7. Drivers will not allow any alcohol or drugs in the vehicle, or drive under the influence of any drugs or alcohol.
8. Drivers will report any incidents or accidents to 4-H.

USE OF 4-H NAME AND EMBLEM

Congressional action governs the use of the 4-H name and emblem (18 U.S.C. § 707). On the county level, use of the 4-H name and emblem must be approved by the county 4-H Professional. On the state level, use of the 4-H name and emblem must be approved by the State 4-H Youth Development Director. In all instances, use shall be for the furtherance of the 4-H educational program rather than for the benefit of private individuals, donors, or others.

FINANCIAL ACCOUNTABILITY

Any monies acquired using the 4-H name or emblem are considered public funds. All Idaho 4-H clubs and affiliates must fully comply with all financial procedures set forth below; failure to do so may result in their suspension or termination. Violators may be subject to criminal prosecution.

FUNDRAISING

Club fundraising events should be planned and conducted by the members to help achieve established club goals for the current year – not to build large bank accounts. As a part of that process, a **Fund Raising Request** form must be submitted and approved by local 4-H Extension personnel before starting of any event promotion.

COUNTY, DISTRICT, STATE, AND NATIONAL EDUCATIONAL CONTESTS:

Horse Bowl (team competition), Horse Judging (team competition), Horse Oral Presentations (individual or team competition), and Hippology (team competition) contests are available at the County, District, and State levels for any youth enrolled in Idaho 4-H. *(At the state level, youth may qualify for national contests such as Eastern or Western National 4-H Roundup, All American Quarter Horse Congress, AQHYA World Show, and AjPHA World Show. See respective websites for more information.)*

1. Age Divisions: See individual contest rules for age divisions.
2. For team competitions, mixed age teams are permitted; however, the age of the oldest team member will determine in which division they compete.
3. Teams may consist of members from the same club, county, or multiple counties within that district at the discretion of their district coordinator.
4. For copies of contest rules, contact the Ada County Extension Office or the state of Idaho 4-H website.

ADA COUNTY HORSE PROJECT COMPLETION AND REQUIREMENTS:

Contact the Ada County Extension Office or the Idaho 4-H web site to see current requirements for completion of the Horse project and to download the latest versions of the required forms.

1. Must own or lease the horse(s) used, provide primary care, feeding, and management of the horse(s) **at least 90 days** before exhibiting.
2. If a 4-H member leases a project animal, a completed written and signed copy of the lease agreement must be returned to the county Extension office by the required ownership date. *(See University of Idaho 4-H Youth Development Lease Agreement.)*
3. Keep records of animal expenses and health care and keep records of participation in shows and related horse activities and events.
4. Learn and practice safety precautions necessary to prevent injury to you and your horse.
5. Give an oral presentation (speech, demonstration or illustrated talk) related to this project.
6. Complete a Record Book.
7. Complete a Record Book Interview.
8. Complete a Horse Goal Evaluation where the member demonstrates his/her horse goals for the year.

REQUIREMENTS SPECIFIC TO ADA COUNTY 4-H HORSE PROJECT:

1. **Ada County 4-H Horse Declaration Statement** must be filled out and signed by the exhibitor, the parent/guardian, and the leader and must be turned in by **May 1** of the current year. A copy of the horse's registration papers and/or color photos that show horse's color, face markings, and leg markings should be attached. A current lease agreement should be turned in by **May 1** of the current year for horses that are borrowed or leased.
2. **Ada County Record Book Organization:**
 - a. Binder cover page (recommended)
 - b. Table of Contents (recommended)
 - c. Labeled tab dividers (recommended)
 - d. **4-H Involvement Report (#91910)** is a cumulative report over the exhibitor's years in 4-H.
 - e. **4-H Animal Project Record Book (#91940)** which is a project record from October to August of the current 4-H year.
 - f. **Permanent 4-H Horse Identification and Health Record (#72650)** for each project animal.
 - g. Copy of **Ada County 4-H Horse Declaration Statement** (recommended)
 - h. Complete a **minimum of 5 activities**. (See current 4-H Horse Project requirements for more information.)
3. **Ada County Required Group Activities:** Each 4-H member is required to participate in at least two (2) group activities of a significant nature. At least one (1) activity must be at county level or higher as listed in Group A below. The second activity may be either from Group A or Group B.

- A. **Group A Activities:** It is recommended the contestant remain until the awards are presented, but it is not required. In order for contestants to receive their awards, they must be dressed in contest-appropriate attire.
- County, District, and/or State Horse Bowl and Participation Only Horse Bowl
 - County, District, and/or State Horse Judging and Participation Only Horse Judging
 - County, District, and/or State Horse Oral Presentations and Participation Only Horse Oral Presentations
 - County, District, and/or State Hippology and Participation Only Horse Oral Presentations
 - County Oral Presentation (must be on a horse project)
 - District Horse Camp
 - Working Ranch Horse [must attend two (2) clinics]
 - Western Heritage Clinic Series [must attend two (2) clinics]
- B. **Group B Activities:** Any horse event that involves more than one club which may include horse shows, play days, horse clinics events organized by other horse organizations, or any 4-H supervised activity involving more than one club, either on the horse or off the horse.

WESTERN IDAHO FAIR INFORMATION (See current Western Idaho Fair Junior Exhibitor's Handbook for current rules, dates, times, and classes offered. Contact Extension Office for current 4-H horse fair registration forms.)

- Ada County 4-H Horse Declaration Statements** are due **May 1st** of each year.
- Ada County 4-H members may show in both 4-H classes and FFA classes at the Western Idaho Fair, but they must have separate project horses and they must complete the prerequisites for both 4-H and FFA. In addition, youth must choose to take either their 4-H horse or their FFA horse to participate in Showmanship Grand and Reserve Championship and Round Robin.
- Western Idaho Fair Picnic and Orientation** is usually the 3rd Thursday of July at Expo Idaho.
- Horse entries** are due near the end of July. There is no cost to enter or stable horses, but there is a \$10 cattle fee for Versatility Ranch Horse classes.
- Changes in horse entries** are at no charge until the Friday before the fair. After that, classes may be dropped for free, but there is a \$5 per class fee to add classes. Exhibitors need to fill out add/drop/change class forms.
- Exhibitor's/leader's passes:** Once entries have been turned into the **Expo Idaho Premium Office**, exhibitors and certified leaders may pick up free five (5) day passes, free livestock auto entry passes, and free picnic passes.
- Parents' passes:** Parents may purchase fair entry passes at the Expo Idaho Premium Office. These passes are for admission into the fairgrounds for the Friday to Tuesday of the 4-H horse fair.
- Horse record book and horse goal interview evaluations** are generally held the Saturday before the fair.
- 4-H Code of Conduct** is to be followed by exhibitors, parents/guardians, volunteers, and leaders.
- General dress code for Western Idaho Fair:** Exhibitors, parents, and leaders should wear 4-H-appropriate, modest clothing when representing 4-H. Please do not expose "bathing suit area", underwear, or midriff. Please do not wear see-through shirts, shirts with spaghetti straps, or clothing with offensive wording or logos. Approved riding boots must be worn by exhibitors riding horses. For safety reasons, anyone handling horses should wear close-toed shoes. All 4-H and FFA youth riding or driving horses must wear an ASTM-SEI approved equestrian helmet.
- All exhibitors are required to show in Showmanship.**
- Barns:** See current Western Idaho Fair Junior Exhibitor's Booklet for details of when horses may be checked in and released. All animals must have stall cards with emergency contact information.
- Vehicles in horse barn area:** See current Western Idaho Fair Junior Exhibitor's Booklet for parking details. In general, vehicles need to be moved from the barn area by 10:00 am each day.
- Health:** Horses must be sound, in good health, and free of communicable diseases. All horses are required to have a health certificate within 30 days of the Western Idaho Fair that will be current through the END of the fair. (Fair supervisors MAY offer vet checks on horse interview days.) Coggins test is recommended, but is NOT required. West Nile Virus vaccination is recommended, but is not required.

15. **Non-Project Animals:** *Non-project animals are NOT allowed at interviews or on the fairgrounds unless special permission is given by the 4-H horse fair supervisors.*
16. **Livestock Passes:** *No animal may leave the fairgrounds without a Livestock Pass. Livestock Pass must be signed by a fair supervisor.*

WESTERN IDAHO FAIR HORSE PROJECT INTERVIEW EVALUATIONS

Horse Record Book and Horse Goal Interview evaluations are generally scheduled the Saturday before the start of the fair. The Western Idaho Fair Junior Exhibitor Horse Committee would like ALL interview evaluations to be done at this time. However, a **Make-Up Interview Evaluation Request Form** is available. Make-up interviews will be granted on a case-by-case basis. Reasons for missing the regularly scheduled interview evaluations will be closely considered. In general, vacations are not considered a viable excuse.

WESTERN IDAHO FAIR ENTRY REQUIREMENTS

1. The 4-H project leader shall certify completion of the project and the eligibility of a member to compete by signing their record books and entry forms. Both member and animal must meet requirements listed in the above sections.
2. FFA Members: Eligibility is certified by their FFA advisor and show management.
3. Only animals recorded in member's Project Record Book and Horse Project Declaration Statement may be exhibited, with the exception of hardship cases which must be petitioned before the fair committee.
4. **Hardship case:** When a project horse is injured, becomes ill, or dies during the declaration period—up to 24 hours before the fair begins—a member may request the use of one substitute horse for interview evaluations and fair classes. A written petition signed by the leader and a vet certifying death, injury, or illness must be submitted to the fair supervisors for approval of the fair committee. The member will be notified of their decision. Hardship cases are meant for members with no other options to participate in the fair. A member with an approved hardship case may exhibit one substitute horse in place of all other declared project horses and may receive class placings and premiums. They are NOT eligible for High Point Awards or participation in championship classes, including Round Robin. All horses are required to have a mandatory vet check on the day of interviews or provide a current health certificate within 30 days of the start of the fair and that is current through the end of the fair. A Coggins test is recommended, but NOT required.
5. During the fair lame or sick animals must be reported to the fair committee immediately and will be subject to a vet check at owner's expense to determine if fit to continue or participate in other events. Animal may continue competition upon presentation of veterinarian's certificate certifying their ability to do so.
6. Exceptions to the above rules may be appealed to the fair committee.
7. **Western Idaho Fair Horse Entries:** Each exhibitor must complete and turn in the current entry form to the specified location by the specified due date. Exhibitors should fill out one entry form per horse. NO LATE OR INCOMPLETE FORMS WILL BE ACCEPTED. Contact the Extension Office for the current year's form and requirements.
 - A. **Classes entered:** Forms should include classes entered. ***All exhibitors are required to show in Showmanship.***
 - B. **Trail Declaration:** Exhibitors should declare if Trail should could towards Western or English Hi Point.
 - B. **Versatility Ranch Horse:** Each exhibitor who wants to show in Versatility Ranch Horse must pay a cattle fee and must complete the prerequisites for Versatility Ranch Horse.
 - C. **Breed Award:** Exhibitors who wish to apply for breed awards, must list the breed of their horses and must turn in any required paperwork. *Exhibitors may apply for more than one breed award per horse (example Quarter Horse and Buckskin), but horse/exhibitor combo may only win ONE breed award.*
 - D. **Flag Ceremony:** Exhibitors may sign up to carry the American, Idaho, 4-H, or club flags during each day's flag ceremony.
 - E. **Stall Request Form:** Each club must turn in a Stall Request Form.

- F. **Club Assignments:** Each club must sign up to help with part of a day's competition and to help with a Gymkhana game.
- G. **Expo Idaho Ride Nights:** Each club may sign up for ride nights at Expo Idaho during the end of July and the beginning of August. Expo Idaho offers these practice sessions for free, but clubs must comply with the following: a certified leader must be present at all times, riders must stay in the shop arena, exhibitors must clean up after their horses, and the leader must lock the gate when leaving.
- H. **Cancellation or Restriction of Classes:** Fair supervisors reserve the right to cancel, combine, or restrict classes for safety reasons, class size, and time constraints.

WESTERN IDAHO FAIR CLASS AGE DIVISIONS: All ages are as of 1/1 of current 4-H year.

- 1. Junior: 8 - 10 years of age
- 2. Intermediate: 11 – 13 years of age
- 3. Senior: 14 – 18 years of age or still in High School per PNW rules

WESTERN IDAHO FAIR AWARDS

- 1. **Danish System:** Each exhibitor, even those who are disqualified, will be given a blue, red, or white Danish ribbon. These levels are defined as follows:
 - **Blue Award:** Judge felt that rider/handler exhibited superior growth in the project, superior understanding of the subject, superior workmanship for age and experience, exhibit was attractive and of excellent quality, and leadership ability was exhibited.
 - **Red Award:** Judge felt that rider/handler exhibited good project growth, good understanding of the subject, good workmanship for age and experience, and a neat exhibit.
 - **White Award:** Judge felt that rider/handler exhibited minimal or passable project growth and understanding, passable workmanship for age and experience, and the exhibit was of satisfactory quality.
- 2. **Placings:** In addition to Danish System, the awards which are available to exhibitors at the Western Idaho Fair are listed in the current year's Western Idaho Fair Junior Exhibitor's Booklet. Those awards which are donated or sponsored by individuals or breed clubs have criteria listed on their entries. High Point and Reserve High Point awards are based on the points earned by the placings in the classes. The scoring system for classes that count towards high point will be calculated for the top 6 horses in each class. Points breakdown as follows:
 - 1st Place: 6 points
 - 2nd place: 5 points
 - 3rd Place: 4 points
 - 4th Place: 3 points
 - 5th Place: 2 points
 - 6th Place: 1 point
- 3. **High Points:** High points and breed awards are calculated on horse/rider combinations.
 - A. **Western High Point** classes include Trail (if declared Western), Showmanship, Bareback Equitation, Western Equitation, Western Reining, and Western Riding . **Western Equitation placing will be used as a tiebreaker**
 - B. **English High Point** classes include Trail (if declared English), Hunter Hack (if offered), English Equitation, English Pattern, Equitation over Ground Poles, and Equitation over Fences (if offered). **English Equitation class placing will be used as a tie breaker.**
 - C. **Ranch Versatility High Point** classes may include Ranch Riding, Cattle Boxing, Cow Working/Single Cow Penning, Ranch Roping, and any other ranch or cow classes offered. **Cow Working placing will be used as a tiebreaker. Ranch Riding will be the tie-breaker if cattle are not available and affordable**
 - D. **Novice High Point** classes include Showmanship, Western Equitation, Trail, English Equitation, and English Equitation over Ground Poles. **Showmanship placing will be used as a tiebreaker.**
 - E. **Driving High Point** classes include Reinsmanship, Precision Driving/Cones Course, Pleasure Driving, and any other driving classes offered. **Reinsmanship placing will be used as a tiebreaker. -**

- F. **Gymkhana High Point** classes include Three Leaf Clover/Barrels, Pole Bending, Keyhole, Ten Barrel, Figure 8 Stake Race, and Four Leaf Clover Race. **Four Leaf Clover Race placing will be used as a tiebreaker.**
- G. **In-Hand Trail, Mini In-Hand Trail, Halter Quality, and Green Horse classes will NOT count towards Hi Points, but will count towards breed awards.**

ATTIRE AND SAFETY RULES—SEE PNW RULES

TACK AND ATTIRE CLARIFICATIONS AND ADDENDUMS—SEE PNW RULES

1. **Helmets are required for all exhibitors riding or driving horses.**
2. **Boots** are required at all times when handling, riding, or driving horses.
3. **Chaps** are NOT allowed in Equitation classes, but are allowed in Trail, Western Riding, Reining, and Versatility Ranch classes.
4. **Protective boots and gear:** splint boots, bell boots, and other protective gear are NOT allowed in in-hand classes, Bareback Equitation, Western Equitation, Western Riding, Hunter Hack (if offered), English Equitation, and English Pattern (**unless approved by a veterinarian for a valid medical reason**). They ARE ALLOWED in Gymkhana, Beginner/Green horse classes, Reining, Equitation over Ground Poles, and Versatility Ranch classes. Support boots, quarter boots, and splint/brushing boots ARE ALLOWED in driving classes.
5. **Whips and crops** are NOT allowed in Trail (unless riding English), Bareback Equitation (unless riding English), Western Equitation, Western Riding, Reining, and Versatility Ranch Classes. They ARE ALLOWED in English classes and Gymkhana/games. They ARE REQUIRED in driving classes.
6. **Spurs** are NOT allowed in in-hand and driving classes. If spurs are used, Western-type spurs must be used in Western classes and Gymkhana/Games and English-type spurs must be used in English classes.
7. **Hunt coats** are OPTIONAL if the exhibitor is wearing long-sleeved ratcatcher, tailored, or turtleneck shirts that are closed at the neck and tucked in. Hunt coat is required if a short-sleeved ratcatcher shirt is worn. *At the discretion of the judge* exhibitors with short-sleeved shirts may be excused from wearing hunt coats and FFA coats to prevent heat-related illnesses.
8. **Examples of appropriate Western bits and hackamores:** bosal, O-ring/loose ring snaffle, D-ring snaffle, and curb bits with maximum port height of 3 inches and maximum shank length of 8 ½ inches
9. **ILLEGAL Western bits and hackamores:** slip bit, gag bit (except in Gymkhana), double twisted wire snaffle, prong bit, donut bit, curb bits with port heights over 3 inches and/or shank lengths of more than 8 ½ inches, sidepull hackamore, and mechanical hackamore (except in Gymkhana)
10. **Examples of appropriate English bits:** O-ring/loose ring snaffle, D-ring snaffle, eggbutt snaffle, full cheek snaffle, half cheek snaffle, Baucher, Kimberwicke, Pelham—must use two (2) reins (no bit converters), and full double bridle
11. **ILLEGAL English bits:** slip bit, gag bit, double twisted wire snaffle, prong bit, and donut bit
12. **Examples of legal driving bits:** snaffles and driving curb bits
13. **ILLEGAL driving bits:** double twisted wire and gag bits
14. **Gymkhana/Games REQUIRED tack and attire per PNW rules:**
 - a. Western clothing must be worn. Belts are optional.
 - b. Western saddle with horn
 - c. Western bridle with throatlatch
 - d. Roping or single-piece reins
 - e. Spurs must be Western-type

ADA COUNTY and WESTERN IDAHO FAIR HORSE SHOW CLASSES

These classes may NOT always be offered at the fair and other 4-H horse shows. The offering of these classes will depend on the number of participants, the availability of obstacles, the availability of awards, the availability of cattle, and the availability of manpower needed to run these classes.

