



RAVALLI COUNTY 4-H HORSE PROJECT GUIDELINES

2017-2018

4-H PLEDGE

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

The guidelines may be amended by the Ravalli County 4-H Horse Committee each year between October 1st and January 30th. No changes will be made from February 1st through September 30th. If any member or leader wants to request an exception to any rule in the guidelines, they must request a hearing with the Ravalli County 4-H Horse Committee.

Updated December 2017

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RAVALLI COUNTY 4-H HORSE COMMITTEE CONSTITUTION

ARTICLE I - Name

The name of this organization shall be Ravalli County 4-H Horse Committee, a sub-committee of the Ravalli County 4-H Advisory Council.

ARTICLE II - Purpose

The purpose of the Ravalli County 4-H Horse Committee shall be to promote 4-H club work and the Ravalli County 4-H Horse Program.

- 1) The Ravalli County 4-H Horse Committee may meet for educating leaders, members and parents about the 4-H program. The Ravalli County 4-H Horse Committee meetings may also include an opportunity for members to introduce issues or business to be handled.
- 2) The Ravalli County 4-H Horse Committee shall cooperate with the Ravalli County Extension Agent and other agencies interested in the 4-H program.

ARTICLE III - Membership

- 1) The membership of the Ravalli County 4-H Horse Committee shall be all leaders and junior leaders enrolled in the Ravalli County 4-H Horse Program.
- 2) Parents and any other interested parties are always welcome.

ARTICLE IV - Meetings

- 1) The Ravalli County 4-H Horse Committee shall meet monthly, usually the second **Tuesday**. If there is sufficient business additional meetings may be called, with time and place published in advance in the 4-H newsletter or emailed.
- 2) All leaders and junior leaders are encouraged to attend the Ravalli County 4-H Horse Committee meetings and participate in the discussion.
- 3) The Ravalli County 4-H Horse Committee year will run from October 1st through September 30th.
- 4) **The Ravalli County 4-H Horse Committee will meet the following months: September, October, November, January, February, April, May, July, and August (if needed).**

ARTICLE V - Voting

- 1) A majority shall be defined as more than one-half the members present at a Ravalli County 4-H Horse Committee meeting.
- 2) All leaders and junior leaders are encouraged to attend at least three Ravalli County 4-H Horse Committee meetings a year to remain eligible to vote on Ravalli County 4-H Horse Committee policies. (Referred to as a member in good standing.)
- 3) Policy issues affecting all members for more than one year will be brought up and discussed, tentative vote taken, printed in the newsletter with final vote the next meeting.

ARTICLE VI - Officers

- 1) The officers shall be elected by the Ravalli County 4-H Horse Committee members.
- 2) The officers shall be **President, Superintendent, Vice President and Secretary/Treasurer**.
- 3) The officers shall be elected from among its members at the October meeting. They shall take office after installation at the November meeting.
- 4) The President shall preside at all meetings, appoint committees and perform other appropriate duties.
- 5) The Vice President shall substitute for the President when needed and should help plan for the Ravalli County 4-H

Horse Committee meetings. **Secretary/Treasurer** should also make a monthly financial report to the Ravalli County 4-H Horse Committee based on information from the Ravalli County 4-H Council Treasurer. **President and Superintendent(s)** should also act as a Liaison to the Ravalli County 4-H Council.

- 6) The **Secretary/Treasurer** shall keep minutes of the meetings and submit them to the Ravalli County Extension Office for keeping. The **Secretary/Treasurer** also will submit information from the meetings to the Ravalli County Extension Office for the newsletter.
- 7) Vacancies in office will be filled by an election of the Ravalli County 4-H Horse Committee.

ARTICLE VII - Sub-Committees

The President or the Ravalli County Extension Agent may appoint sub-committees when needed to handle an event, activity or special job.

- 1) Fair Superintendent - The 4-H Fair Superintendent shall constitute a committee that makes decisions regarding Fair operations and are appointed by the Ravalli County Extension Agent and Ravalli County Fair Manager.
- 2) The County Extension Agent and the President or Vice President are ex-officio members of all Committees.
- 3) **The following are the four sub-committees that will meet throughout the current 4-H year and report back to the Ravalli County 4-H Horse Committee:**
 - a) **Packing/Trail Riding/Working Ranch Horse Committee**
 - i) **Packing**
 - ii) **Trail Riding**
 - iii) **Working Ranch Horse**
 - b) **Fundraising/Marketing Committee**
 - i) **Fundraising**
 - ii) **Fall Awards**
 - c) **Fair Committee**
 - i) **Sponsorship**
 - ii) **Fair Horse Show**
 - iii) **Fair Week**
 - d) **Clinics/Camp/Workshops Committee**
 - i) **Riding Clinics**
 - ii) **County Wide Workshops**
 - iii) **Horse Camp**
 - iv) **Horse Management Clinics**

ARTICLE VIII - Constitution and Committee Policy

The Constitution shall be read at the first meeting of the 4-H year. The Constitution shall be made available for all Ravalli County 4-H Horse Committee members. The Constitution and Policy may be amended or replaced provided the amendment or change has been presented to the Ravalli County 4-H Horse Committee, the Ravalli County Livestock Committee and 4-H Advisory Council at the beginning of the new 4-H year and approved. The new State and National policy will also direct this committee work.

ARTICLE IX - Finances

The Ravalli County 4-H Treasurer (from the Ravalli County 4-H Council) will keep a record of expenditures and income with reports provided at least every other meeting throughout the year. There are three types of funds in the Horse Committee: The Reserve Account (savings), Montana 4-H Foundation Account (listed under Ravalli County 4-H Horse Account) and 4-H Advisory Council Budget Account listed as a line item in the budget.

PURPOSES OF THE 4-H HORSE PROGRAM

The purposes of the 4-H horse program are to help members to:

- 1) Develop life skills:
 - a) Foster a positive self-image
 - b) Learn decision making abilities and responsibility for choices
 - c) Develop an inquiring mind
 - d) Relate to yourself and others
 - e) Acquire a concern for local and global communities
- 2) Develop leadership, initiative, self-reliance, sportsmanship and other desirable character traits.
- 3) Experience the pride and responsibility of having a horse and receive additional education in a horse's care, feeding, management and expenses.
- 4) Appreciate horseback riding as a healthy and wholesome form of recreation.
- 5) Obtain skills in horsemanship and handling of horses.
- 6) Utilize safety precautions that prevent injury to the horse, rider and others.
- 7) Nurture greater love for animals and a humane attitude toward them.
- 8) Prepare for citizenship responsibilities by working together in groups and supporting community horse projects and activities.
- 9) Promote 4-H.
- 10) Promote the State 4-H Horse Project and Program.
- 11) Promote uniformity among county horse projects.
- 12) Promote goals of the 4-H Horse Project.
- 13) Promote excellence in horsemanship.
- 14) Encourage individuals to perform to the best of their abilities.
- 15) Encourage and recognize horsemanship ability.
- 16) Set and achieve goals to the best member's ability.
- 17) Provide uniformity for the horse project.