Any entry the judge feels is unsafe may be dismissed whether due to turnout or behavior of the animal. Excessive jerking, spurring, rough handling, etc. of animals by exhibitors will be severely penalized and/or may be cause for dismissal at the discretion of the judge.

HALTER QUALITY CLASSES—for tack see PNW Showmanship equipment rules

1. Halter quality classes are limited to animals two (2) years of age and younger. A mare and foal are considered as one. Classes are divided for fillies and colts. All breeds of horses and ponies show together.
2. Halter Quality Classes:
 - A. Geldings or stud colts foaled in current year
 - B. Yearling geldings
 - C. Two year old geldings
 - D. Fillies foaled in current year
 - E. Yearling fillies
 - F. Two year old fillies

GREEN HORSE CLASSES

- A. Green horse classes are for horses in the beginning stages of training from ground training up to their second year under saddle.
- B. Green horses may only cross enter into Showmanship, Halter Quality, and In-Hand Trail Classes. Green horses may participate in the Costume Contest, but they must be shown in-hand.

NOVICE EXHIBITOR CLASSES

- A. Novice classes are for exhibitors that are in their first or second year of horse showing in **ANY** type of show. With parent permission and leader approval, novice showmen may choose to enter the regular division classes instead of novice division classes.
- B. Novice classes offered:
 - a. Showmanship—may show in Western or English attire
 - b. Walk/Trot Western Equitation
 - c. Walk/Trot English Equitation
 - d. Walk/Trot Trail
 - e. Walk/Trot Equitation over Ground Poles
- C. Novice exhibitors may cross enter into Halter Quality classes, Mini classes, Driving classes, Gymkhana classes, and Costume Contest (*with leader approval*). Exhibitors may only walk and trot.

TRAIL: See PNW rules.

Additional Ada County Trail Rules:

1. **Junior Trail obstacles:** backing straight, bridge, forward travel—walk or trot only, ground poles—walk or trot only, serpentine—walk or trot only, carry object—walk only, mailbox—straight approach, turn around in box, sensory, questions
2. **Intermediate Trail obstacles:** backing straight or weave, bridge, forward travel—walk, trot, or canter, ground poles—walk or trot only, serpentine—walk or trot only, carry object—walk only, mailbox, turn around in box, rope gate or entry gate, side pass, sensory, questions
3. **Senior Trail obstacles:** backing straight or weave, bridge, forward travel—walk, trot, or canter, ground poles—walk or trot only, serpentine—walk or trot only, carry object—walk only, mailbox, turn around in box, rope gate or entry gate, side pass, sensory, questions

SHOWMANSHIP: See PNW rules. *Showmanship is required for all exhibitors.*

BAREBACK EQUITATION: See PNW rules.

Exhibitors will be worked on the rail in both directions. Exhibitors, who do not feel safe cantering, should go to the center of the arena. Patterns may be required at the judge's discretion.

WESTERN CLASSES

WESTERN EQUITATION: See PNW rules.

Exhibitors will be worked on the rail in both directions. Patterns may be required at the judge's discretion.

WESTERN RIDING:

1. **Class Description:** Western Riding is a judged event where horses walk, jog, go over a log, and weave cones at the canter while changing leads.
2. **Judging Criteria:** The horse is judged on quality of gaits, lead changes at the lope, response to the rider, manners, and disposition. Horses may perform simple or flying lead changes.
3. **Attire:** See PNW Western attire rules.
4. **Tack Special Rules:** See PNW Western tack rules. Protective leg gear is NOT allowed.
5. **Age Divisions:** Junior, Intermediate, and Senior
6. **Class Procedure:** Each contestant will perform the required pattern individually.

SAMPLE JUNIOR AND INTERMEDIATE WESTERN RIDING PATTERN, ages 8 - 13

Equipment: 6 cones, log

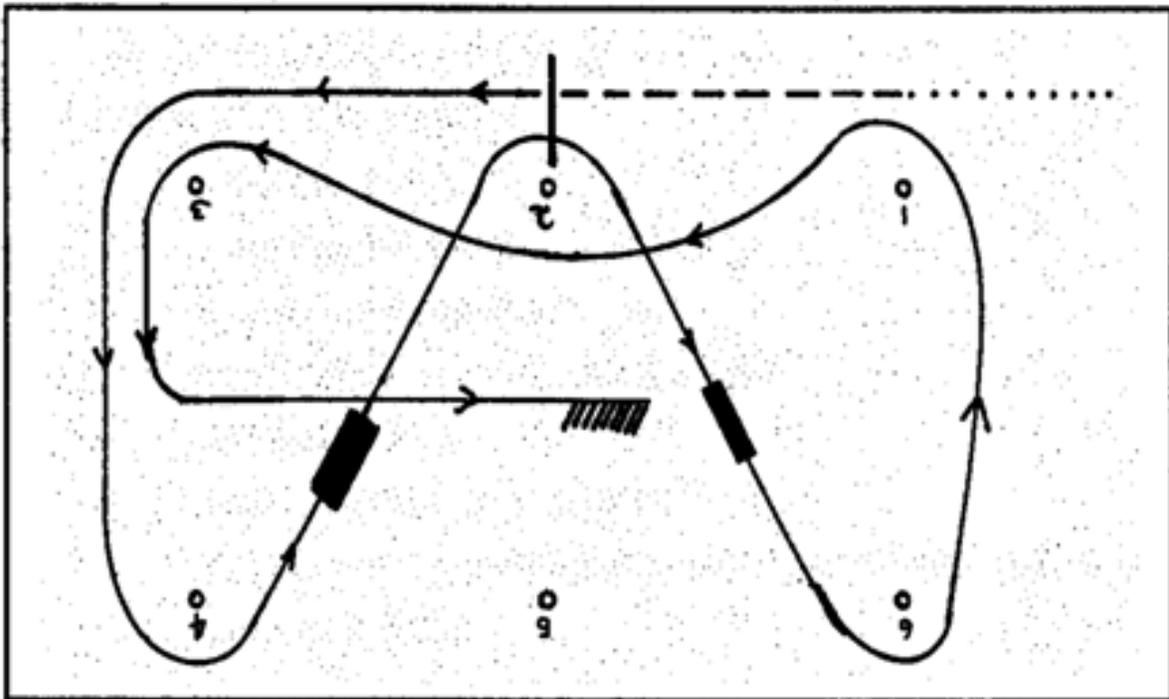
Set up: Cones should be set a uniform distance of 30-50 feet apart; log should be placed at cone #2

Penalties: Breaking gaits, failure to change leads

Disqualifications: Breaking pattern, not going over the log

Pattern:

1. Enter the arena at a walk and proceed to the right side of cone #1.
2. Jog from the right side of cone #1 to the right side of cone #2. Jog over the log and then lope on the left lead.
3. Lope on the right side of cone #3 towards the right side of cone #4.
4. Lope around the right side of cone #4 towards the left side of cone #2. Change to the right lead in the center.
5. Lope on the left side of cone #2 and *lope over the log*.
6. Lope from the left side of cone #2 towards the right side of cone #6. Change to the left lead in the center.
7. Lope on the right side of cone #6 and lope towards the right side of cone #1.
8. Weave from the right side of cone #1, to the left side of cone #2, and to the right side of cone #3.
9. Continue loping on the left lead towards the center.
10. Lope 20 feet past markers #2 and #5 and come to a sliding stop.
11. Settle the horse for about 10 seconds and then back the horse about 20 feet, until even with markers #2 and #5.
12. Walk to the judge to be excused.



SAMPLE SENIOR WESTERN RIDING PATTERN, ages 14 - 18

Equipment: 8 cones, log

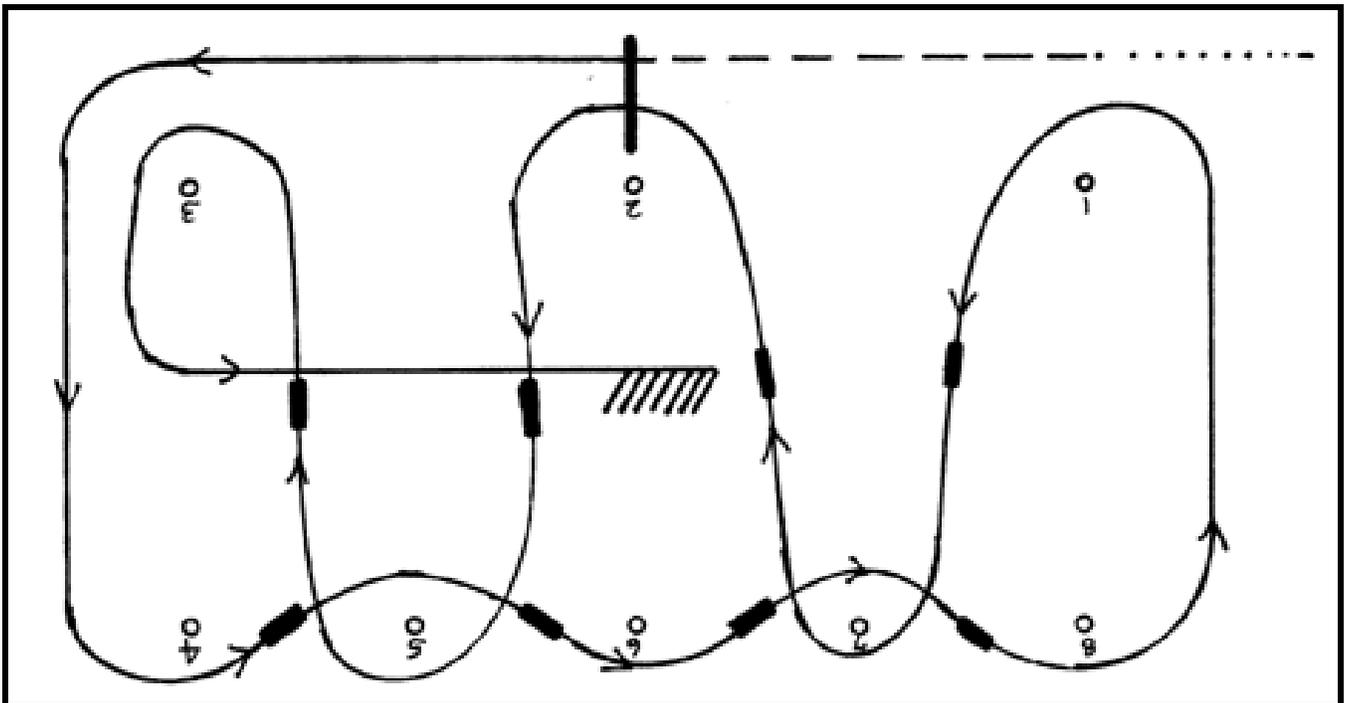
Set up: Cones should be set a uniform distance of 30-50 feet apart, log should be placed at cone #2

Penalties: Breaking gaits, failure to change leads

Disqualifications: Breaking pattern, not going over the log

Pattern:

1. Enter the arena at a walk and proceed to the right side of cone #1.
2. Jog from the right side of cone #1 to the right side of cone #2. Jog over the log and then lope on the left lead.
3. Lope on the right side of cone #3 towards the right side of cone #4.
4. At cone #4 weave around the right side of cone #4, left side of cone #5, right side of cone #6, left side of cone #7, and right side of cone #8 changing leads with each change of direction. May do flying or simple lead changes, but flying lead changes are preferred.
5. Lope on the right side of cone #8 towards the right side of cone #1.
6. Lope from cone #1 to the left side of cone #7 changing leads in the center.
7. Lope from cone #7 to the right side of cone #2. *Must lope over the log.*
8. Lope from cone #2 to the left side of cone #5 changing leads in the center.
9. Lope from cone #5 to the right side of cone #3 changing leads in the center.
10. Continue loping on the left lead towards the center.
11. Lope 20 feet past markers #2 and #5 and come to a sliding stop.
12. Settle the horse for about 10 seconds and then back the horse about 20 feet, until even with markers #2 and #5.
13. Walk to the judge to be excused.



WESTERN REINING:

1. **Class Description:** Reining is a judged event designed to show the athletic ability of a ranch type horse in the confines of a show arena.
2. **Judging Criteria:** Horse will be judged on its willingness and ability to complete a pattern with little or no resistance. Horses may perform simple or flying lead changes. See National Reining Horse Association (NRHA) for specifics on judging.
3. **Attire:** See PNW Western attire rules.
4. **Tack Special Rules:** See PNW Western tack rules. Protective leg gear IS allowed.
5. **Age Divisions:** Junior, Intermediate, and Senior
6. **Class Procedure:** Each contestant will perform the required pattern individually. Patterns include small slow circles, large fast circles, lead changes, rollbacks, spins, and stops.

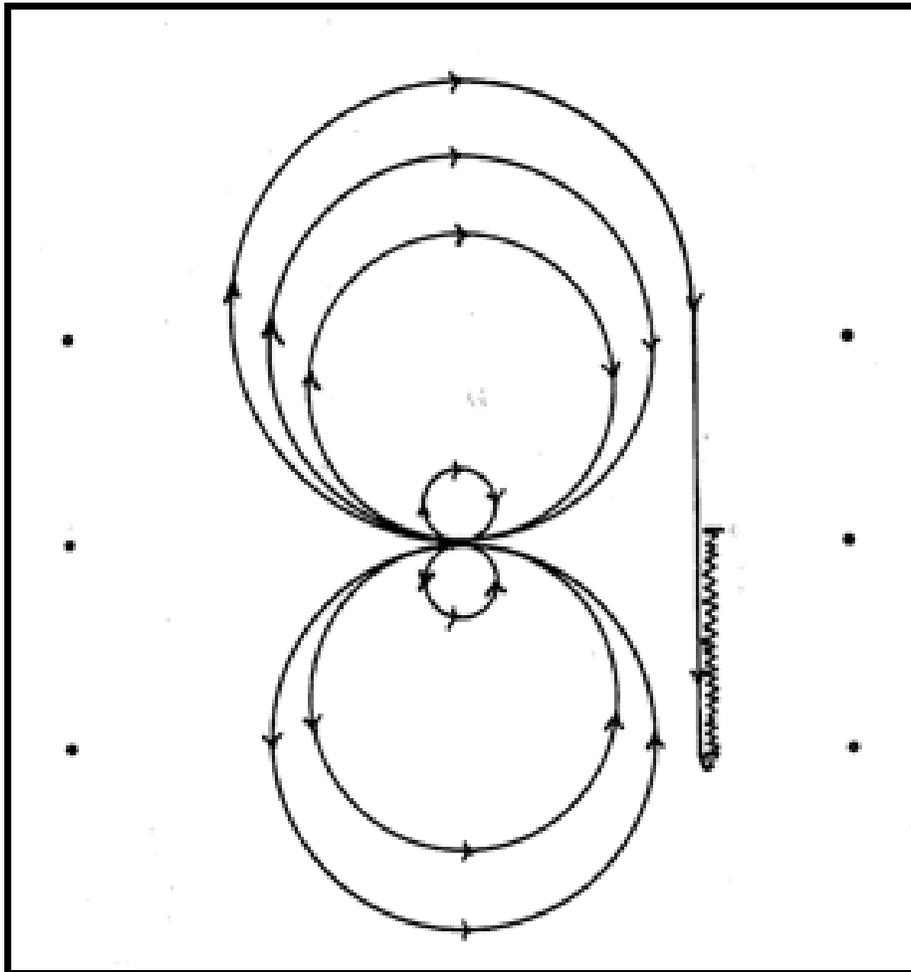
SAMPLE JUNIOR AND INTERMEDIATE REINING PATTERN, ages 8 - 13

Equipment: 3 cones, measuring tape

Set up: Cone along the fence at the center of the arena, cones along the fence 50 feet from each end of the arena

Pattern:

1. Start in the center of the arena facing the judge. Complete 1 spin to the right.
2. Complete one 1 spin to the left. Hesitate.
3. Begin on the right lead. Complete 2 circles to the right, the first large and fast and the second small and slow.
4. Complete a simple or flying lead change in the center of the area.
5. Begin 2 circles to the left, the first large and fast and the second small and slow.
6. Complete a simple or flying lead change in the center of the area.
7. Continue around previous circles to the right, but do not close this circle.
8. Run up the right side of the arena (staying at least 20 feet from the fence) past the center marker and do a sliding stop.
9. Back up to the center of the arena. Hesitate to demonstrate completion of the pattern.
10. Walk to the judge and stop for inspection until dismissed.
11. The bridle may be dropped at the judge's discretion.



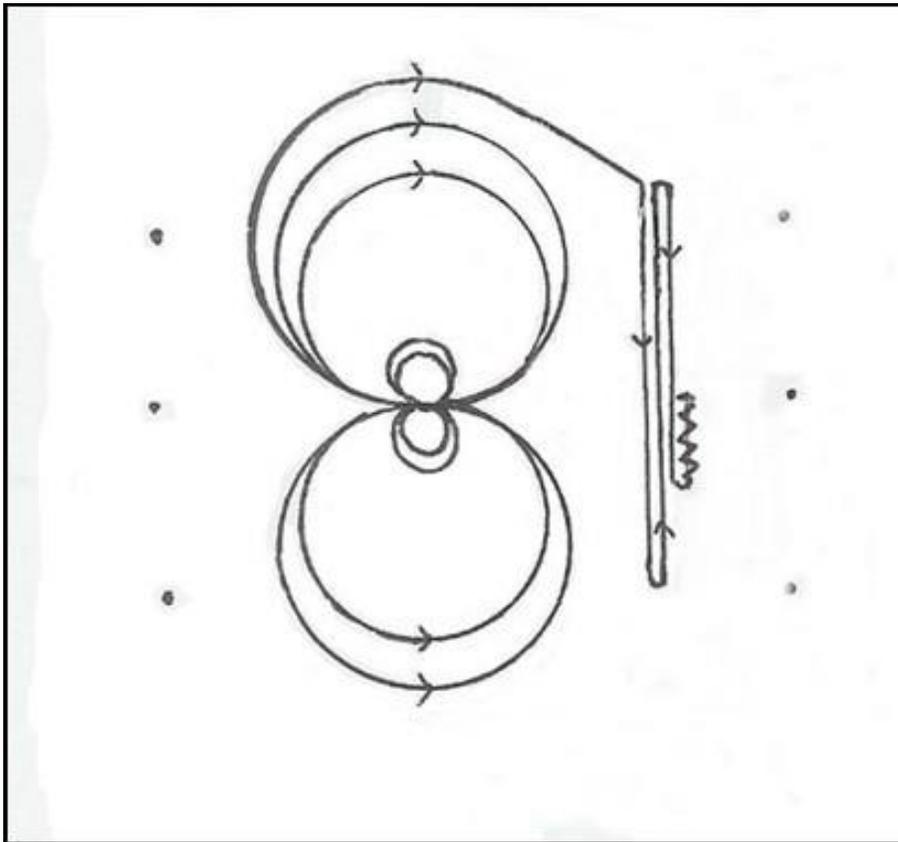
SAMPLE SENIOR REINING PATTERN, ages 14 – 18

Equipment: 3 cones, measuring tape

Set up: Cone along the fence at the center of the arena, cones along the fence 50 feet from each end of the arena

Pattern:

1. Start in the center of the arena facing the judge. Complete 2 spins to the right.
2. Complete 2 spins to the left. Hesitate.
3. Begin on the right lead. Complete 2 circles to the right, the first large and fast and the second small and slow.
4. Complete a simple or flying lead change in the center of the area.
5. Begin 2 circles to the left, the first large and fast and the second small and slow.
6. Complete a simple or flying lead change in the center of the area.
7. Continue around previous circles to the right, but do not close this circle.
8. Run up the right side of the arena (staying at least 20 feet from the fence) past the center marker and do a roll back (towards the fence).
9. Run back up the right side of the arena (staying at least 20 feet from the fence) past the center marker and do a roll back (towards the fence).
10. Run down the right side of the arena, past the center marker, and do a sliding stop (staying at least 20 feet from the fence). Back up at least 10 feet. Hesitate.
11. Walk to judge and stop for inspection until dismissed.
12. Bridle may be dropped at the judge's discretion.



ENGLISH/HUNT SEAT CLASSES

EQUITATION OVER GROUND POLES

1. **Class Description:** Equitation over Ground Poles is judged on the rider's equitation going over a course of 6-12 "jumps".
2. **Judging Criteria:** Performance will be judged on effective use of aids on the entire course. Emphasis will be on light hands, balance, correct posture, and seat on the flat and over fences. Excessive speed will be penalized.
3. **Attire:** See PNW Hunt Seat attire rules on page 12.
4. **Tack:** See PNW Hunt Seat tack rules on pages 12 – 13. Martingales and protective leg equipment ARE allowed.
5. **Age Divisions:** Junior, Intermediate, and Senior
6. **Class Procedure:**
 - a. Patterns will be posted at least one (1) hour prior to the class.
 - b. The course will consist of 6 to 12 "jumps" with at least one change of direction.
 - c. Juniors are to perform the course at a trot. All others must canter the course.
 - d. The rider will be allowed to circle one (1) time before starting the course.
 - e. A refusal will be called when a horse avoids a "jump" or stops forward motion.
 - f. If the refusal is at a combination jump, the rider must retake all elements of the combination.
 - g. Major Faults: Refusal(s), loss of stirrup, incorrect gait, incorrect lead or diagonal, loss of reins, excessive speed, lack of control.
 - h. Disqualifications: Fall of horse or rider, three (3) cumulative refusals, off course.
7. **EQUITATION OVER FENCES** *(Due to safety concerns and limited number of participants Equitation over Fences will NOT be offered at the Western Idaho Fair, but may be offered at 4-H Horse Shows.)*
8. Jump Heights for Equitation over Fences will be determined by the show managers.
 - i. Maximum jump height for juniors: 12 inches
 - ii. Maximum jump height for intermediates: 18 inches
 - iii. Maximum jump height for seniors: 24 inches

SAMPLE EQUITATION OVER GROUND POLES PATTERNS

(Judges may choose other patterns if so desired.)

Equitation Over Ground Poles Pattern, Junior

Juniors are to do the entire pattern at a trot following the numbers as indicated. Acknowledge the judge before starting your pattern. You may make a courtesy circle prior to "jump" #1. Change your posting diagonals as needed. Go over each jump in the two-point position. After jump #6, look to the judge for dismissal.



Equitation Over Ground Poles Pattern, Intermediate and Senior

Intermediates and Seniors are to do the entire pattern at a canter following the numbers as indicated. Acknowledge the judge prior to starting your pattern. You may make a courtesy circle prior to "jump" #1. Change your leads as needed. Go over each "jump" in the two-point position. After "jump" #6, look to the judge for dismissal.



HUNTER HACK

1. **Mandatory Jump Evaluation:** Each contestant wanting to participate in Hunter Hack must have a mandatory jumping safety evaluation prior to the class.
2. **Practice Jump:** A practice jump will be available in the arena prior to the start of the class. Riders must wear an ASTM/SEI certified helmet with the chin harness secured. *Exhibitors may not go over the practice jumps without a certified leader present.*
3. **Class Description:** The purpose of hunter hack is to give horses and opportunity to show their expertise over low fences and on the flat. The hunter hack horse should move in the same style as a working hunter.
4. **Judging Criteria:** The class will be judged on style over fences, even hunting pace, flat work, manners and way of going.
5. **Attire:** See PNW Hunt Seat attire rules on page 12.
6. **Tack:** See PNW Hunt Seat tack rules on pages 12 – 13. Martingales and protective leg gear are NOT allowed in Hunter Hack.
7. **Age Divisions:** Junior, Intermediate, and Senior
8. **Restrictions:**
 - a. Riders must pass the supervised jump safety check.
 - b. Horses must be at least five (5) years old as of January 1st.
9. **Class Procedure:**
 - a. Horses will be worked on the rail at the walk, trot, and canter in both directions.
 - b. Horses are then required to jump two (2) fences which will be set sixty (60) feet apart.
 - c. Juniors will take the fences from a trot.
 - d. All others will canter over the fences.
 - e. At the discretion of the judge, contestants may be asked to hand gallop, stop, and/or back and stand quietly following the last fence.
 - f. Jump heights will be determined by the show managers.
 1. Maximum jump height for juniors: 12 inches
 2. Maximum jump height for intermediates: 18 inches
 3. Maximum jump height for seniors: 24 inches

SAMPLE HUNTER HACK PATTERN

Hunter Hack, All Ages

Acknowledge the judge prior to starting your pattern. You may make a courtesy circle prior to "jump" #1. Go over "jumps" 1 and 2 at a canter and then hand gallop to the cone. Stop and settle your horse for 5 seconds and then back 5 steps. Look to the judge for dismissal.

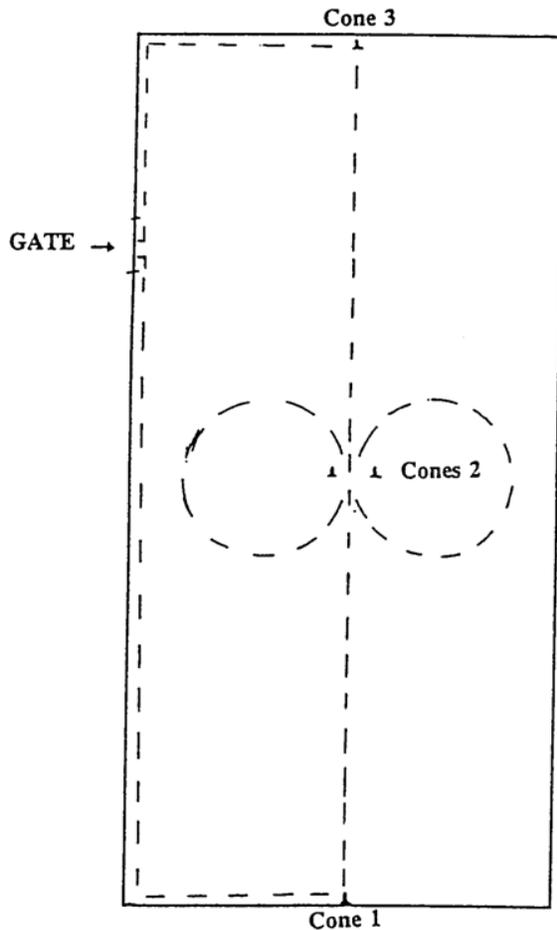


ENGLISH EQUITATION (ON THE RAIL): See PNW rules.

ENGLISH PATTERN: See sample patterns.

1. **Class Description:** English Pattern is an English Equitation class where riders are judged on their equitation doing a pattern. No rail work is required.
2. **Judging Criteria:** See PNW for English Equitation judging criteria.
3. **Attire:** See PNW Hunt Seat attire rules on page 12.
4. **Tack:** See PNW Hunt Seat tack rules on pages 12 – 13.
5. **Age Divisions:** Junior, Intermediate, and Senior
6. **Class Procedure:** Exhibitors will be worked on the rail in both directions.

SAMPLE JUNIOR ENGLISH PATTERN, ages 8 – 10

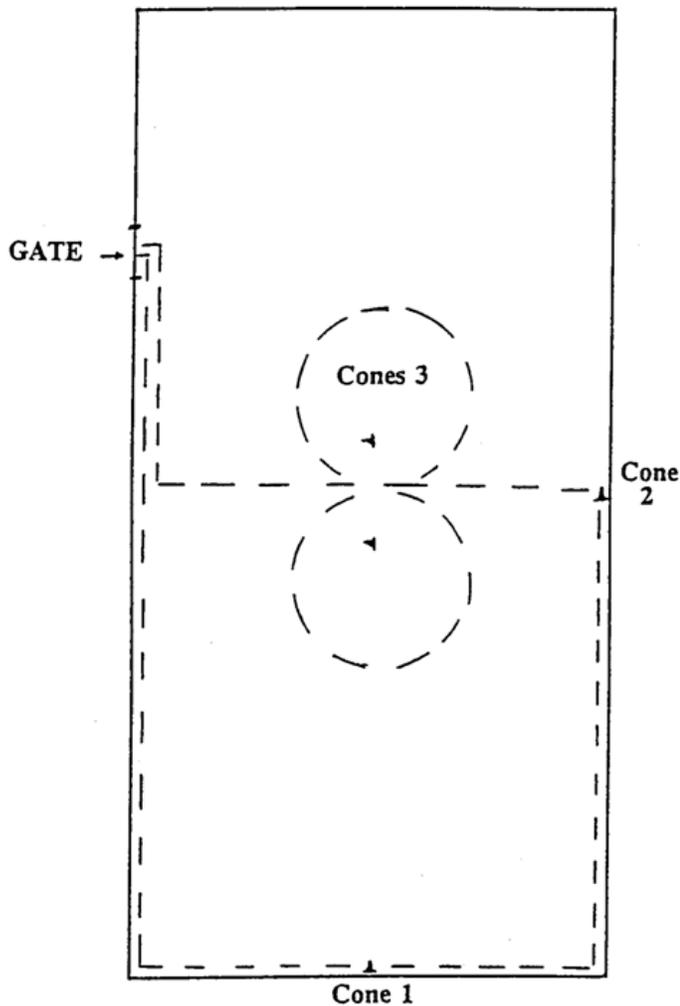


* Cone to be set minimum 15' off the rail.

1. ENTER TO RIGHT AT SITTING TROT	
2. AT CONE 1 WALK AND TURN LEFT	
3. BETWEEN CONES 2 POSTING TROT, 20M CIRCLE TO RIGHT	
4. BETWEEN CONES 2 CHANGE DIAGONALS	
5. BETWEEN CONES 2, 20 M CIRCLE TO LEFT	
6. BETWEEN CONES 2, CANTER STRAIGHT AHEAD (EITHER LEAD)	
7. AT CONE 3 HALT 4-6 SECONDS.	
8. TURN LEFT AND EXIT RING TO LEFT AT WALK	
TOTAL SCORE	

NOTE TO COMPETITORS: Judging shall begin the moment you enter the arena and shall end the moment you leave the arena. Each section listed above will be scored from 0-10 with 10 being the highest score for each section. **NO READERS WILL BE ALLOWED.** In the event of a tie, the combined score of movements #3, 4, and 5 will break the tie.

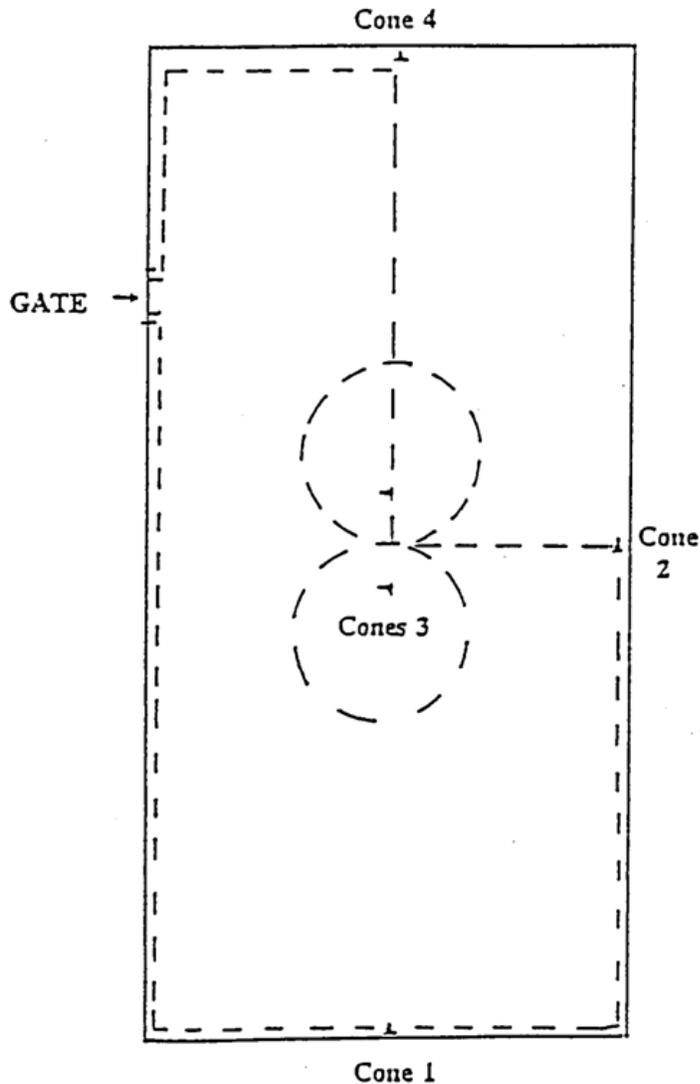
SAMPLE INTERMEDIATE ENGLISH PATTERN, ages 11 – 13



NOTE TO COMPETITORS: Judging shall begin the moment you enter the arena and shall end the moment you leave the arena. Each section listed above will ve scored from 0-10 with 10 being the highest score for each section. **NO READERS WILL BE ALLOWED.** In the event of a tie, the combined score of movements #2,3, & 4 will break the tie.

1. ENTER TO RIGHT AT SITTING TROT	
2. AT CONE 1 DROP IRONS	
3. AT CONE 1 RISING TROT	
4. AT CONE 2 WALK, PICK UP IRONS, AND TURN LEFT	
5. BETWEEN CONES 3 RISING TROT 20 M CIRCLE RIGHT	
6. BETWEEN CONES 3, 20 M CIRCLE LEFT	
7. BETWEEN CONES 3, CANTER RIGHT LEAD 20 M CIRCLE RIGHT	
8. BETWEEN CONES 3, SIMPLE CHANGE OF LEAD THROUGH TROT	
9. CANTER LEFT LEAD 20 M CIRCLE LEFT	
10. BETWEEN CONES 3, HALT 4-6 SECONDS THROUGH WALK	
11. WALK TO RAIL TURN RIGHT & EXIT	
TOTAL SCORE	

SAMPLE SENIOR ENGLISH PATTERN, ages 14 – 18



NOTE TO COMPETITORS: Judging shall begin the moment you enter the arena and shall end the moment you leave the arena. Each section listed above will be scored from 0-10 with 10 being the highest score for each section. **NO READERS WILL BE ALLOWED.** In the event of a tie, the combined score of movements #4,8, & 11 will break the tie.

1. ENTER TO RIGHT AT SITTING TROT	
2. AT CONE 1 DROP IRONS	
3. AT CONE 2 WALK, TURN LEFT	
4. BETWEEN CONES 3 RISING TROT 20 M CIRCLE RIGHT	
5. BETWEEN CONES 3 PICK UP IRONS	
6. BETWEEN CONES 3, 20 M CIRCLE LEFT	
7. BETWEEN CONES 3, CANTER RIGHT LEAD 20 M CIRCLE RIGHT	
8. BETWEEN CONES 3, SIMPLE CHANGE OF LEAD THROUGH WALK	
9. CANTER LEFT LEAD 20 M CIRCLE LEFT	
10. BETWEEN CONES 3, HALT 4-6 SECONDS	
11. 90° TURN ON FOREHAND LEFT	
12. SITTING TROT TO CONE 4	
13. AT CONE 4 HALT 4-6 SECONDS	
14. 90° TURN ON FOREHAND RIGHT	
15. LEAVE RING AT WALK	
TOTAL SCORE	

MINATURE HORSE CLASSES

(Exhibitors showing in any obstacle or driving classes must wear helmets). Miniature Classes are open only to miniatures, not ponies or horses

MINATURE SHOWMANSHIP: See PNW rules. **(NOT currently offered at the Western Idaho Fair)**

MINATURE IN-HAND TRAIL (HALTER OBSTACLE) (For this class to be offered at the fair, Miniature horse exhibitors, leaders, and parents must provide obstacles and must set up and take down obstacles.)