Learn what our colors, emblem, motto, slogan and pledge stand for:

- 4-H Colors:** The white in the flag symbolizes purity. The green, nature's most common color, represents life, growth and youth.
- 4-H Emblem:** The green four leaf clover has a white "H" on each leaf to represent the four H's - Head, Heart, Hands and Health.
- 4-H Motto:** "To Make The Best Better" is the aim of 4-H members. Members work on improving project work and building better clubs, communities and schools.
- 4-H Slogan:** "Learning By Doing" is the 4-H member's way of acquiring new skills. Learning how to get along with others comes from working and playing with the group.
- 4-H Pledge:** I pledge my HEAD to clearer thinking, my HEART to greater loyalty, my HANDS to larger service, and my HEALTH to better living, for my club, my community, my country and my world.

4-H Registration and Project Enrollment

- 1) **December 31st is the deadline to:**
 - a) Reenroll as a 4-H member in a Ravalli County 4-H Club. Use the Member Enrollment Form.
 - b) Complete and submit Montana 4-H Horse Project Permission and Assumption of Risk for Participation in all 4-H Projects Form.
 - c) Complete and submit 4-H Horse Helmet Policy & Acknowledgement of Education Form.
- 2) **May 1st is the deadline to:**
 - a) Submit Drop/Add Form for all 4-H projects if you want to participate in the Ravalli County Fair as a 4-H member for your specific project.
 - b) Complete and submit the 4-H Me and My Horse Form.
 - c) Complete and submit the 4-H Horse Project Guidelines Acknowledgement.
 - d) **Complete or have the Horse Management & Riding Clinic scheduled for a makeup, see section [General Rules \(6\)](#).**
 - e) If there was a question of which horse will be used for the project at an earlier date, the project horse to be used must be declared by this date and Me and My Horse Form submitted.
- 3) **October 1st of the current 4-H year** is how the age of the 4-H member is determined.
- 4) **January 1st of current 4-H year** is how the age of the horse shall be computed by the calendar year. (Example: A horse foaled anytime in 2011 will be termed one (1) year old on January 1, 2012, two years old on January 1, 2013, etc.)
- 5) When enrolling in a Horse Project you must sign up on the Member Enrollment Form in any of the 13 separate horse project areas under the appropriate level. Please refer to the Clover and the Ravalli County Clover Supplement for a more detailed description of each project and the project codes.

Forms and Record Books

All forms and project books are meant to be completed during the year, not at the end of the year. The member is required to have your 4-H Record Book up-to-date if you are submitting entries for the Ravalli County Fair. Records will be checked at the time of your Mandatory Interview on Non Perishable Interview Judging Day. The record book and forms are to be completed and signed by your organizational leader by September 30th (end of the 4-H year). The horse project records and horse project book activities need to be completed and signed by your horse project leader. If you do not have a horse project leader then contact the 4-H Horse Superintendent.

You are required to complete:

- 1) "My 4-H Year" Form each year.
- 2) The Animal Project & Financial Journal Form for the horse project. This form is used to keep track of feed costs, veterinary costs, supplies, etc. If using one horse for all projects, then the member needs to fill out only one Animal Project Journal & Financial Record. If the member is using more than one horse in more than one project, then the member needs to fill out an Animal Project Journal & Financial Record for each horse.
- 3) A minimum of seven activities in each project book each year for each horse project the member is enrolled in to complete the project for the year. There are usually 21 activities required to complete the project book. In place of one of the seven activities, a member may complete 3-5 learning experiences and write at least a two paragraph summary regarding the experience. These experiences may include attending a horse clinic, watching a procedure on your horse at the vet office, attending a horse show, etc.
- 4) It is suggested that project materials are kept in some sort of a binder for each 4-H year.
- 5) It is easiest if you keep a separate record of feed in close proximity to where you store the feed. You can easily create a log of how much you feed your animal each day.
- 6) [4-H Me and My Horse Form](#): This should be a copy of the original certificate the member turned into the Fair Horse Superintendent to identify the member's project horse(s). A color photo of the horse must be with the certificate. If more than one project horse will be used, then you need to fill out a certificate for each horse.
- 7) Horse Project books for all horse projects are available through the Ravalli County Extension Office.

HORSE PROJECT DESCRIPTIONS

- 1) The Montana 4-H Horse Program has 13 separate horse project areas with 2 Ravalli County sponsored horse projects:
 - a) **Horsemanship Levels 1-7**
 - i) This projects are for anyone interested in learning or improving riding skills and learning advanced training of a mature horse. A mature, gentle horse is recommended which has good basic training and is safe for the member to handle and learn with. *Horsemanship Levels 1-3* are designed to be the foundation for all other horse projects. *Levels 1-3 need to be completed before advancing to any other horse projects.*
 - b) **Horse Showing**
 - i) This project teaches skills necessary to compete in and organize various horse show events.
 - c) **Green Horse**
 - i) This project are for the more experienced 4-H members (must be at least twelve (12) years old during the 4-H year and have completed horsemanship levels 1, 2 and 3).
 - ii) Green Horse is for the older member who wishes to train a green broke horse of any age. Emphasis will be on the 4-H'er doing the training and teaching of the colt.
 - iii) Safety of the 4-H'er doing the training should be considered at all times.
 - iv) The Horse Committee will assess the Green Horse to determine which level the horse should be in.
 - d) **Colt to Maturity**
 - i) This project are for the more experienced 4-H members (must be at least twelve (12) years old during the 4-H year and have completed horsemanship levels 1, 2 and 3).
 - ii) Colt to Maturity is for the older member who wants to completely train their own horse from yearling to five-year-old.
 - iii) Safety of the 4-H'er doing the training should be considered at all times.
 - e) **Horse Judging**
 - i) Learning to judge conformation and performance classes.
 - f) **Horse Breeding**
 - i) Two-year project which begins with picking the stallion to breed a mare to and ends with weaning the foal.
 - g) **Driving**
 - i) Learning driving skills and training your horse to drive either single, as a team or large hitches.
 - h) **Packing**
 - i) Learning how to pack a horse, how to organize a pack trip and how to survive a several day pack trip in the mountains.
 - i) **Trail Riding Project**
 - i) Allows members to learn trail riding skills, safety, and courtesy on the trail and at camp/trailhead. Members will also gain confidence, learn what obstacles they can handle and how take care of themselves, other riders and their horses while on the trail.
 - j) **Working Ranch Horse**
 - i) Learning basic horse skills for ranch work.
 - k) **Careers with Horses**
 - i) Allows members to learn what opportunities await those desiring a career in the horse industry.
 - l) **Horseless Horsemanship**
 - i) Allows members without horses to learn about the project.
 - m) **Horse Independent Study**
 - (1) Allows the 4-H member to develop a project, set goals and decide ways to learn something that there is no official project structure for, i.e. Rodeo, Cutting, Freestyle.