1. **Class Description:** In Hand Trail is a class where horses are lead over a series of Trail obstacles.
2. **Judging Criteria:** Horses on judged on manners and their ability to go over obstacles as directed. (See current ASPC rules for AMHR faults and penalties.)
3. **Attire:** Exhibitors may wear Western or English attire. Helmets are required. See PNW rules.
4. **Tack:** Horses are to be shown in a halter with an appropriate lead. A chain on the lead is permitted under the chin of the horse.
5. **Restrictions:** Bridles, whips, crops, spurs, and chaps are NOT allowed per PNW rules. Edible treats to encourage an animal to perform one of the obstacles are not allowed.
6. **Age Divisions:** ALL AGES ARE COMBINED.
7. **Class Procedure:** Patterns should be posted at least one (1) hour before the class. Contestants are allowed to walk the pattern (on foot without a horse) prior to the competition. Each contestant will perform the required pattern individually.
8. **Obstacles:** See PNW rules for approved obstacles. Obstacle dimensions will follow ASPC rules.
 - a. Minimum of five (5) obstacles and a maximum of eight (8) obstacles
 - b. Walk over widths: 16 inches minimum
 - c. Trot over widths: 20 inches minimum
 - d. Back through widths: 24 inches minimum
 - e. Allowed and prohibited obstacles: See PNW rules. Per ASPC rules, jumps may NOT be used in Miniature In-Hand Trail.

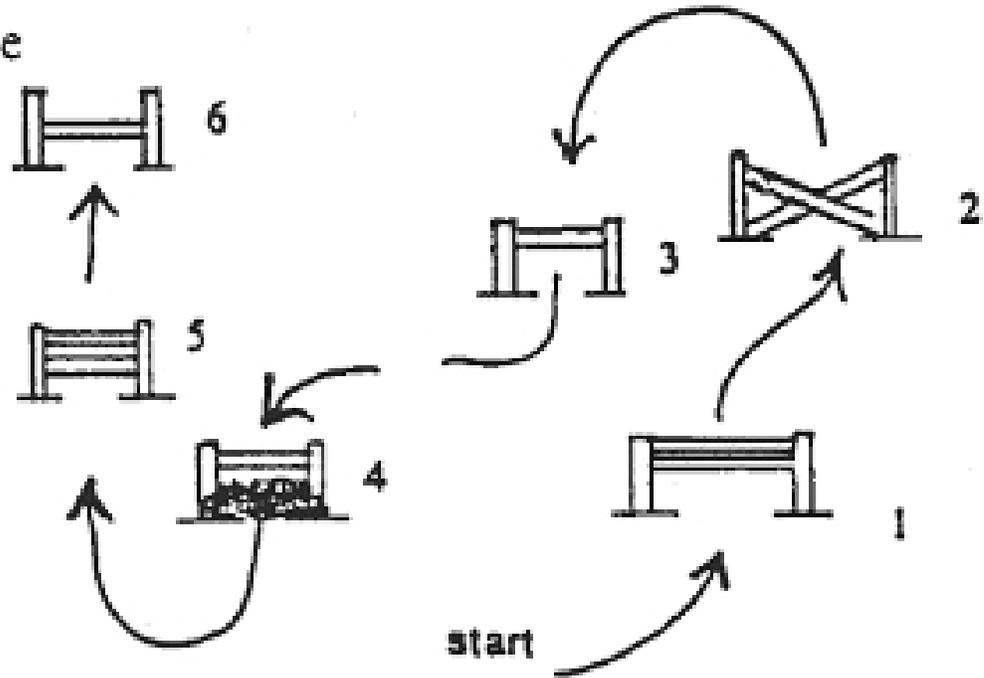
MINATURE IN-HAND JUMPING (For this class to be offered at the fair, Miniature horse exhibitors, leaders, and parents must provide obstacles and must set up and take down obstacles.)

1. **Class Description:** Miniature In-Hand Jumping is like a Show Jumping class where horses are scored on accumulated faults such as knockdowns, refusals, etc.
2. **Judging Criteria:** Jumpers are scored mathematically on accumulated faults. (See current ASPC for AMHR faults and penalties.)
 - a. **Jump-offs:**
 - i. In cases of ties, Jump-offs will be held over the original course.
 - ii. Only two (2) jumps will be raised.
 - iii. Jumps shall be raised not less than one (1) inch and not more than six (6) inches.
 - iv. The Jump-off will be timed. The horse with the fastest time and the fewest faults in the Jump-off round will be declared the winner. An elimination Jump-off does not eliminate the horse from the final placing.
3. **Attire:** Appropriate Hunter attire. Helmets are required. See PNW rules.
4. **Tack:** Horses are to be shown in a halter with an appropriate lead. A chain on the lead is permitted under the chin of the horse. Whips MAY be carried. Horses' manes and tails may be braided.
5. **Restrictions:** Horses must be at least three (3) years of age. Exhibitors may NOT go over the jumps.
6. **Age Divisions:** ALL AGES ARE COMBINED.
7. **Class Procedure:** Patterns should be posted at least one (1) hour before the class. Contestants are allowed to walk the pattern (on foot without a horse) prior to the competition. Each contestant will perform the required pattern individually. Horses may NOT circle anywhere on the course.

8. Obstacles:

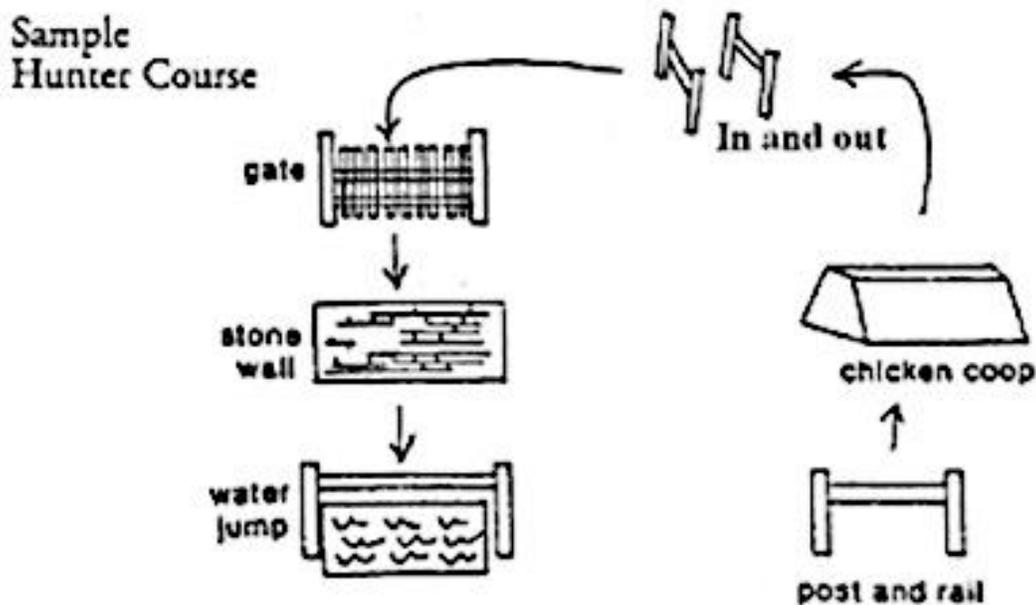
- a. There will be a minimum of 4 fences and a maximum of 6 fences.
- b. All jumps must have a ground pole.
- c. Jump standards may not be taller than 40 inches.
- d. No wings or additions are allowed outside the jump standards.
- e. All jumps must be collapsible.
- f. Jumps should be of attractive design but should be constructed of a material so as not to cause danger to the horse. Obstacles must simulate those found in hunting, such as natural post and rail, brush, stone wall, white board gate, hedge, oxer, etc. An In and Out Jump should NEVER be the first jump in the course. An In and Out Jump is considered one obstacle and scored as such. Refusal of one element of an In and Out Jump requires the retaking of both elements.
- g. Jump dimensions
 - i. 12 to 24 inches
 - ii. 12 to a maximum of 30 inches for the jump-off
 - iii. 5 to 6 feet in width
 - iv. Minimum of 20 feet between jumps
 - v. 10 to 12 feet between In and Out Jumps.

Sample Jumper Course



MINIATURE IN-HAND HUNTER (For this class to be offered at the fair, Miniature horse exhibitors, leaders, and parents must provide obstacles and must set up and take down obstacles.)

1. **Class Description:** Miniature In-Hand Hunter is like a Working Hunter class where horses are judged on their style, manners, way of going, and even pace over the course.
2. **Judging Criteria:** Horses are judged on style, manners, way of going, and even pace. Horses may do the course at a brisk trot or canter, but horses should maintain the same gait throughout the course. (See current ASPC rules for AMHR faults and penalties.)
3. **Attire:** Appropriate Hunter attire. Helmets are required. See PNW rules.
4. **Tack:** Horses are to be shown in a halter with an appropriate lead. A chain on the lead is permitted under the chin of the horse. Whips are PROHIBITED. Horses' manes and tails may be braided.
5. **Restrictions:** Horses must be at least three (3) years of age. Exhibitors may NOT go over the jumps.
6. **Age Divisions:** ALL AGES ARE COMBINED.
9. **Class Procedure:** Patterns should be posted at least one (1) hour before the class. Contestants are allowed to walk the pattern (on foot without a horse) prior to the competition. Each contestant will perform the required pattern individually. Circling once upon entering the ring and once upon leaving the ring is permissible. Horse may be asked to trot back to the judge for a soundness check.



MINIATURE GYMKHANA. (For this class to be offered at the fair, Miniature horse exhibitors, leaders, and parents must provide obstacles and must set up and take down obstacles.)

1. Miniature Horses will use the same patterns as big horses, but the patterns will have smaller dimensions.
2. No whips are allowed.
3. Time will start and end when the nose of the horse crosses the finish line.

DRIVING CLASSES

DRIVING CLASSES: See PNW rules and PNW 4-H Driving Manual.

1. Safety:

- a. All 4-H and FFA youth driving horses and all youth headers must wear an ASTM-SEI approved equestrian helmet.
- b. All 4-H and FFY youth driving horses and all headers must wear boots or close-toed shoes.
- c. One properly dressed intermediate, senior, or adult header is required for each driver in the lineup. The header should enter the arena once all the entries have lined up and permission to enter has been granted. The header should not touch the animal except in case of a potential emergency.
- d. Exhibitors, do not lead your horse by the harness with no one in the cart.
- e. Extreme speed will be penalized.
- f. Pass other vehicles on the inside, watching the traffic. Avoid cutting back to the rail immediately in front of another driver.
- g. In case of a runaway, all other drivers are to move off the rail to the center of the arena and stay in their vehicles. Most frightened horses will run the rail looking for a way out.

2. Attire and appointments: See PNW rules on attire and appointments for driving classes.

3. Tack and equipment: See PNW rules on vehicle, harness, bridle, bits, and optional and prohibited equipment.

4. Ground driving classes MAY be offered. These classes are for horses in their early stages of training to drive—horses that are learning to respond to driving commands, but are NOT ready to be hitched to a cart.

- a. **Tack:** driving bridle and surcingle OR harness without traces
- b. **Gaits:** walk and trot—no strong trot required
- c. **Cross entry:** Horses in ground driving classes may NOT cross enter into regular driving classes.

5. Animals:

- a. Exhibitors may drive a single horse, pony, miniature, mule, or donkey.
- b. There are three (3) height divisions for all driving classes:
 - i. Miniature: 38 inches (9.2 hands) and under
 - ii. Pony: Over 9.2 hands to 14.2 hands
 - iii. Horse: Over 14.2 hands

REINSMANSHIP: See PNW rules.

1. **Class Description:** This class is designed to test the driver's knowledge of driving techniques and his or her ability to put that knowledge to use to present a proficient performance. Patterns are required. See PNW rules.
2. **Judging Criteria:** Reinsmanship is judged as an equitation class based on hands, seat, correct driving technique, and proper harnessing and hitching. Driver should be able to change gaits quickly, smoothly, and unobtrusively while always maintaining contact and demonstrating correct driving techniques. See PNW rules.
3. **Attire:** See PNW rules.
4. **Tack:** See PNW rules.
5. **Age Divisions:** ALL AGES ARE COMBINED.
6. **Class Procedure:** See PNW rules.

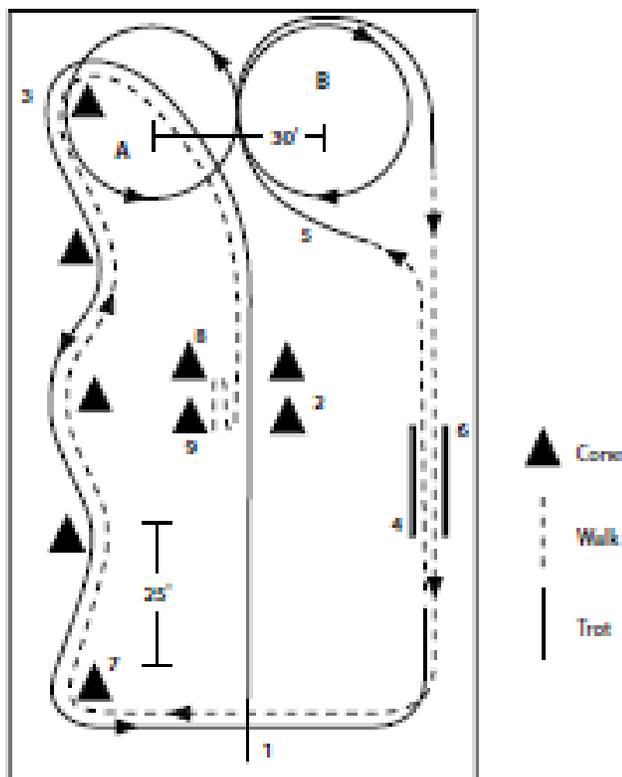
PRECISION DRIVING/CONES COURSE: See PNW rules.

1. **Class Description:** The Precision Driving competition tests the skill of the driver, the obedience and handiness of the animal, and the accuracy with which the course is driven.
2. **Judging Criteria:** See PNW rules.
3. **Attire:** See PNW rules.
4. **Tack:** See PNW rules.
5. **Age Divisions:** ALL AGES ARE COMBINED.
6. **Class Procedure:** See PNW rules.

PRECISION DRIVING COURSES (SUGGESTIONS ONLY)

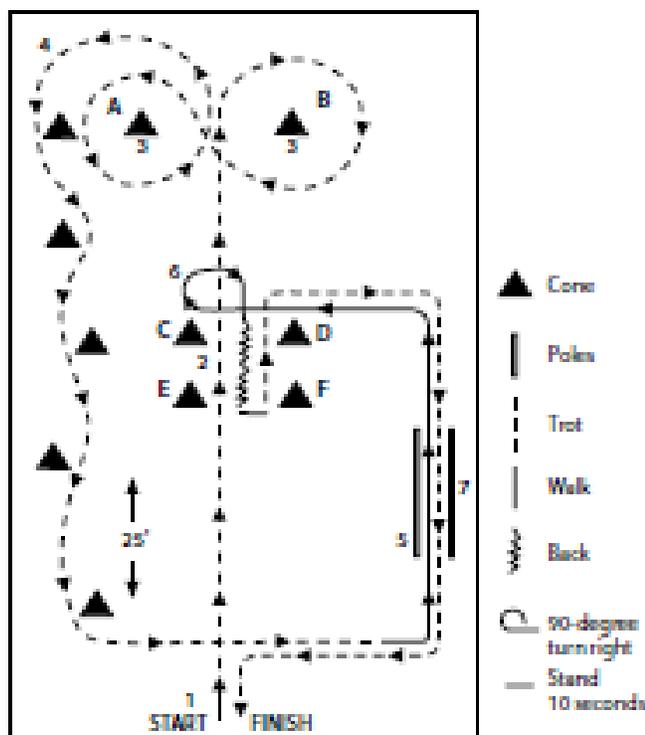
Sample course #1:

1. Enter at a trot.
2. Trot through a 10-foot square (4 cones).
3. Trot a serpentine of 5 cones (25 feet apart).
4. Walk with right wheel(s) between poles (6 to 8 inches apart).
5. Trot a figure 8 (at least 30 feet around A then B).
6. Walk with left wheel(s) between poles.
7. Walk a serpentine.
8. Walk into square, stop with front wheels between front cones, back up 4 steps, and return to forward position.
9. Stand quietly until dismissed by the judge or ringmaster.



Sample course #2:

1. Enter at a trot.
2. Trot through two pairs of cones (CDEF, 10-foot square).
3. Trot a figure 8 (B, then A).
4. Trot a serpentine of 5 cones (25 feet apart).
5. Walk with right wheel(s) between poles (6 to 8 inches apart).
6. Walk to the top of the cone square. Halt with cone C on your left, facing the serpentine. Pivot 90 degrees to the right. Back into the square, between cones C and D, until the cart is between E and F. Halt and stand 10 seconds. Trot back forward through the box.
7. Trot with left wheel(s) between poles and exit.



PLEASURE DRIVING: See PNW rules.

1. **Class Description:** The Pleasure Driving horse should have the same general qualities as the Pleasure Saddle horse. Special emphasis is placed on the flat-footed walk and the pleasurableness of the ride for the driver.
Judging Criteria: See PNW rules.
2. **Attire:** See PNW rules.
3. **Tack:** See PNW rules.
4. **Age Divisions:** ALL AGES ARE COMBINED.
5. **Class Procedure:** See PNW rules.

OBSTACLE DRIVING: (For this class to be offered at the fair, drivers, leaders, and parents must provide obstacles and must set up and take down obstacles.)

1. **Class Description:** Obstacle Driving is like a Trail course in a cart.
2. **Judging Criteria:** Each entry will be given a numerical score based on performance at each obstacle and overall manners and gaits. (See current ASPC for a list of penalties and faults.)
3. **Attire:** See PNW rules.
4. **Tack:** See PNW rules.
5. **Age Divisions:** ALL AGES ARE COMBINED.
6. **Class Procedure:** Patterns should be posted at least one (1) hour before the class. Contestants are allowed to walk the pattern (on foot without a horse) prior to the competition. Each contestant will perform the required pattern individually.
7. **Obstacles:**
 - a. Minimum of five (5) obstacles and a maximum of eight (8) obstacles
 - b. All obstacles should be at least 12 inches wider than the hub of each wheel of the cart.
 - c. Allowed obstacles: all ground poles used should be flat or secured; back through an obstacle, walk through a water obstacle or simulated water obstacle, cross a simulated wooden bridge, drive between poles or other obstacles, put one wheel of the vehicle in a circle and turn a complete circle with wheel pivoting in and not leaving the circle, back up four (4) steps, serpentine, mailbox, slicker, carrying an object
 - d. Prohibited obstacles: round pipes or rails that are unsecured, tires, stair steps, jumps; exhibitors may NOT be asked to drive over a pole or other unsafe or unsecured obstacles

COSTUME CONTEST: See current Western Idaho Fair Junior Exhibitor's Handbook for rules and regulations.

GYMKHANA CLASSES

GYMKHANA: See PNW rules.

1. Three Leaf Clover (Barrel Racing)
2. Pole Bending (Nez Perce Pattern)
3. Ten Barrels
4. Figure Eight Stake Race
5. Keyhole Race
6. Four Leaf Clover

FOUR LEAF CLOVER RACE

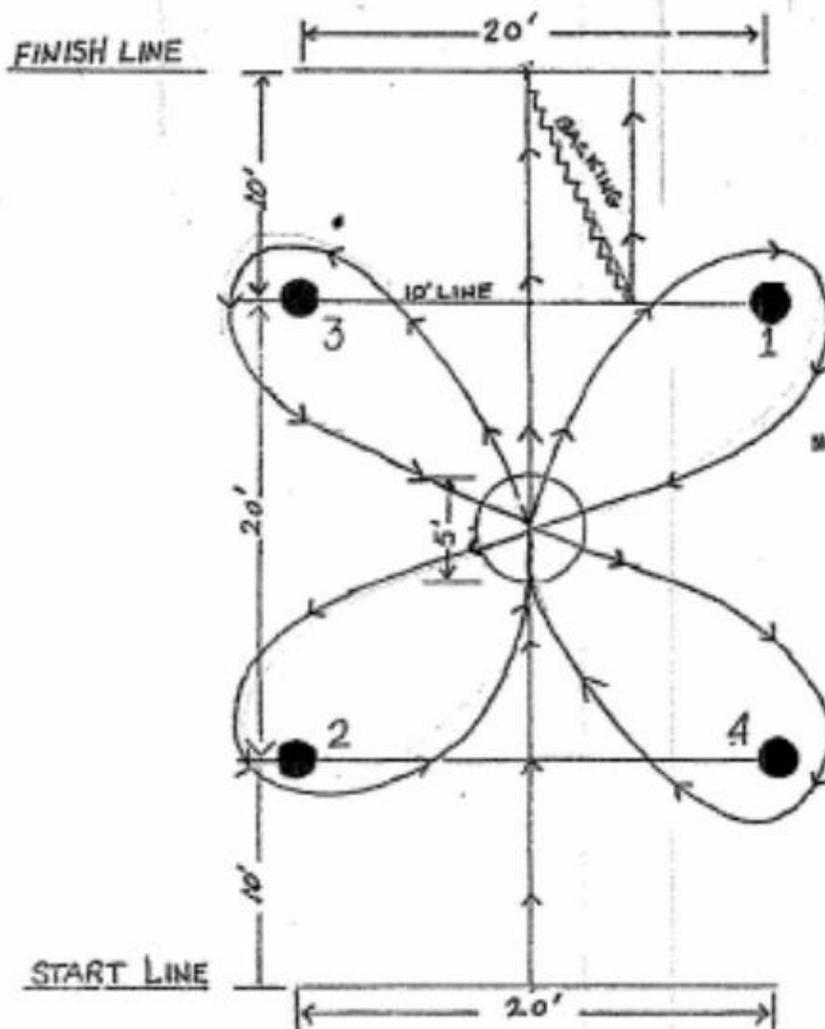
Equipment : 4 barrels or buckets, cones 19 – 23 inches tall, lime or flour, measuring tape, stopwatches

Set up: 20 foot starting line, center of circle is 20 feet from starting line, 20 foot finish line, finish line is 40 feet from the starting line (10 feet from last bucket or "10 foot line"), 5 foot diameter circle with 4 markers set up around the circle, buckets 2 and 4 are 10 feet from starting line, buckets 3 and 1 are 30 feet from the starting line (10 feet from the finish line), buckets are set 20 feet apart vertically and horizontally

Disqualifications: Knocking over a barrel, going off course, missing the center of the circle, not crossing the finish line, not backing completely over the 10 foot line, or crossing back over the starting line before completing the pattern.

Pattern:

1. Horse must go around the cones in the correct order and in the correct direction.
2. Horse must go through the center circle (at least one foot inside the circle) before and after turning at each barrel.
3. After circling all four barrels, horse must put ONLY BOTH front feet across the finish line, then back until horse's four feet are behind the 10 foot line. (Horses that cross the first line with one or both rear feet, are disqualified)
4. Horse then goes across the finish line again.



Note: Diagram showing diagonal backing is for illustrational purpose only

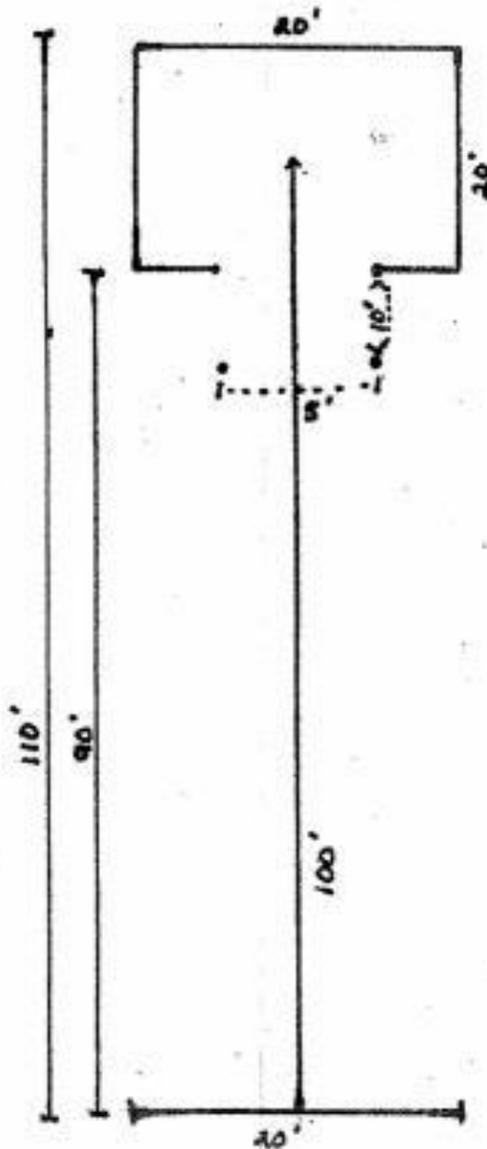
KEYHOLE RACE

Equipment: lime, measuring tape, automatic timers or stopwatches, and 4 poles, buckets, or cones, judge at keyhole to look for disqualifications

Set up: 40 foot starting line, beginning of keyhole 90 feet from starting line, middle of keyhole 100 feet from starting line, end of keyhole 110 feet from starting line, each side of the keyhole 20 feet long, 4 markers set 5 feet apart to be placed on each corner of the 10 foot runway into the keyhole

Disqualifications: knocking down a stake, stepping on or over any lines in the keyhole, crossing back over the starting line before completing the pattern

Pattern: Horse crosses the start line, races into the keyhole, turns horse around, and returns across the start line.



POLE BENDING-NEZ PERCE STYLE

Equipment: 6 poles at least 5 feet tall, measuring tape, and automatic timers.

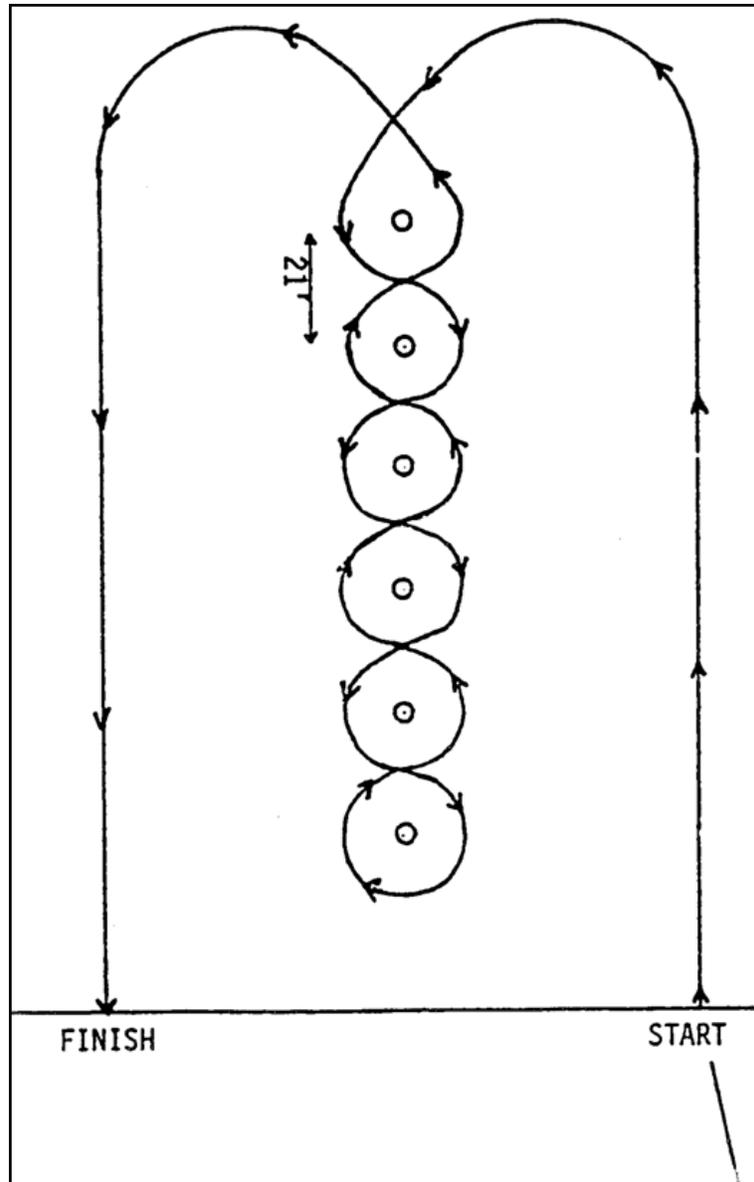
Set up: Starting line should be 20 feet in front of the first pole. The center of the poles should be 21 feet apart.

Penalties: Knocking over a pole will cause a 5 second penalty

Disqualifications: Going off course, crossing back over the starting line before completing the pattern

Pattern:

1. Horse runs from the starting line to the last pole. (Contestants may start either on the right side or the left side of the poles, but must finish on the opposite side from start.)
2. At the last pole, the horse turns around the pole, weaves through the poles, makes a U-turn at the pole closest to the starting line, and weaves back through the poles.
3. Horse turns again at the last pole and runs back to the finish line.



THREE LEAF CLOVER (BARREL) RACE

Equipment: Three 50 gallon plastic drums, measuring tape, automatic timers or stopwatches, lime to mark barrels' original spots, two cones to mark a 20 foot start gate

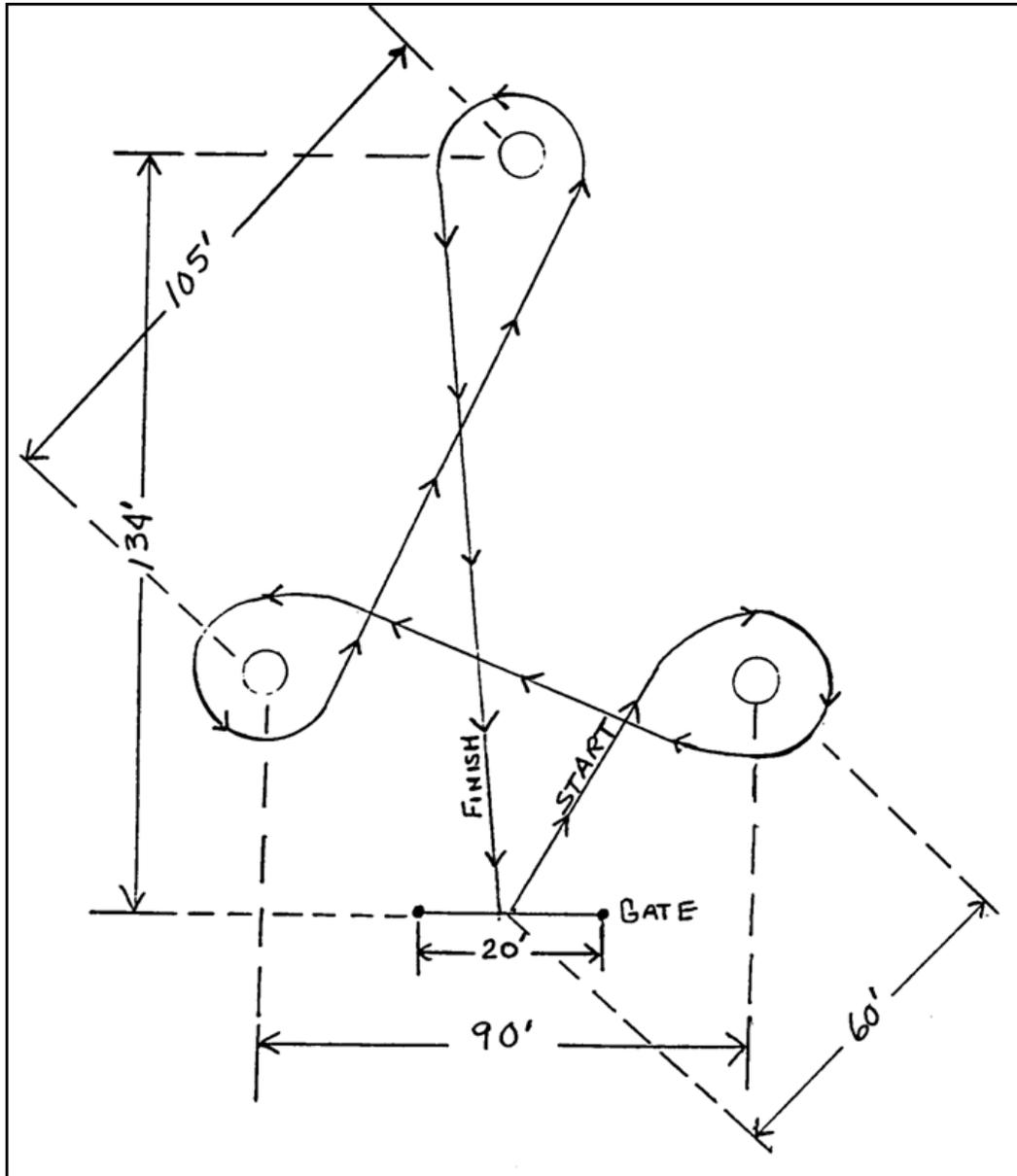
Set Up: First barrel must be 60 feet from the center of the starting line, 90 feet between barrels 1 and 2, 105 feet between barrels 1 and 3, 105 feet between barrels 2 and 3

Penalties: Knocking down a barrel will cause a 5 second penalty

Disqualifications: Going off course, crossing back over the starting line before completing the pattern

Pattern:

1. Horse may go around the right or the left barrel first.
2. When the first barrel is turned right, the other two barrels must be turned to left. When first barrel is turned left, the other two barrels must be turned to right.



TEN BARREL RACE

Equipment: 10 buckets or cones 19 – 23 inches high, measuring tape, automatic timer or stopwatches, lime to mark buckets' original spots

Set up: Starting line is 20 feet behind the first bucket, buckets are centered 21 feet apart

Penalties: Knocking over or a jumping a bucket will cause a 5 second penalty

Disqualifications: Going off course, crossing back over the starting line before completing the pattern

Pattern:

1. Must start on the *left side* of the first bucket, so that a left hand turn is made on end bucket.
2. Weave through all 10 buckets going and coming and cross the finish line.
3. Rider must go around a bucket if it's knocked over.