POLICIES OF RAVALLI COUNTY 4-H HORSE PROJECTS

Definition of a Project Horse:

- 1) Any horse registered with the Ravalli County 4-H Horse Committee with a completed 4-H Me and My Horse Certificate on file by the county deadline and enrolled in any established county horse project. **Intent:** To allow a system of easy access to identify horses, projects and other vital information for all concerned (i.e. agents, secretaries and leaders).
- 2) For the purposes of a project horse at the Ravalli County 4-H Horse Show, project horses shall be defined as light, draft and miniature horses, ponies, mules and donkeys.

General Rules:

- 1) Project horses injured and unable to participate at the Ravalli County Fair 4-H Horse Show may be substituted if the member's project leader, Horse Fair Superintendent, and County 4-H Horse Committee President are notified prior to the Ravalli County Fair 4-H Horse Show. Approval by the Ravalli County 4-H Horse Committee must be obtained. No substitutions are allowed for the Colt to Maturity and Green Horse projects.
- 2) **Once the horse becomes a project animal it may not receive professional training unless the member participates in that training.** **Intent:** To allow the members to gain every skill possible in all levels of "Horsemanship" and "Colt to Maturity Project" through "learning by doing." To encourage the member to assume sole responsibility for training the Colt to Maturity and Green Horse animal. To encourage the member to go to trainers for advice when needed, and to encourage members to attend clinics to further training skills and horsemanship and to discourage the use of trainers actually riding the project horse, except in a case where the safety of the member is threatened. Colt to Maturity and Green Horse project members need to notify their horse project leader if they plan on getting assistance with training problems, if getting assistance from someone other than a 4-H leader or their parent. Approval of the Ravalli County 4-H Horse Committee must also be obtained prior to getting assistance from a trainer. Colt to Maturity and Green Horse project animals are to be trained by the 4-H member.
- 3) Horsemanship Levels 1-3 members, participating in any riding event, must wear an ASTM/SEI approved helmet.
- 4) Helmets are required in all games by all Exhibitors regardless of horsemanship level.
- 5) FFA: Official FFA dress or Ravalli County 4-H Horse Dress required. FFA members will be required to follow Ravalli County 4-H Horse Project Guidelines.
- 6) **Members will need to attend one record book/Horse Management and one Riding Clinic that is geared for the Horse Project.**
 - a) Once for youth 4-H age 13 and under
 - b) Once for youth 4-H age 14 and over.
 - c) If you were 14 on October 1 you will need to take the Horse Management again in the current 4-H year.
 - d) If a member has not attended a Horse Management and a Riding Clinic then they will not be eligible to show at the Fair Horse Show.
 - i) If the member cannot attend the scheduled Horse Management and/or Riding Clinic then said member needs to contact their 4-H Horse Leader or the President of the Ravalli County 4-H Horse Committee to make arrangements to schedule a makeup.
 - ii) If a 4-H Club is having a veterinarian presentation on Horse health, nutrition, or first aid that counts as Horse Management. The form [Horse Management Sign-Off Form](#) needs to be completed and turned into the Ravalli County 4-H Horse Committee.
 - iii) The [Riding Clinic Sign-Off Form](#) needs to be completed and turned into the Ravalli County 4-H Horse Council.

Vaccinations:

To help insure healthy horses attend the Ravalli County 4-H Horse activities and to reduce the chances of a horse being infected by contact with a sick horse. It is suggested to consult your veterinarian regarding your horse's health needs. The following are recommended:

- 1) West Nile, Rhino and Strangles vaccinations.
- 2) 4-way vaccination. This will include Tetanus, Western Encephalomyelitis (Sleeping Sickness), Eastern Encephalomyelitis (Sleeping Sickness) and Influenza.
- 3) Worming program

4-H Ownership Policy:

- 1) All 4-H project horses registered with the Ravalli County 4-H Horse Committee and shown by 4-H members in 4-H classes must be owned by the member or in a partnership with his/her immediate family. The member must have access to the horse at all times. A 4-H member must be responsible for the care of their project horse from December 31st through the State 4-H Horse Show. **Intent:** To give all members a specific time line in which to maximize their horsemanship skills with their horse(s) and to be in complete control of the project animal.
- 2) All horses in the Colt to Maturity Project must be owned by the member or the member's immediate family. The member must have access to the horse and the horse must be in continual care of the member from December 31st of the yearling year through the completion of the five-year project. **Intent:** To give all members a timeline in which to acquire their project horse; to maximize the training opportunities for the member throughout the entire five-year period; to encourage the member to do all the training of the horse.
- 3) A horse registered as a 4-H horsemanship project horse may be shown by more than one member of the immediate family in any one year at the Ravalli County 4-H Horse Show, providing that neither the horse nor the member compete against himself/herself. If there is a conflict in schedules, for any reason, the Exhibitor will have to determine in which class to participate and scratch the other. **Intent:** To recognize that the best experience is for each member to own and care for their own horse. To further recognize that there are families with more than one child that cannot afford more than one horse. To allow immediate family members the opportunity to be included in the county horse shows if the family cannot financially justify another horse.
- 4) If the horse is not owned by the 4-H member or their immediate family a signed lease agreement between the 4-H member and horse owner must be submitted with the 4-H Me and My Horse Certificate and photo of the horse to the Ravalli County 4-H Horse Committee.

Drugs:

The Ravalli County 4-H Horse Committee does not permit the administration of any drug (herbal, natural or pharmaceutical) which affects an animal's conformation, appearance, natural color or behavior except for treating a recognized disease or injury. For the purpose of this code, "drug" shall mean any substance commonly used by the medical or veterinary professions that affect the circulatory, respiratory or central nervous systems of an animal shown in any 4-H class is strictly prohibited. Horses requiring any medications should be identified upon arrival at the 4-H Show Office.

4-H County Assessment Policy:

- 1) **Assessment** is the evaluation to keep the member progressing and ensures that it is an educational project.
- 2) Each member may progress at their own rate according to their ability and interest.
- 3) To pass a level the member must complete the project book for that level, be evaluated and passed by the project leader who will then sign the project assessment for the level in the project book, and win a blue ribbon at the County Fair Horse Show. After doing this the member is then ready to continue to the next level for the following 4-H year.
- 4) A member may remain in a level for more than one year but after winning two blue ribbons at the Ravalli County Fair Horse Show they must advance to the next level.
- 5) Champions and Reserve Champions at the Fair Horse Show are encouraged to move up to the next level, but are not required to move, unless it is their second blue ribbon at that level.
- 6) One Level Assessment: A member may assess up one level for current year to meet riding ability. In order to do this, the member must complete the project book to the level they want to compete at, be evaluated and passed by the project leader who will then sign the project assessment for the correct level in the project book. The member may enroll in the level of choosing by the May 1st drop/add deadline.
- 7) Challenge Assessment: This is for a member wishes to complete more than one level in a year in order to show at level 4 or higher. In order to do this the member must complete the project book through to the level they want to compete. The member must meet with three horse leaders; one leader may be the member's current project leader, one leader must be from outside the member's club and one an active member of the Ravalli County Horse Committee. The Challenge Assessment will cover 3 areas:
 - a) Checking the required project book for completion,
 - b) The member demonstrating knowledge of the level requirements verbally,
 - c) The member performing handling and mounted abilities required for the levels being tested out of.
- 8) Challenge Assessments must be done prior to the May 1st add/drop deadline in order for the member to register in the new projects.