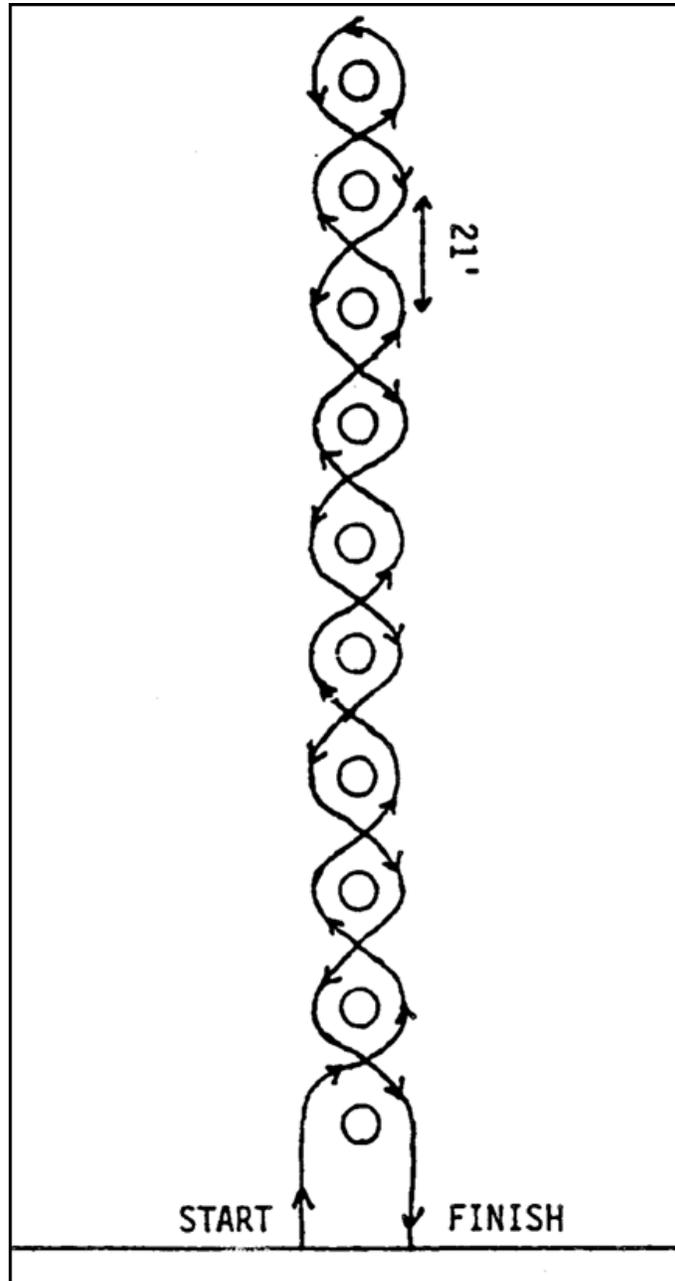


FIGURE EIGHT STAKE RACE

Equipment: 4 poles 5 – 6 feet tall, measuring tape, automatic timers or stopwatches, lime to mark poles' original spots, lime to mark start/finish line

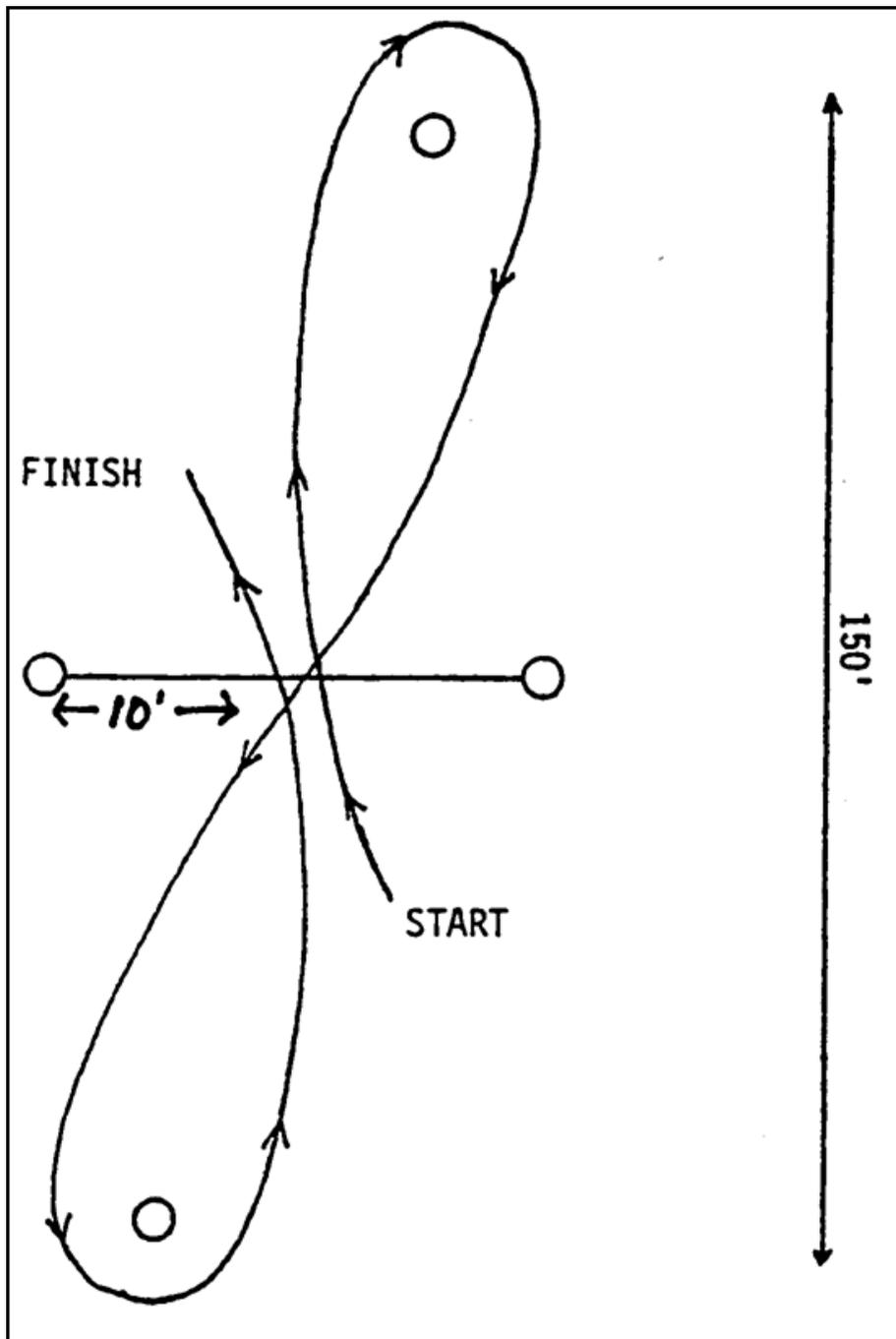
Set up: Poles are set up 150 feet apart, 10 foot start/finish line halfway between the end poles (75 feet)

Penalties: Knocking down a pole will cause a 5 second penalty

Disqualifications: Crossing the start/finish line outside the entry gate, passing outside the entry gate

Pattern:

1. Horse must turn *right* on the first turn and turn left on the second turn.
2. Horse finishes by running across the start/finish line.



VERSATILITY RANCH CLASSES

VERSATILITY RANCH CLASSES GENERAL RULES: See Oregon 4-H Ranch Horse Contest Guide

<https://ir.library.oregonstate.edu/xmlui/bitstream/handle/1957/18808/4h13131.pdf?sequence=3>

1. **All participants must show in Showmanship.**
2. **All entries must pay the livestock fee.**
3. **Eligibility and Restrictions:**
 - A. All participants must be enrolled Ada County 4-H horse members eligible to show at the Western Idaho Fair
 - B. Eligibility for this class can be attained three (3) ways:
 - i. Horse and rider are currently enrolled in the District II Working Ranch Horse program and/or the Ada County Western Heritage Clinic series.
 - ii. Horse and rider have been evaluated by attending a versatility ranch horse clinic.
 - iii. A fair supervisor has approved the participant and horse for the necessary skills required to participate in the class in a safe manner
 - C. Novice showmen may NOT enter Versatility Ranch Classes.
 - D. Skill levels of each contestant will be approved by the fair supervisors.
 - E. Only contestants approved by the fair supervisors may enter Cow Working and Ranch Roping classes.
 - F. Winners of Beginner and Intermediate levels MUST advance to the next levels the following year (at the discretion of the fair supervisors).
 - G. **Fair supervisors reserve the right to cancel, combine, or restrict classes for safety reasons, class size, and time constraints.**
4. **Attire:** See PNW Western attire rules on page 10. Chaps, chinks, and spurs are optional.
5. **Tack Rules:** See PNW Western tack rules pages 10 – 12. Roping reins, breast collars, and protective leg gear are allowed for ALL Versatility Ranch Classes. Tack adorned with silver will not to be given preference nor will be counted down by the judge. Tie-downs, martingales, nosebands, and other training devices are discouraged, but are allowed, however, members riding without training devices will score higher than equal rides that use them. All tack and equipment must be used correctly and humanely. Riders are to use one hand on a curb bit and two hands on a snaffle bit.
6. **Divisions:** The class will be divided on skill level, rather than age.
 - A. **Beginner:** Green rider or green horse around cattle
 - B. **Intermediate:** Rider and horse have some cattle working experience and the rider can control their horse in a safe and controlled manner.
 - C. **Advanced:** Rider and horse have shown in a working cow horse club and other skills have been assessed by fair supervisors and are competent to compete in this class.
7. Patterns should be posted at least one (1) hour prior to the event.
8. A judge's meeting will be held prior to classes beginning.
9. The judge will be in the arena on horseback with the participants at all times when there are cattle present.
10. The fair supervisors or the class judge reserve the right to dismiss any participant in any event for safety reasons.

RANCH HORSE SHOWMANSHIP (Will NOT be offered at the Western Idaho Fair)

Class Description: In Ranch Horse Showmanship, members show their skill at handling their horse safely and effectively from the ground. They show pride in their animal by how well it is groomed and cared for. They show pride in themselves by how neatly dressed, poised, confident, courteous, and knowledgeable they are.

1. **Attire:** See PNW rules for approved Western attire. Chaps, chinks, and spurs are NOT allowed. Hats or helmets are required.
2. **Tack:** See PNW rules.

3. **Judging Criteria:** The class is judged on how well the tests are performed, as well as on the handler's attitude. A well-groomed animal is important as is cleanliness of tack. The horse should be well-mannered and willing. The standard showmanship score sheet is used for this class.
4. **Class Procedure:** Each participant will work a pattern individually. Required tests: lead from the near side at a walk and trot, back, balance/set up the horse. Possible tests: lead from off side at a walk and trot, turn on the haunches, turn on the forehand, yield from pressure, answer questions about the 4-H Ranch Horse project

RANCH RIDING (RANCH REINING) (Working Ranch Horse in Oregon Guide)

1. **Class Description:** In this event, 4-H members demonstrate horsemanship skills that may be used on a working ranch. Members demonstrate their skills individually—there is no rail work.
2. **Attire:** See PNW rules for approved Western attire. Chaps or chinks ARE allowed.
3. **Tack:** See Page 13 of these rules for VRH tack. A single roping rein is allowed, but split or romal reins are best for this class.
4. **Judging Criteria:** This class is judged on the rider's control of the horse and the horse's suitability as a ranch horse. The horse should respond to a light rein and should show little resistance. Speeds should be distinct, and the horse should be under total control at all speeds. The pattern should be ridden as diagrammed. Deviations will be marked down.
5. The pattern will measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility, attitude and movement of a working ranch horse that's ridden outside the confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner. The horse/rider team's overall performance should be credited for smoothness, finesse, quickness and authority of performing the various maneuvers. Using controlled speed increases the difficulty level
6. **Class Procedure:** Each participant will work a pattern individually. Pattern may include, but is not limited to, walk, extended walk, trot, extended trot, lope, simple lead changes, balanced stops, circles, serpentine, or straight lines, rollbacks, and turns on the haunches. The pattern may require the horse to maneuver through "trail" type obstacles.
7. Optional obstacles – rope drag (either point to point or in a figure 8), walk or trot over poles, carry object from one part of the arena to another, remove and replace materials from mailbox, trot through cones spaced a minimum of 6 feet apart, ride into and back out of chute, swing rope or throw rope at a dummy steer head, step in and out of obstacle, put on slicker or coat, stand to mount with mounting block, open gate on foot, pick up feet, walk through brush, lead at the trot. Other obstacles may be used at discretion of show committee. The safety of obstacles is of paramount importance and shall always be kept in consideration by the show committee. If a parent or competitor feels an obstacle is a hazard, the question of inclusion of the obstacle must be brought to the show committee for review PRIOR to the beginning of the class. Disallowed obstacles – rocking or teetering bridges, loose/flapping tarps, obstacles that a horse may get a foot caught in.

RANCH TRAIL

1. **Class Description:** In this event, 4-H members demonstrate skills necessary to ride the trail looking for lost cattle or moving herds, including overnight stays. Riders are asked to negotiate tight spaces and perform tests of skills that may be needed on the trail or ranch. Ideally, this class would be held in a real outdoor trail setting, with brush, rocks, uneven ground, trees, etc. When held inside, the use of natural obstacles is encouraged whenever possible. There should be a minimum of 6 obstacles and a maximum of 10. Obstacles should be more spread out than in a regular trail class, so the horse can demonstrate various gaits between them.

2. **Judging Criteria:** The horse should approach each obstacle calmly and willingly. Credit should be given to a horse with ground-covering gaits between obstacles. Riders and horses should negotiate obstacles effectively and safely. Time is not a criterion for judging. This is not a speed event. However, if the exhibitor cannot complete the tasks in a reasonable time, he or she may receive zero points for the unfinished obstacle(s).
3. **Attire:** See PNW rules on Western attire. Chinks or batwing chaps ARE allowed.
4. **Tack:** See Page 13 of these rules for VRH tack.
5. **Class Procedure:** Each contestant will perform the required pattern individually.
6. **Obstacles:** *All obstacles must meet safety criteria listed in the PNW rules.* Obstacles NOT allowed: tires, walking on plastic, cinder blocks, fire extinguishers, water boxes with floating or moving objects, PVC pipe, live animals, wire gates, unsafe or unnatural obstacles.
7. **Possible tests:** walk, trot, or lope at various speeds; back up over/near/through various obstacles (mounted or unmounted); turn on the haunches; walk/jog over/near/through various obstacles; carry various items, including weighted bags, buckets, coats, or others; open and close a gate (mounted or unmounted); walk past or near unusual items, including hides, tents, signs; answer 4-H Ranch Horse project questions; mount and dismount; drag hides, trees, logs, or similar items; negotiate challenging terrain; negotiate a water hazard; clean out hoof; put on a slicker; cross a bridge; hobble or ground tie your horse

COW BOXING

This class is designed to demonstrate and measure a horse's ability to do cow work. Upon receiving a cow in the arena, the contestant shall hold that cow on the prescribed end of the arena for one minute to demonstrate the ability of the horse to control a cow at that end

What this means: The cattle will be kept on the end of the arena – on one of the short walls. When you nod your head to call for your cow, the cow will be released into the arena through a gate on this short wall. Time starts when the gate closes. Your job is to keep that cow contained along that short wall, mirroring the cow's moves. You do not have to be a set distance from the cow. The closer you are, the faster it will move. This may up your degree of difficulty, but may also result in the loss of the cow from the end of the arena. If the cow gets away from that short wall and either goes past you, or down the fence (long wall of the arena), it is a penalty. If this happens, quietly go get your cow and drive it back down to the short wall where you started. **Faster is NOT always better and chasing the cow WILL result in a penalty for being out of control.** You are better off swinging out wide, quietly loping down and driving the cow back.

1. **Class Description:** Cow Boxing is a judged event where exhibitors work cattle along the fence at one end of the arena. The contestant shall box cow on end of designated pen to demonstrate ability of the horse to control the cow. The cow should be worked as quietly as possible while maintaining control
2. **Judging Criteria:** Contestants are judged while working a cow on the end of the arena until such time as the contestant has proven the ability of the horse to hold the cow. The horse should exhibit superior cow sense and natural cow working ability without excessive reining or spurring. In the head-to-head working position, the degree of difficulty shall be considered.
3. **Attire:** See PNW rules on Western attire. Chinks or batwing chaps ARE allowed.
4. **Tack:** See these rules for VRH tack.
5. **Class Procedure:** Each contestant will perform individually.

COW WORKING (FORMERLY CALLED SINGLE COW PENNING)

1. **Class Description:** In this event, youth demonstrate their ability to sort, hold, and/or move cattle effectively as if working them on a ranch. Contest procedures may vary. This class is not about speed, but about how to effectively separate and handle cattle with a horse in a calm, controlled and effective manner
2. **Tack:** See Page 13 of these rules for VRH tack. Ropes, if carried, should be attached to the saddle securely. Spurs and/or romal cannot be used in front of the cinch. Contestants MAY hold on to the horn in this class.

3. **Attire:** See PNW rules for Western attire. Chinks and batwing chaps ARE allowed.
4. **Judging Criteria:** Contestants are judged on how willingly and quietly their horse can work the cow(s). They should show proper position and understanding of the flight zone and point of balance, and maintain control of the cow. Horsemanship, cattle handling, herdsmanship, smoothness, approach, ability to read cattle, efficiency and working advantage will all be considered by the judge . Time will not be used as a criterion for judging. However, if members cannot complete the prescribed tasks or pattern in the allotted time, they may be marked down on completeness of pattern. Time limits help provide a stopping point for inexperienced exhibitors and keep the show moving. However, we DO NOT want to promote pushing cattle in a rush or too hard. So, be sure time limits are reasonable for the expected pattern or maneuvers.
5. **Class Procedure:** Each contestant will work individually. When designing cow working patterns, consider the experience level of the contestants, facilities you have available, and number of cattle you have. You can design patterns for contestants to work single cows or herds of cows. Following are three possible scenarios and two sample patterns, but these are simply examples. There is an endless variety of ways to demonstrate cow working.
 - a. 4-H'er enters a marked herd (6 to 8 cattle), pulls out 1 or 2 designated cattle and moves past or around a marker, holds them, and then returns them to the herd. This scenario requires herd holders. However, it also allows for varying degrees of skill level by inviting less experienced participants to get any animal(s) rather than specifically marked ones, or by lengthening the time they have to complete their tasks, or by reducing the number of cattle.
 - b. Sort and move cattle from one pen to another. Again, the herd would be marked, and participants would be asked to move specific cattle through an opening to a second pen or arena. Or, they may be asked to move them in order through a hole or gate. Depending on the size of the pen, this could also require a herd holder, and may also be adapted for various skill levels.
 - c. Move cattle out of a pen into a larger area where they are held in designated areas and moved between or around cones or other obstacles, following a prescribed pattern. For this test, the 4-H'er takes all the cattle, so a herd holder would not be necessary.