POLICIES OF THE RAVALLI COUNTY FAIR HORSE SHOW

General Policies:

- 1) The 4-H name and emblem are copyrighted, so any classes which are called 4-H classes are limited to Montana 4-H members.
- 2) Fair Entries are to be signed by the member's Organizational Leader, indicating the member is a bona fide Montana 4-H member and the named horse(s) is (are) part of the 4-H member's horse project work for the current year.
- 3) Stallions may not be shown in any class after the yearling year. **Intent:** To reduce the possibility of injury to other horses, Exhibitors and spectators.
- 4) The Ravalli County Horse Show Committee reserves the right to make changes, split classes or reassign arenas to facilitate judging.
- 5) Neither the Ravalli County Fairgrounds, Ravalli County 4-H Extension Office, Ravalli County 4-H Horse Committee or Ravalli County Horse Leaders are liable for any accident, damage or loss of personal property, livestock, or person while at the show, including travel to and from the show.
- 6) Travel to and from the show is the responsibility of the member.
- 7) The Ravalli County 4-H Horse Committee shall determine rules and guidelines for Fair classes and Fair Judges. Emphasis will be on how well the member manages the project.
- 8) Each 4-H member must sign a Release of Liability for use of the Ravalli County Fairgrounds. Releases are available at the Ravalli County Fairground's Office.
- 9) The Judge and/or Ring Steward will dismiss from the ring any entry that is unruly or not in sufficient control to ensure the safety of the Exhibitor or other Exhibitors.
- 10) No person other than the Exhibitor and show officials will be allowed in the arena while the show is in progress.
- 11) A member must compete at the same project level as enrolled in at the Extension Office.
- 12) Members may ride at only one level English Horsemanship and one level Western Horsemanship. If riding both Western and English, levels ridden can be the same level or two levels above or below. Example: English 3 and Western 3, or English 5 and Western 3.
- 13) Colt to Maturity and Green Horse projects cannot cross enter in English or Western Horsemanship 1-7 projects. The exception to this rule is that Colt to Maturity 5th year may enter in English or Western Horsemanship Level 7 provided the member has been assessed out of Horsemanship Level 6. This rule is consistent with the State Horse Show rules.
- 14) Members can exhibit only one (1) horse per class.
- 15) Exhibitor number must be clearly visible at all times.
- 16) Unsportsmanlike conduct, abusive language or actions and/or abuse of any animal on the part of any 4-H Exhibitor, parent, family member, or leader may result in penalization by forfeiture of any award received and/or elimination from further competition of the 4-H member or those at fault. Also see Grievance Committee paragraph for filing a complaint.
- 17) The Judge's decision in all classes shall be final.
- 18) If for any reason an individual is awarded a second run in a timed event, the time for the first run is void.
- 19) Exhibitors will be listed randomly within classes. Show management or the Judge reserves the right to change the order of the go.
- 20) Exhibitors are expected to clean their own stalls and area prior to leaving the grounds or will be charged a \$10.00 per stall/area cleaning fee. Only one horse per stall is allowed. The 4-H Horse Fair Superintendent must be contacted prior to the show to get authorization for stall use.
- 21) Leave your dogs at home. No dogs allowed on the grounds during the horse show. This will be strictly enforced.
- 22) Breaking pattern is considered a fault and not a disqualification in Colt to Maturity, Green Horse or Horsemanship classes.
- 23) Adults are not to warm up, groom or train project horse (s). In circumstances where the Exhibitor needs assistance for the safety of themselves, others, their project animal or other project animals then an adult may assist the Exhibitor but assistance must be kept at a minimum. **Intent:** The intent is to keep all safe, but encouraging the responsibility onto the 4-H member to do the work.

Prior to the Ravalli County 4-H Fair Horse Show:

- 1) Submit your completed Fair Entry Form by the fair book deadline. Novice (1st year member regardless of age. Not eligible to show in Round Robin), Junior Showmanship (ages 8-10), Intermediate Showmanship (ages 11-13), Senior Showmanship (ages 14 & over). Junior classes are ages 13 and under. Senior classes are ages 14 and over.
- 2) The Ravalli County 4-H Fair Horse Show will be held 1 week before the Ravalli County Fair begins.
- 3) On the day of your interview, bring your 4-H binder containing My Year in 4-H, [Animal Project Journal and Financial Record Form](#), Project Manuals and any other records pertinent to the project.
- 4) Clip and trim your horse about a week before the Ravalli County 4-H Fair Horse Show. Do touchups the night before the 4-H Horse Show before or after bathing.
- 5) Bathe your horse the night before the Ravalli County 4-H Fair Horse Show.
- 6) Clean and oil all your tack before the Ravalli County 4-H Fair Horse Show.

The Day of the 4-H Horse Show:

- 1) Arrive early to allow for extra time to unload your horse from the trailer to let them settle down and get them ready for the show.
- 2) You will need to attend the Judge's Meeting just before the Ravalli County 4-H Horse Show begins.
- 3) You will need to pick up your exhibitor packet which will include an Exhibitor number, show program, patterns and safety pins. The Exhibitor number will be displayed by pinning it to the middle of your shirt on your back. Please be sure to use 2 or more safety pins so your number can be read at all times while in the arena.
- 4) The show order of the Ravalli County 4-H Horse Show **will start out on the first day as all English classes then Showmanship on the second day (if it is a two day show) then it will go Western classes and games.** The order of the classes will be listed in the show program which will be handed out at the Judge's Meeting and in the exhibitor's packet.
- 5) A 30-minute lunch break will be taken around noon.
- 6) If you are participating in trail or any other class out of the main arena, you will need to get those classes done in between your arena classes.

Patterns:

The Ravalli County 4-H Horse Committee will pick three (3) acceptable patterns for each level that members will be required to ride at the Ravalli County Fair 4-H Horse Show. By June 15th, the patterns will be posted to the Ravalli County Extension Office website at <http://msuextension.org/ravalli/4horse.html>. On the day of the show, one (1) pattern will be picked per level and posted the morning of the Ravalli County 4-H Horse Show.

Safety:

Violations of these safety rules may result in disqualification.

- 1) Western/English boots must be worn when riding.
- 2) All horses must be ridden with bridles, NOT HALTERS.
- 3) Riding double is prohibited.
- 4) All horses must enter the arena in a controlled manner.
- 5) Run irons on English saddles.
- 6) Ravalli County and State Helmet Policy will be enforced.
- 7) Horses shall be walked in all areas other than warm-up areas.
- 8) Riders may not pony another horse for warm up.

Judges:

- 1) Judge(s) will be selected by the Ravalli County 4-H Horse Show Committee using the following criteria: Familiarity with the 4-H Horse Program, youth oriented show experience and willingness to observe Ravalli County 4-H Horse Show procedures. Note: Judges will not be used for more than 2 consecutive years.
- 2) A separate Judge may be used when more than one class is being judged at a specific time. **Intent:** To keep the horse show's length reasonable.
- 3) Judge(s) are to arrive prior to the show to meet and review the show book at a specified time with all committee members, ring steward(s), clerks, announcers and contestants. **Intent:** To help eliminate misunderstandings, and insure that all understand the expectations of the Ravalli County Horse Show Committee.
- 4) All judging is based on the Exhibitor's ability to show their horse. The Judge is encouraged to give constructive criticism and suggestions for improvement as well as point out superior performance to Exhibitors whenever possible. At the Ravalli County 4-H Horse Committee's discretion, scores may be posted on all classes. **Intent:** To communicate to the members where they placed within the class compared to the scores of others.

Ring Steward:

- 1) Definition: The person assisting the judge in the ring is referred to as the Ring Steward.
- 2) The show may have two or more stewards who will interpret and clarify rules governing equipment and dress. Stewards will be identifiable. **Intent:** To insure participant's equipment and clothing are within limits described by the rules. To insure equipment is not illegal or abusive to the animal.
- 3) Any Exhibitor wishing to discuss any matter with the Judge must first contact the Ring Steward (after completion of the class) who will then arrange such a meeting, if approved by the Judge. **Intent:** To provide a process where a member may discuss their performance with a Judge.
- 4) A Ring Steward shall not have a child participating in classes they are stewarding.
- 5) A Ring Steward shall not be a leader who has members participating in classes they are stewarding.

Awards:

- 1) Ribbons will be awarded to all Exhibitors in each class using the Dutch System. Ribbons will be Blue, Red, or White and awarded at the Judge's discretion.
- 2) Champion and Reserve Champion will be awarded at the Judge's discretion in all classes. Champion and Reserve are for those Exhibitors who excel in their class above all the other Exhibitors.

Round Robin Showmanship at the County Fair:

- 1) The Champion Exhibitor from the Senior, Intermediate, and Junior class will be eligible to compete in the Round Robin Showmanship Contest held Friday evening.
- 2) The Senior Champion, Intermediate Champion, and Junior Champion from the Ravalli County 4-H Horse Showmanship Classes are expected to show in this competition.
- 3) In the situation where a member cannot be at the Round Robin, the Superintendent must be notified as soon as possible in advance so an alternate showman can be arranged.
- 4) Reserve Champions are to fill in if the Champions are unable to compete or chose to compete in another species.

Dress Code for all Classes:

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

Western:

- Long sleeved, white western shirt, button or snap for all classes
- Western black jeans
- Western boots
- Western hat or approved ASTM-SEI riding helmet is encouraged in all 4-H activities **State helmet policy will be enforced**
- Vests, sweaters and jackets are prohibited
- Chaps, gloves, and ties are optional
- Spurs are optional unless otherwise prohibited. Spurs must be worn properly
- Hair **shall** be contained for neatness

English - Hunt Type or Dressage:

- Hunt coat (**Black, Blue, or Grey are allowed**)
- **Tan or grey breeches**
- English style blouse or shirt
- Paddock boots, Field boots or Dress Boots
- Riding helmet meeting ASTM-SEI standards
- Stocks, chokers, ties, gloves, un-roweled spurs and crop or bat are optional
- Hair **shall** be contained for neatness

English - Saddle Seat:

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

Bareback Equitation:

- Western or English attire is allowed. If riding in English attire, a long sleeved shirt must be worn without the jacket.
- **Riding helmet meeting ASTM-SEI standards, based on your level**
- Chaps, spurs, crops and bats are prohibited.

4-H HORSE SHOW CLASS LIST

Open to All Levels

- ✓ Novice (1st year showing)
- ✓ Junior Showmanship - 8-10
- ✓ Intermediate Showmanship - 11-13
- ✓ Senior Showmanship - 14 & Over
- ✓ Horsemanship 1 - English and Western
- ✓ Horsemanship 2 - English and Western
- ✓ Horsemanship 3 - English and Western
- ✓ Horsemanship 4 - English and Western
- ✓ Horsemanship 5 - English and Western
- ✓ Horsemanship 6 - English and Western
- ✓ Horsemanship 7 - English and Western
- ✓ Western Pleasure - Junior & Senior
- ✓ Western Equitation - Junior & Senior
- ✓ Bareback Equitation - Junior & Senior
- ✓ English Pleasure - Junior & Senior
- ✓ English Equitation - Junior & Senior
- ✓ Arena Trail - Junior & Senior
- ✓ Hunter Hack - Junior & Senior
- ✓ Hunter Classes (18", 2', 2'3", Open)
- ✓ Handy Hunter
- ✓ Dressage Suitability (English & Western)
- ✓ Barrels - Junior & Senior
- ✓ Poles - Junior & Senior
- ✓ Hippology - Junior & Senior
- ✓ Miniature Horse Showmanship - Junior & Senior
- ✓ Miniature Horse Trail in Hand - Junior & Senior
- ✓ Miniature Horse Driving - Junior & Senior
- ✓ Project Poster - Junior & Senior
- ✓ Informational Poster - Junior & Senior
- ✓ Miscellaneous Poster - Junior & Senior
- ✓ Trail Riding Project
- ✓ Packing
- ✓ Careers with Horses
- ✓ Horse Independent Study
- ✓ Horseless Horsemanship Poster
- ✓ Horse Judging

Level 3 and above English and Western

- ✓ Breeding
- ✓ Yearling at Halter
- ✓ Yearling Trail in Hand
- ✓ Two Year Old Under Saddle - English and Western
- ✓ Three Year Old Under Saddle - English and Western
- ✓ Four-Year Old Under Saddle - English and Western
- ✓ Five Year Old Under Saddle - English and Western
- ✓ Green Horse - English and Western
- ✓ Green Horse Trail
- ✓ Colt to Maturity Trail
- ✓ Working Ranch Horse
 - Knowledge
 - Heading
 - Heeling
 - Ranch Sorting
 - Ranch Riding/Working Cow Horse Pattern
 - Ranch Trail

Level 4 English and/or Western

- ✓ Driving

JUDGING CRITERIA FOR CLASSES – Open to All Levels

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

SHOWMANSHIP CLASSES (ALL LEVELS):

Criteria:

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

Exhibitor: The member must be neat and clean in appearance and appropriately dressed for the type of horse shown. Dress Code: Clean, collared, **long sleeved**, long tailed shirt tucked into dark pants or jeans, and dark boots or leather footwear (no tennis shoes, rubber boots or sandals) must be worn by livestock exhibitors during livestock events. Official dress is mandatory for FFA members. Western style or cowboy hats will be allowed.

Showmanship Attire:

MANDATORY DRESS for all Showmanship classes except dog: White **long sleeved**, long-tailed shirts with collar, buttoned up and tucked into black pants; dark footwear (no tennis shoes, rubber boots or sandals). FFA official dress is mandatory. **Hats are not allowed** in dairy, sheep, swine, goats, and dogs.