RANCH ROPING

1. **Class Description:** This event is judged on the ability of the horse and rider to trail, rate, and rope a cow. Contestants need to start at the beginning level with roping a dummy. They can work their way up to roping a simulator and then an actual cow.
2. **Attire:** See PNW rules on approved Western attire. Chinks or batwing chaps ARE allowed.
3. **Tack:** See Page 13 of these rules for VRH tack. In addition, a fair-supervisor-approved roping saddle, approved rope, and breakaway hondas are REQUIRED for this class. Since exhibitors will NOT dally, saddle horn doesn't need to be wrapped.
4. **Judging Criteria:** As with other 4-H endeavors, roping's goals are long-term: to be safe and consistent with every throw. In "real-life" ranch roping, catching may be the only consideration. However, in 4-H Roping, catching is only a part of the score. Whether roping a simulator from the ground or roping a calf from horseback, emphasis is placed on positioning of the horse/roper to the "calf," safe building, and throwing the loop. Of equal importance is treating the cattle humanely with as little disturbance as possible. Catching will be the last consideration. Catches shall receive higher credit than misses, but points are also applied to correctness, style and delivery. Here is what judges will specifically look for in each section of the roping score sheet:
 - Build a loop:
 - i. Member is comfortable handling rope
 - ii. Member can quickly and fluidly build a loop
 - iii. Loop is correctly sized
 - iv. Member is able to handle extra coils

- Correct amount of spoke
 - i. Member is knowledgeable about how to measure spoke
 - ii. Member can quickly and fluidly adjust coils and loop
- Correct position
 - i. Coils and loop are correctly held on approach
 - ii. Member approaches dummy or calf correctly
- Swing and form
 - i. Swing is relaxed and stable (no wobbling)
 - ii. Arm is in correct position
 - iii. Release and follow-through are timed correctly
- Success of catch
 - i. Cleanness of catch
 - ii. Slack is pulled correctly
 - iii. Proper use of breakaway honda

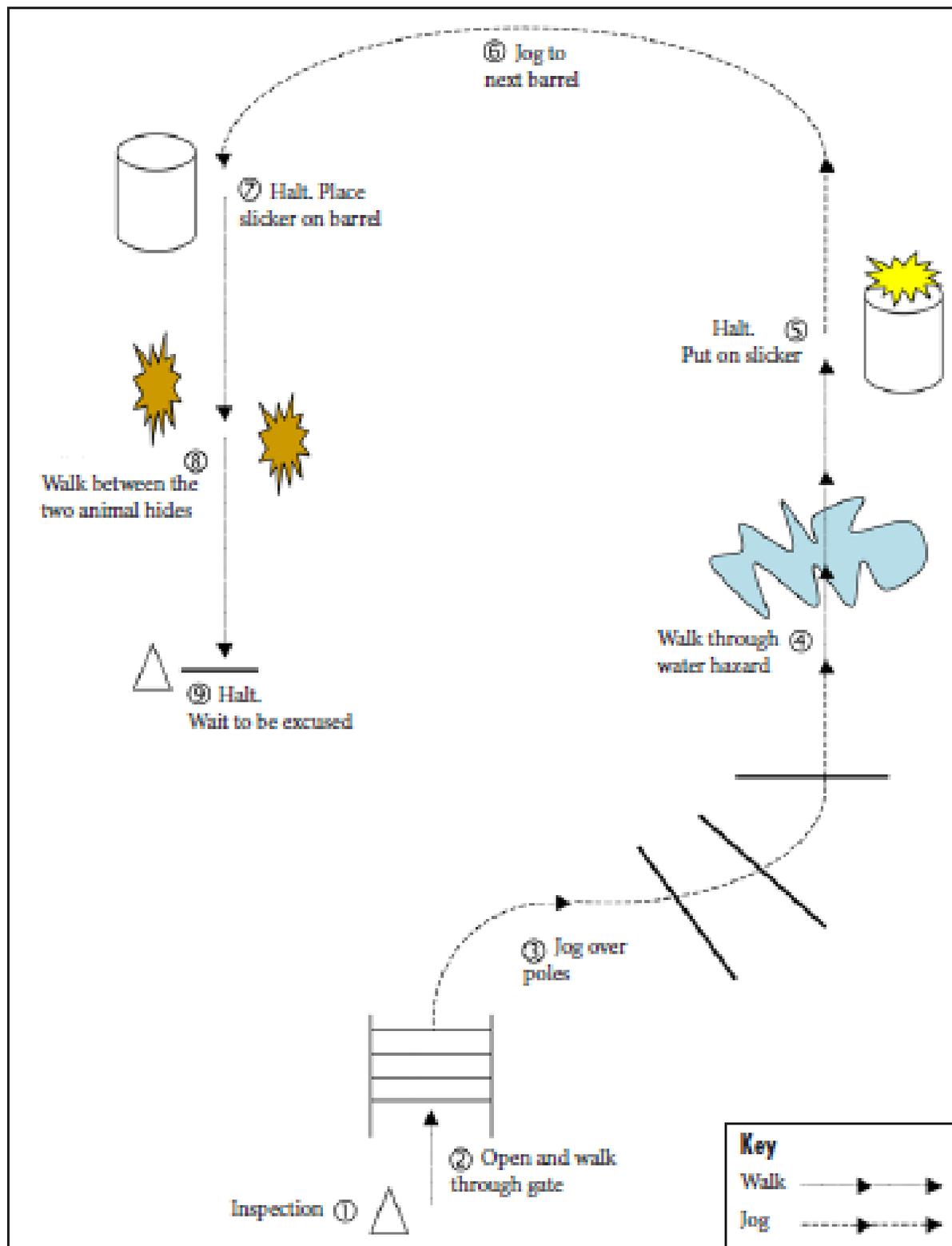
5. Possible tests:

- Rope a calf head or bale of hay/straw.
- Rope a simulator. This can be a pull dummy that participants can follow, rope, catch, and dally with. Contests will need an experienced person to “run” the dummy.
- Rope a cow. When roping cattle, the pen size depends on size of cattle, number of cattle in the pen, skill of participants, and available facilities. Cattle must not be able to escape. An arena approximately 75 x 60 feet may be a good beginning size.
- Use breakaway hondas.

Sample pattern

RANCH HORSE TRAIL

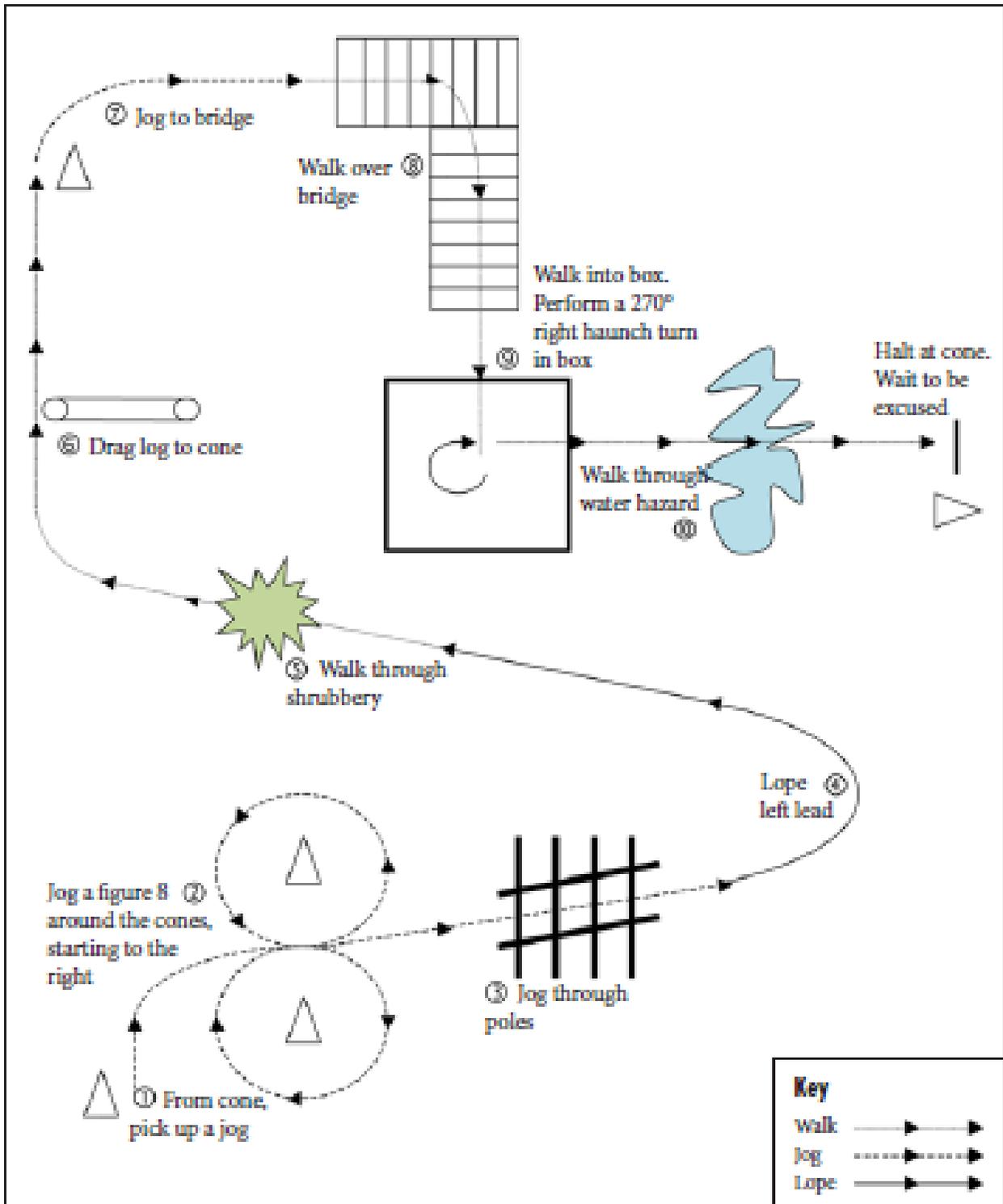
Novice/Junior



Sample pattern

RANCH HORSE TRAIL

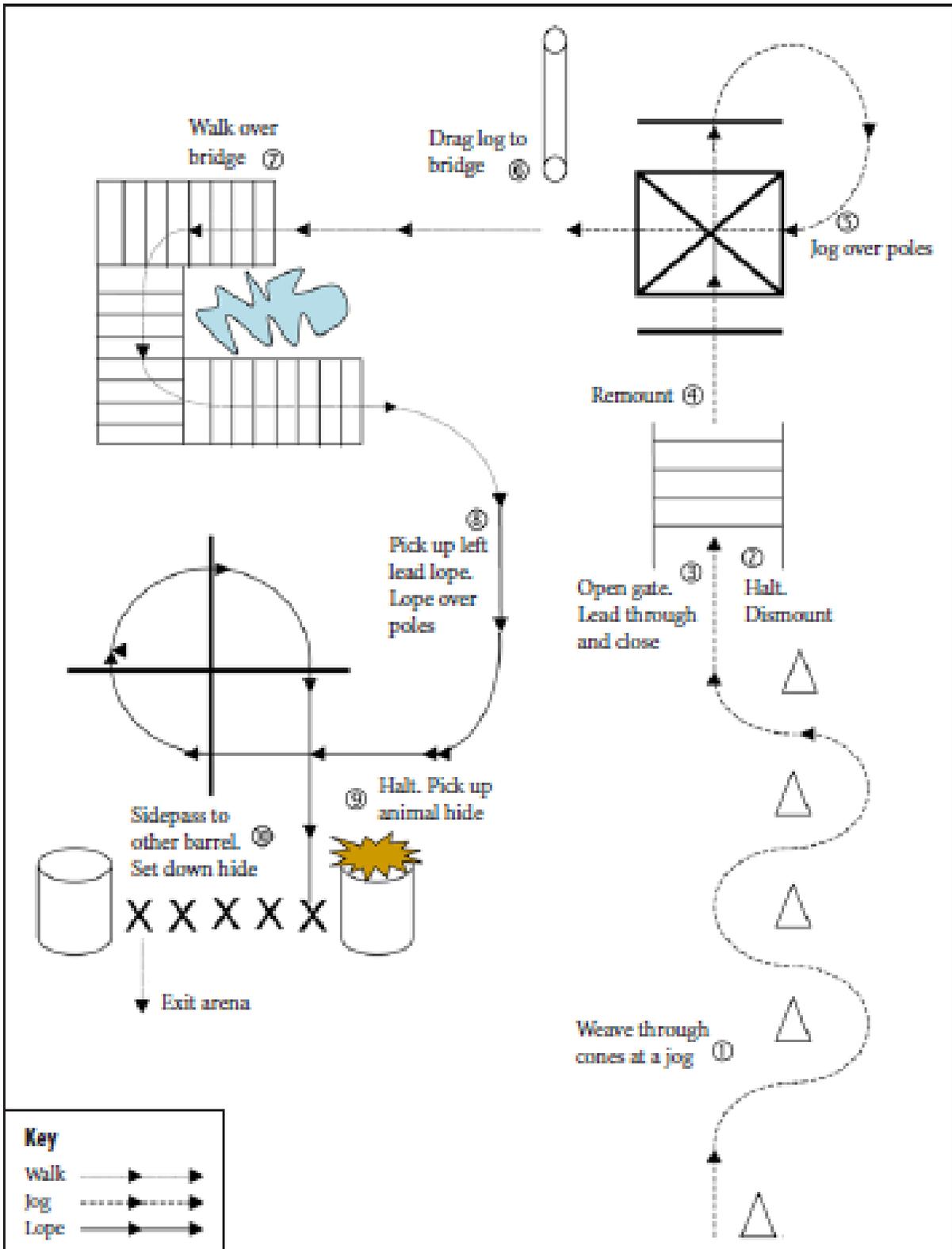
Intermediate



Sample pattern

RANCH HORSE TRAIL

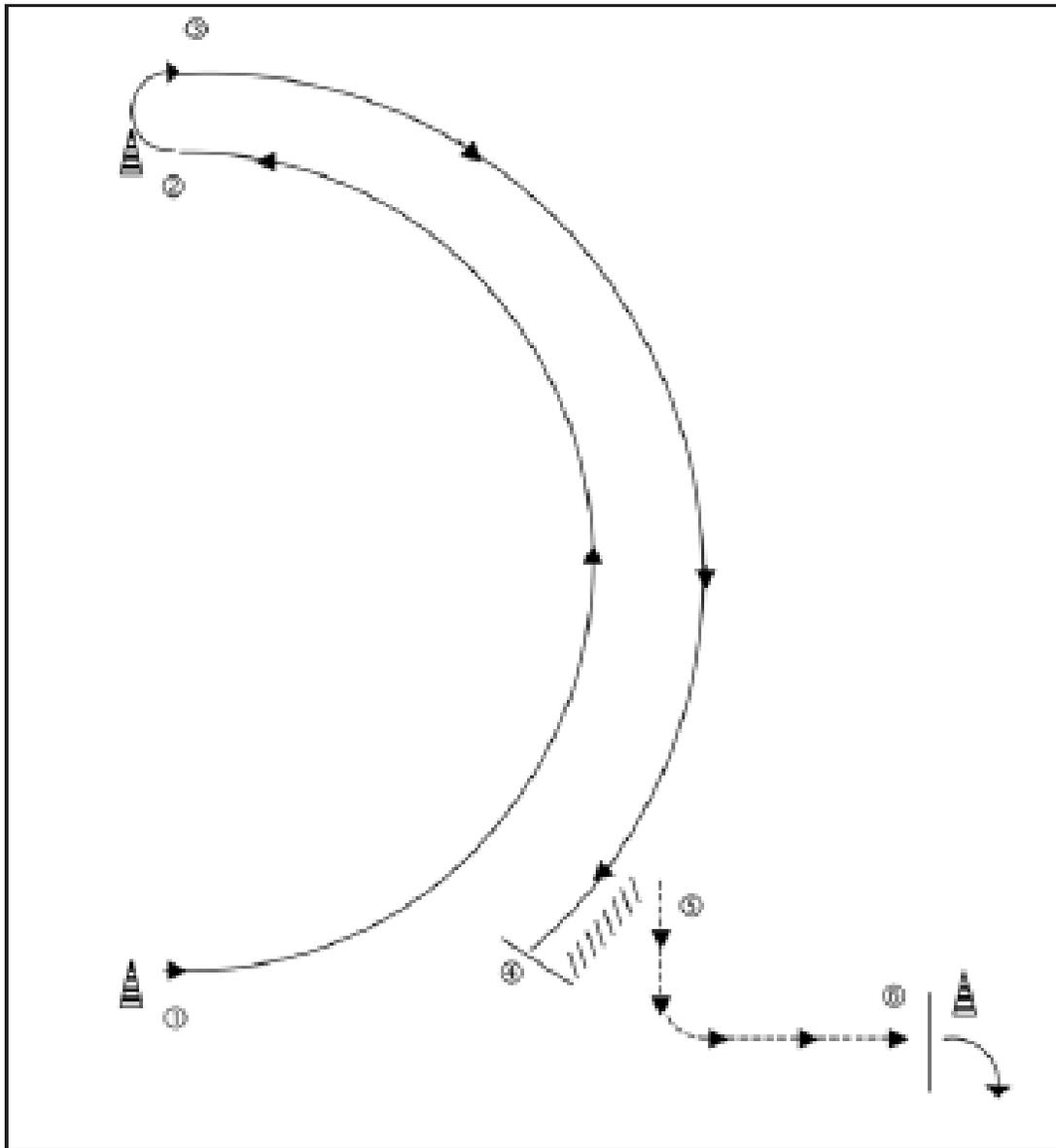
Senior



Sample pattern

WORKING RANCH HORSE

Any Age



1. Left lead lope with energy
2. Roll back right at cone
3. Lope right lead with energy
4. Halt, back at least two lengths with energy
5. Jog out of back to cone
6. Halt, do a 90° right haunch turn and exit