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

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

Showing the Horse: All Exhibitors will be asked to perform a pattern. Exhibitors may also be asked to enter the arena on the rail, work calmly, quietly and be alert for instructions from the Judge or Ring Steward. The Exhibitor may be asked to perform the following maneuvers in the pattern: Walk, trot, back, hindquarter pivots, set up squarely, move forward and backward freely. The Exhibitor may be asked to pick up any or all feet of his/her horse, know the parts of the horse and may be asked questions about his/her project. The Exhibitor should perform the pattern briskly in a businesslike manner.

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

At the Judge's discretion, the finalists may be asked to perform a run-off pattern. In performing patterns, the horse should be moved in a straight line away from the Judge, stop at the designated position in the arena, pause, and turn to the right and head straight back to the Judge, setting up the horse. This allows the Judge the best view of conformation and movement of the horse. Failure to lead straight away from and toward the Judge is a major fault. When returning back

into the lineup, go beyond the line before turning the horse around. This avoids disturbing other Exhibitors in line. Breaking pattern is considered a fault and not disqualification. The position of the head and legs should be according to the standards for the breed shown. Exhibitors may touch their horse if asked to perform a turn on the forehand or side pass.

WESTERN HORSEMANSHIP CLASSES (ALL LEVELS):

General Requirements: A horse entered in Western Horsemanship, can be shown in only one level per family member. Horses may not be cross-entered in Colt to Maturity or Green Horse Classes. (See exception in General Rules). Members in the Ravalli County Horse Show will feel comfortable riding in the classes as long as they are proficient in the skills listed on each project level assessment from the project book.

Criteria:

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

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

Horses under four (4) years of age may be shown in snaffle, bosal or curb. Snaffles and bosals must be ridden two handed except opening and closing gates. It is mandatory that horses 5 years of age and older be ridden in a curb bit. Curb or shank bits must be ridden one handed. Once the arena is entered, the hands cannot be changed on the reins. Flat chain or leather chin straps ½ inch or wider are required with a curb or shank bit of any kind. **See Montana State Horseshow Bit Guide** for bit requirements. Horses shall not be shown with artificial appliances that would tend to alter their performance.

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

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

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

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

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

Western Horsemanship Level 1:

Exhibitors may ride two handed in a 4-H approved Shank Snaffle or Correction Bit at the county level only. Participant may not receive higher than a Blue Ribbon at the Ravalli County Fair 4-H Horse Show. **Intent:** To allow beginning Exhibitors to have better control over the horse because of inexperienced hands or lack of training on the horse's part.

Required abilities:

- Catch and properly fit a halter on a horse.
- Explain and demonstrate how to safely and properly lead a horse.
- Safely back the horse from the ground.
- Demonstrate where and how to tie a horse safely. Give some examples of what are unsuitable (unsafe) places or objects to tie a horse to.
- Demonstrate pre-riding grooming and explain why it is important to always groom your horse before saddling him/her.
- Help safely bridle and unbridle a horse (members may need assistance).
- Help safely saddle and unsaddle a horse (members may need assistance).
- Show how to check the tack before mounting and explain the reasons for doing so.
- Safely mount and dismount (some members may need assistance).
- Explain and show proper body position when riding.
- Show how to correctly hold the reins.
- Show turns to the left and to the right while your horse is walking.
- Show turns to the left and to the right while your horse is trotting.
- Back your horse while mounted, 5 steps.
- While guiding your horse around the arena move from a walk to a **jog** and back to the walk. Demonstrate both directions of the arena.
- Stop your horse from a walk.
- Stop your horse from the **jog**.
- Ride your horse in a figure 8 pattern at the walk.
- Ride your horse in a figure 8 pattern at the **jog**.
- Explain and demonstrate what you would do if your horse were running away with you.
- While watching a horse at a **lope**, identify which lead it is in.

Western Horsemanship Level 2:

Exhibitors may ride two handed in a 4-H approved Shank Snaffle or Correction Bit at the county level only. Participant may not receive higher than a Blue Ribbon at the Ravalli County Fair 4-H Horse Show. **Intent:** To allow beginning Exhibitors to have better control over the horse because of inexperienced hands or lack of training on the horse's part.

Required abilities:

- Explain and demonstrate the proper riding position while sitting on your horse and at the walk.
- While guiding your horse around the arena move from a walk to a jog and to a lope, back to a **jog** then a walk. Demonstrate both directions of the arena.
- Describe and demonstrate how to correctly cue for a lope on the left lead.
- Describe and demonstrate how to correctly cue for a lope on the right lead.
- Lope a circle to the left, without breaking gait.
- Lope a circle to the right, without breaking gait.

- Show a balanced stop from a walk.
- Stop from a jog.
- Stop from a lope. (Rider may need to jog a couple steps when stopping.)
- Back 6 steps while mounted.
- Turn 90 degrees to the left on the hindquarter.
- Turn 90 degrees to the right on the hindquarter.
- Turn 90 degrees to the left on the forehand.
- Turn 90 degrees to the right on the forehand.
- Demonstrate how properly to neck rein your horse to the left and to the right.
- Demonstrate how to pick up the front feet on a horse.
- Demonstrate how to tie a quick release knot.

Western Horsemanship Level 3:

Required abilities:

- Demonstrate proper riding position at the walk and jog.
- While guiding your horse around the arena demonstrate the difference between a jog and a trot.
- At the jog ride your horse in a straight line, turn left around a marker and return in a straight line, without breaking gait.
- At the jog ride your horse in a straight line, turn right around a marker and return in a straight line, without breaking gait.
- Demonstrate how to correctly cue your horse to lope on the left lead. While maintaining roundness of the circle, lope 2 circles to the left on the left lead, without breaking gait.
- Demonstrate how to correctly cue your horse to lope on the right lead. While maintaining roundness of the circle, lope 2 circles to the right on the right lead, without breaking gait.
- Lope a figure 8 pattern showing a drop to jog lead change in the center of the pattern.
- From a jog demonstrate a balanced stop.
- While mounted, back your horse in a straight line for 10 steps.
- Turn 180 degrees to the left on the hindquarter.
- Turn 180 degrees to the right on the hindquarter.
- Turn 180 degrees to the left on the forehand.
- Turn 180 degrees to the right on the forehand.
- Side pass to the left 6 steps (or three crossovers).
- Side pass to the right 6 steps (or three crossovers).
- Demonstrate how to pick-up the hind feet of a horse.
- Explain how to tell if a horse needs to have its feet trimmed.

Western Horsemanship Level 4:

Required abilities:

- Demonstrate how to lunge your horse in a controlled manner in each gait.
- Demonstrate how to measure the seat of your Western saddle.
- Measure your horse and tell how tall he/she is and determine the average weight.
- Demonstrate giving at the poll.
- Demonstrate proper riding position in a walk, jog and lope.
- While mounted, back your horse in a square.
- Demonstrate how to extend your horse's stride at a walk.
- Demonstrate how to collect your horse's stride at a walk.
- Walk to marker (A), lope a straight a line to B and stop.
- From a lope, perform a balanced stop.

- Demonstrate loping a left lead, rollback to the right and lope off in the correct lead.
- Turn 360 degrees to the right on the hindquarter.
- Turn 360 degrees to the left on the hindquarter.
- Turn 360 degrees to the right on the forehand.
- Turn 360 degrees to the left on the forehand.
- Teach a younger member a new skill. What was the new skill?

Western Horsemanship Level 5:

Required abilities:

- Demonstrate how to properly fit your Western saddle to your horse.
- Demonstrate a drop to jog lead change in a straight line.
- Drop stirrups and ride as instructed on the rail.
- While walking a circle, demonstrate hip in going both directions.
- While walking a circle, demonstrate hip out going both directions.
- Demonstrate two consecutive 360 degree spins to the left.
- Demonstrate two consecutive 360 degree spins to the right.
- Demonstrate how to extend your horse's stride at a jog.
- Demonstrate how to collect your horse's stride at a jog.
- Counter canter a left circle.
- Counter canter a right circle.
- From marker (A) demonstrate a lead departure on a straight line from a stop.
- Name five moving parts of the horse and demonstrate how to move each part.
- Teach a younger member a new skill. What was the new skill?

Western Horsemanship Level 6:

Required abilities:

- Explain and show the different types teeth of your horse; molars, incisors, canines and wolf teeth if present or approximate location.
- While mounted, back a balanced 10-foot circle.
- Demonstrate how to extend your horse's stride at a lope.
- Demonstrate how to collect your horse's stride at a lope.
- Demonstrate four consecutive spins with correctness to the left.
- Demonstrate four consecutive spins with correctness to the right.
- With stirrups dropped, lope a left circle demonstrating a balanced position.
- With stirrups dropped, lope a right circle demonstrating a balanced position.
- Demonstrate a gallop and explain the difference between it and a lope.
- Ride a figure eight executing a flying lead change to the left.
- Ride a figure eight executing a flying lead change to the right.
- Teach a younger member a new skill. What was the new skill?

Western Horsemanship Level 7:

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

- Exhibitors in Level 7 will demonstrate their riding ability with a pattern they design.
- Patterns are to be mailed in with your Ravalli County Fair Entry Form.

- Patterns will be scored by the Judge and awarded points based on legibility, neatness, and ability to be executed.
- Below are requirements needed to be included in a pattern that you design
- Other additional maneuvers may be added.
- This pattern may consist of costumes for you and your horse and may be choreographed to music and use props.
- Set up time, performance of pattern, and tear down time not to exceed 5 minutes.
- The intent is to show the knowledge and horsemanship abilities that you have gained by completing all 6 levels.
- Western patterns should follow a horsemanship-style pattern.

Required maneuvers:

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

ENGLISH HORSEMANSHIP CLASSES (ALL LEVELS):

General Requirements: A horse entered in Horsemanship, can be shown in only one level per family member. Horses may not be cross entered in Colt to Maturity or Green Horse Classes. (See exception in General Rules). Members in the Ravalli County 4-H Horse Show will feel comfortable riding in the classes as long as they are proficient in the skills listed on each project level assessment from the project book.

Criteria:

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

Equipment: Horses must be shown in hunt or saddle seat. Spurs and crops are optional. When riding hunt seat only regulation snaffles, Pelhams, Kimberwicks, and full bridles, all with cavesson nosebands are allowed. In saddle seat classes, horses must be shown in snaffles, Pelhams or full bridles curb or snaffle. See **Montana State Horseshow Bit Guide** at the end of this book for bit requirements.

Hunter Type Position:

- 1) **General:**
 - a) Exhibitor should have workmanlike appearance, seat and hands light and supple, conveying the impression of complete control should any emergency arise. Breaking of pattern is considered a major fault.
- 2) **Hands:**
 - a) Hands should be over and in front of the withers, knuckles thirty degrees inside the vertical, hands slightly apart and making a straight line from the horse’s mouth to Exhibitor’s elbow. Method of holding reins is optional and bight of reins may fall on either side. However, all reins must be picked up at the same time.
- 3) **Basic Position:**
 - a) The eyes should be up and shoulders back. Toes should be at an angle best suited to Exhibitor’s conformation: ankles flexed in, heels down, calf of leg in contact with horse and slightly behind girth. Iron should be on the ball of the foot and must not be tied to the girth.

4) **Position in Motion:**

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

5) **Mounting and Dismounting:**

- a) To mount take up reins in left hand and place hand on withers, grasp stirrup leather with right hand and insert left foot in stirrup, toe to girth and mount. To dismount, Exhibitor may either step down or slide down. The size of Exhibitor and horse must be taken into consideration.

Saddle Seat Position:

1) **General:**

- a) The required equitation seat should in no way be exaggerated but be thoroughly efficient and most comfortable for riding the type of horse called for at any gait and for any length of time. When riding saddle seat in the horsemanship classes, Exhibitors should convey the impression of effective and easy control. To show a horse well, the Exhibitor should show themselves to the best advantage. Breaking of pattern is considered a major fault.

2) **Hands:**

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

3) **Basic Position:**

- a) The eyes should be up and shoulders back. To obtain the proper position, Exhibitor should place themselves comfortable in the saddle and find their center of gravity by sitting with a slight bend at the knees but without use of the irons. While in this position adjust leathers to fit. Irons should be placed under ball of foot (not toe nor "home") with even pressure on entire width of sole and center of iron. Foot position should be natural (neither extremely in nor out).

4) **Position in Motion:**

- a) At the walk, slight motion in saddle. At the trot, slight elevation in saddle rising, hips under body not mechanical up and down or swinging forward and backward. At the canter, close seat, going with horse.

5) **Mounting and Dismounting:**

- a) To mount, take up reins in left hand, place hand on withers, grasp stirrup leather with right hand, insert left foot in stirrup and mount. To dismount, Exhibitor may either step down or slide down. The size of Exhibitor and horse must be taken into consideration.

English Horsemanship Level 1:

English Horsemanship Level 1 members will be able to show on the rail which means they will not have a show pattern.

Required abilities:

- Catch and properly fit a halter on a horse.
- Explain and demonstrate how to safely and properly lead a horse.
- Safely back the horse from the ground.
- Demonstrate where and how to tie a horse safely. Give some examples of what are unsuitable (unsafe) places or objects to tie a horse to.
- Demonstrate a pre-riding grooming and explain why it is important to always groom your horse before saddling him/her.
- Help safely bridle and unbridle a horse (members may need assistance).
- Help safely saddle and unsaddle a horse (members may need assistance).
- Show how to check the tack before mounting and explain the reasons for doing so.