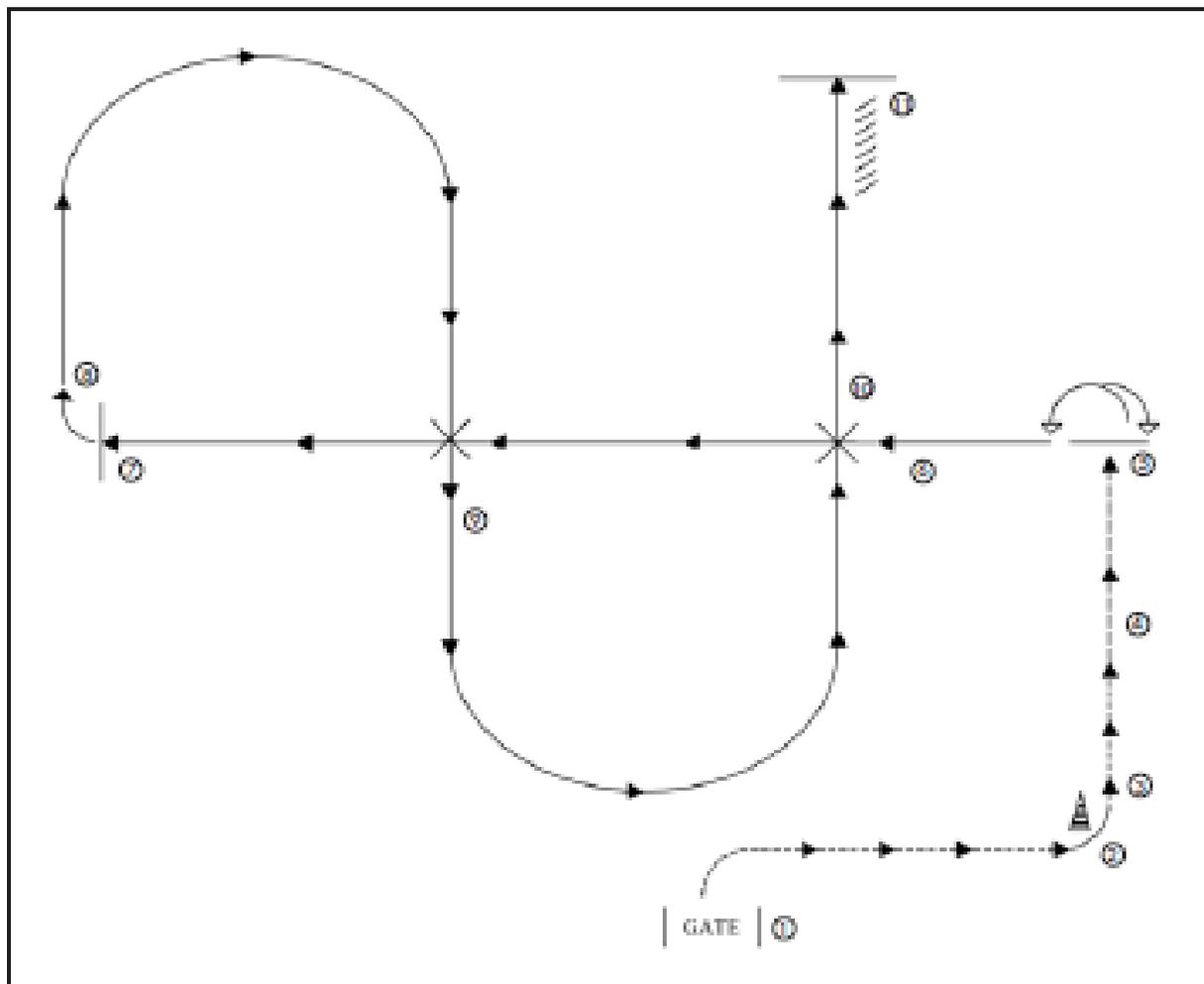
Legend

- Jog - - - - ->
- Lope ————>
- Back \ / \ / \ / \ / \ / \ / \ / \ / \ /

Sample pattern

WORKING RANCH HORSE

Intermediate and/or Senior



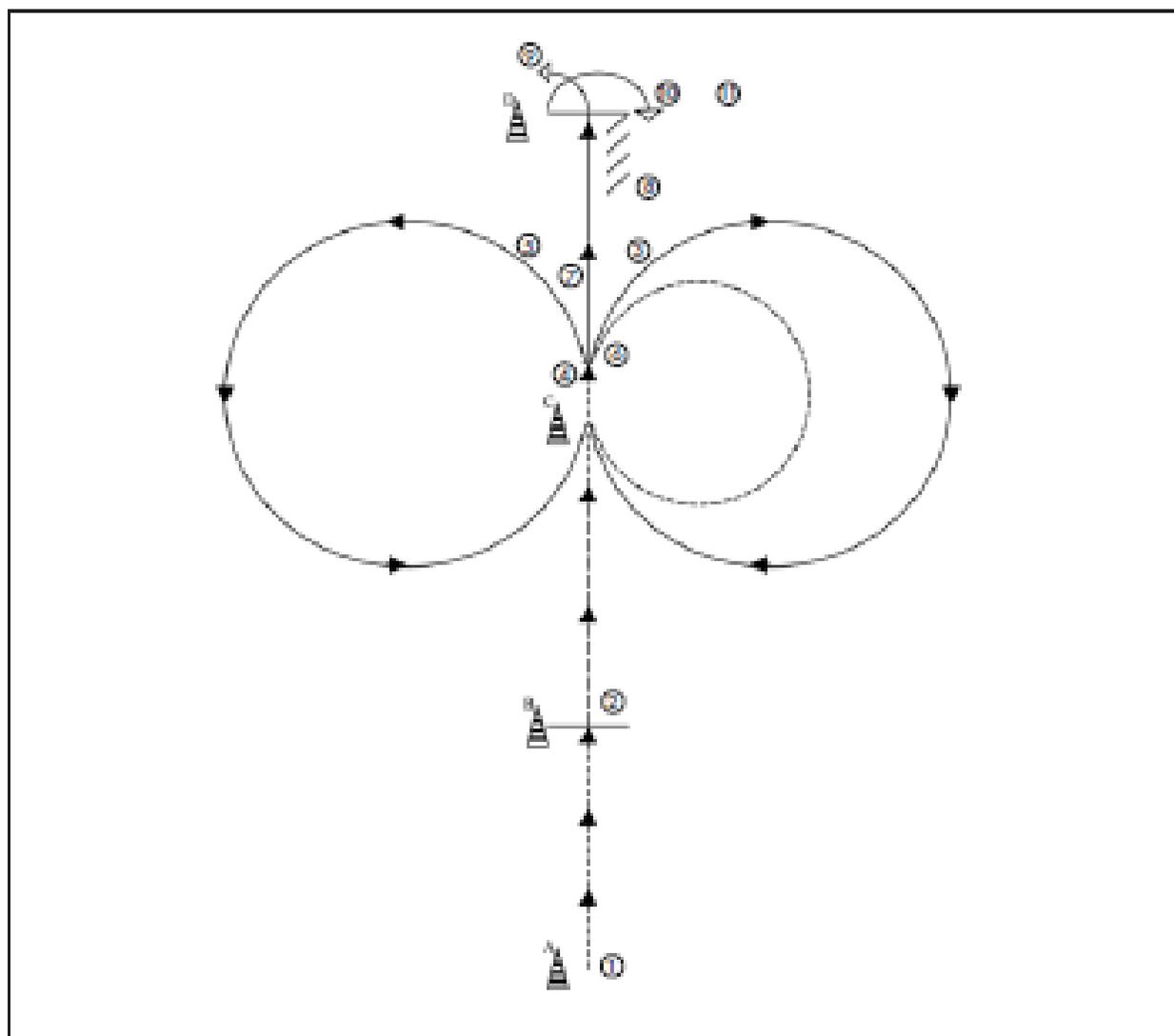
1. Enter through gate, jog to cone
2. Halt, wait for judge's nod
3. Then jog
4. Extend the trot
5. a. Balanced stop. Then:
 - b. Do a 90° right haunch turn.
 - c. Do a 180° left haunch turn.
6. Lope left lead
7. Halt, do a 90° right haunch turn
8. Right lead lope
9. Change to left lead lope
10. Change to right lead lope
11. Balanced stop, back 8 steps with energy, and close.

Legend

- Jog
- Extended Trot
- Lope
- Back

WORKING RANCH HORSE

Senior



1. Jog from cone A to cone B
2. Extended trot from cone B to cone C, then stop
3. Lope a large circle to the right
4. At cone C, simple or flying (preferred) lead change
5. Lope an equal-size circle to the left
6. At cone C, jog a circle to the right
7. At cone C, lope straight on the left lead to cone D, stop
8. Back 4 steps with energy and close
9. Do a 90° left haunch turn
10. Do a 180° right haunch turn
11. Wait to be excused, jog to exit

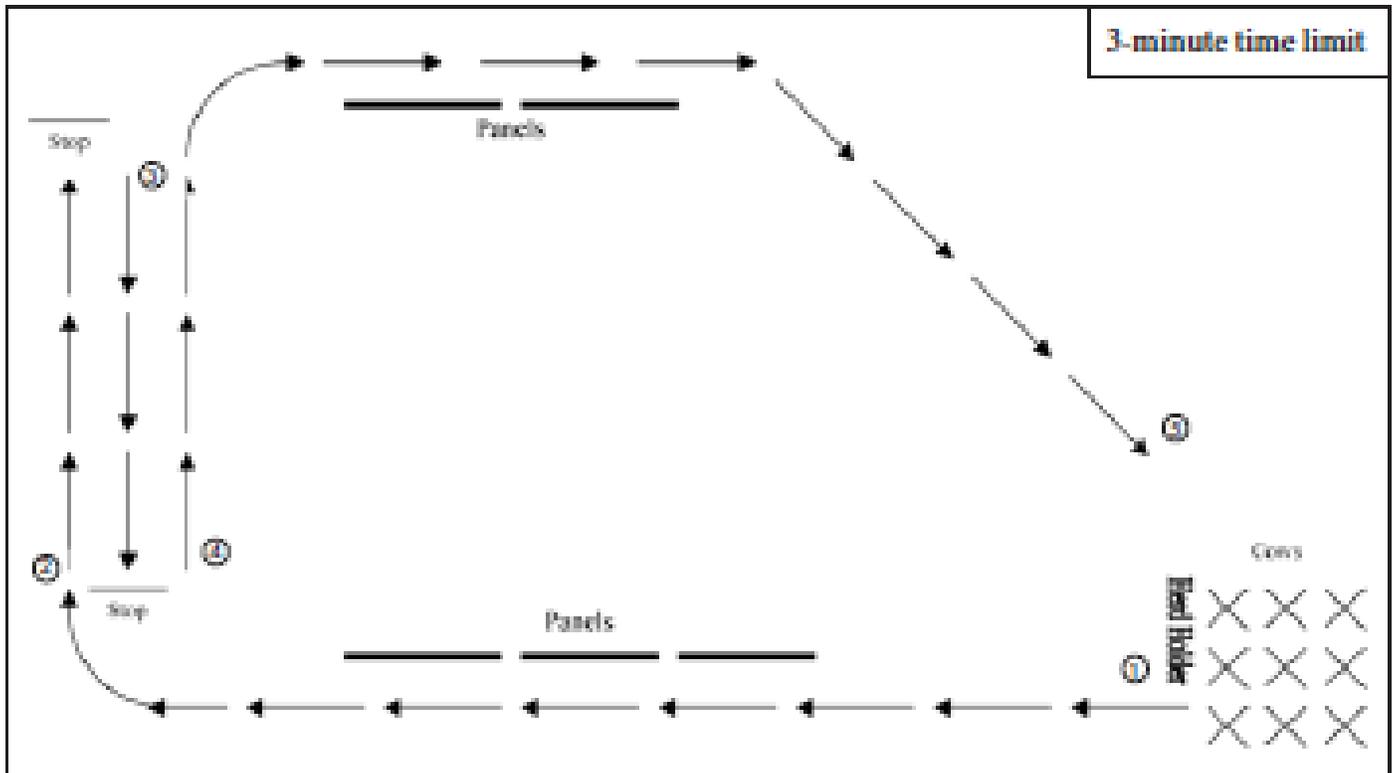
Legend

- Jog - - - - ->
- Extended Trot - - - - ->
- Lope ———>
- Back \ / \ / \ / \ / \ /

Sample pattern

COW WORKING

Any age

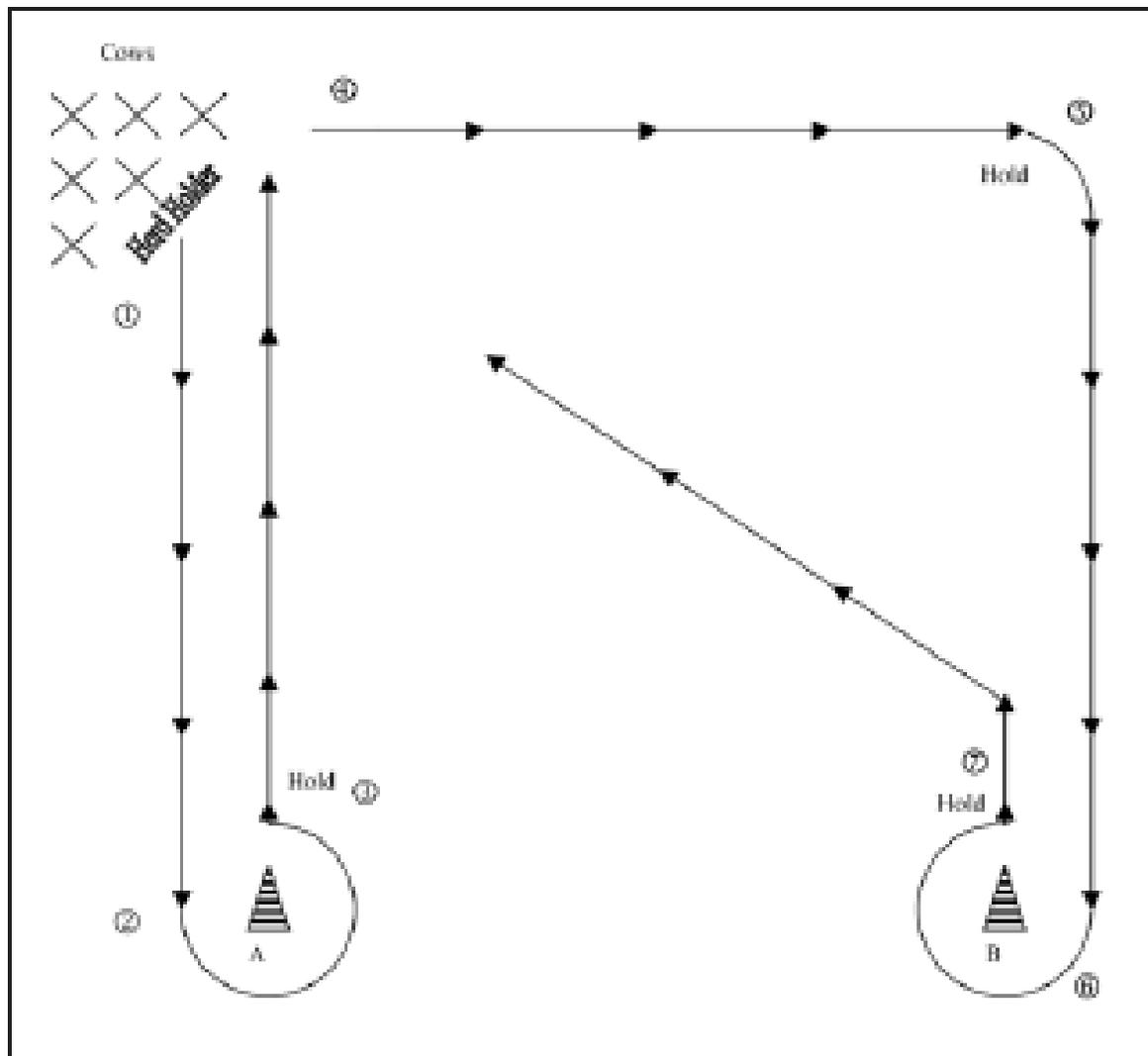


1. Pull your cow/calf out of the herd and move down alley
2. Push about $\frac{2}{3}$ of the way down next wall and stop/hold (just a few seconds)
3. Push back towards where you came from and stop/hold (just a few seconds)
4. Push toward opposite side again and down alley
5. Release cow/calf to herd

Sample pattern

COW WORKING

Intermediate and Senior



- 1. Take first calf out
- 2. Go down and around cone A
- 3. Hold; and return calf to herd
- 4. Take second calf out
- 5. Go to corner and hold
- 6. Then go around cone B
- 7. Hold; and return calf to herd

Contestant #

4-H RANCH HORSE ROPING SCORE SHEET

Novice Junior Intermediate Senior

	Score	Comments
Build a loop 25		
Correct amount of spoke 20		
Correct position 20		
Swing and form 25		
Success of catch (3 throws) 10		
Other comments		
Judge's initials	Total score →	

WHEN I COMPETE

- ◆ **I have a performance goal. . . Never a “to only beat someone else” goal.**
- ◆ I respect and learn from other competitors more skilled than myself.
- ◆ **I don’t criticize other competitors, officials, or judges.**
- ◆ I do my best today.
- ◆ I have fun.
- ◆ **I stay home if I can’t follow the above rules**

Adapted from a presentation by Doug Householder, Ph.D.

Extension Horse Specialist Texas A&M University at the

1997 National Youth Horse Council Meeting

Found at the conclusion of the “Horses, Kids, and Ethics” video Produced by Jeff Goodwin, Ph.D., Goodwin Educational Video

Show management or the judge may disqualify a rider for unsportsmanlike conduct, profanity, unnecessary roughness, abusing their horse, or disorderly conduct of any kind. The judge may also disqualify an unmanageable horse for reasons of safety or the exhibitor’s inability to handle or control their horse.