- Safely mount and dismount (some members may need assistance).
- Explain and show proper body position when riding.
- Show how to correctly hold the reins.
- Show turns to the left and to the right while your horse is walking.
- Show turns to the left and to the right while your horse is trotting.
- Back your horse while mounted, 5 steps.
- While guiding your horse around the arena move from a walk to a trot and back to the walk. Demonstrate both directions of the arena.
- Stop your horse from a walk.
- Stop your horse from the trot.
- Ride your horse in a figure 8 pattern at the walk.
- Ride your horse in a figure 8 pattern at the trot.
- Explain and demonstrate what you would do if your horse were running away with you.
- While watching a horse being ridden at the trot, identify whether the rider is posting (rising) the trot or sitting the trot.
- While watching a horse at a canter, identify which lead it is in.

English Horsemanship Level 2:

Required abilities:

- Explain and demonstrate the proper riding position while sitting on your horse and at the walk.
- While guiding your horse around the arena move from a walk to a trot and to a canter, back to a trot than a walk. Demonstrate both directions of the arena.
- Demonstrate a posting (rising) trot, showing the posting rhythm, both directions of the arena.
- Describe and demonstrate how to correctly cue for a canter on the left lead.
- Describe and demonstrate how to correctly cue for a canter on the right lead.
- Canter a circle to the left, without breaking gait.
- Canter a circle to the right, without breaking gait.
- Show a balanced stop from a walk.
- Stop from a trot.
- Stop from a canter. (Rider may need to trot a couple steps when stopping.)
- Back 6 steps while mounted.
- Turn 90 degrees to the left on the hindquarter.
- Turn 90 degrees to the right on the hindquarter.
- Turn 90 degrees to the left on the forehand.
- Turn 90 degrees to the right on the forehand.
- Demonstrate how properly to neck rein your horse to the left and to the right.
- Demonstrate how to pick up the front feet on a horse.
- Demonstrate how to tie a quick release knot.

English Horsemanship Level 3:

Required abilities:

- Demonstrate proper riding position at the walk and trot.
- While guiding your horse around the arena demonstrate the difference between a jog and a trot.
- At the trot ride your horse in a straight line, turn left around a marker and return in a straight line, without breaking gait.
- At the trot ride your horse in a straight line, turn right around a marker and return in a straight line, without breaking gait.
- While guiding your horse at the trot in a circle to the left demonstrate a posting (rising) right diagonal.

- While guiding your horse at the trot in a circle to the right demonstrate a posting (rising) left diagonal.
- Demonstrate how to correctly cue your horse to canter on the left lead. While maintaining roundness of the circle, canter 2 circles to the left on the left lead, without breaking gait.
- Demonstrate how to correctly cue your horse to canter on the right lead. While maintaining roundness of the circle, canter 2 circles to the right on the right lead, without breaking gait.
- Canter a figure 8 pattern showing a drop to trot lead change in the center of the pattern.
- From a trot demonstrate a balanced stop.
- While mounted, back your horse in a straight line for 10 steps.
- Turn 180 degrees to the left on the hindquarter.
- Turn 180 degrees to the right on the hindquarter.
- Turn 180 degrees to the left on the forehand.
- Turn 180 degrees to the right on the forehand.
- Side-pass to the left 6 steps (or three crossovers).
- Side-pass to the right 6 steps (or three crossovers).
- Demonstrate how to pick-up the hind feet of a horse.
- Explain how to tell if a horse needs to have its feet trimmed.

English Horsemanship Level 4:

Required abilities:

- Demonstrate how to lunge your horse in a controlled manner in each gait.
- Demonstrate how to measure the seat of your English saddle.
- Measure your horse and tell how tall he/she is and determine the average weight.
- Demonstrate proper riding position in a walk, trot and canter.
- While mounted, back your horse in a square.
- Demonstrate giving at the poll.
- While riding a serpentine, change diagonals with emphasis on the recognition of the correct diagonal in the right place.
- Walk to marker (A), canter a straight a line to B and halt.
- From a canter, demonstrate a balanced halt.
- Demonstrate leg yield to the left.
- Demonstrate leg yield to the right.
- Demonstrate how to extend your horse's stride at a walk.
- Demonstrate how to collect your horse's stride at a walk.
- Turn 360 degrees to the right on the hindquarter.
- Turn 360 degrees to the left on the hindquarter.
- Turn 360 degrees to the right on the forehand.
- Turn 360 degrees to the left on the forehand.
- Demonstrate and explain a free walk and its importance.
- Teach a younger member a new skill. What was the new skill?

English Horsemanship Level 5:

Required abilities:

- Demonstrate how to properly fit your English saddle to your horse.
- Demonstrate a drop to trot lead change in a straight line.
- Drop irons and ride as instructed on the rail.
- Counter canter a left circle.
- Counter canter a right circle.
- Demonstrate how to extend your horse's stride at a working trot.

- Demonstrate how to collect your horse's stride at a working trot.
- Demonstrate haunches in.
- Demonstrate and explain a half halt.
- With dropped irons, demonstrate a sitting trot with a basic balanced position.
- From marker A demonstrate a lead departure on a straight line from a halt.
- Demonstrate a two track at a walk across the arena.
- Name five moving parts of the horse and demonstrate how to move each part.
- Teach a younger member a new skill. What was the new skill?

English Horsemanship Level 6:

Required abilities:

- Explain and show the different types teeth of your horse; molars, incisors, canines and wolf teeth if present or approximate location.
- While mounted, back a balanced 10-foot circle.
- Demonstrate how to extend your horse's stride at a canter.
- Demonstrate how to collect your horse's stride at a canter.
- With irons dropped, demonstrate a rising trot in a right circle.
- With irons dropped, demonstrate a rising trot in a left circle.
- With irons dropped, canter a left round circle.
- With irons dropped, canter a right round circle.
- Demonstrate and explain a two-point position at a trot.
- Demonstrate a hand gallop and explain the difference between it and a canter.
- Ride your horse in a figure eight executing a flying lead change to the left.
- Ride your horse in a figure eight executing a flying lead change to the right.
- Teach a younger member a new skill. What was the new skill?

English Horsemanship Level 7:

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

- Exhibitors in Level 7 will demonstrate their riding ability with a pattern they design.
- Patterns are to be mailed in with your Ravalli County Fair Entry Form.
- Patterns will be scored by the judge and awarded points based on legibility, neatness, and ability to be executed.
- Below are requirements needed to be included in a pattern that you design
- Other additional maneuvers may be added.
- This pattern may consist of costumes for you and your horse and may be choreographed to music and use props.
- Set up time, performance of pattern, and tear down time not to exceed 5 minutes.
- The intent is to show the knowledge and horsemanship abilities that you have gained by completing all 6 levels.
- English patterns should follow a dressage-style test.

Required maneuvers:

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

HORSE SHOWING ENGLISH AND WESTERN (ALL LEVELS):

General: The Horsemanship Project horse must be used for these classes. Classes are divided into Junior and Senior classes. Western equitation classes are judged on the Exhibitor. Western pleasure competition is judged on the horse and not to be confused with an equitation or horsemanship class in which the rider is judged.

Bareback Equitation Classes:

Required Abilities:

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

Western Equitation Classes:

Required Abilities:

- Classes to be judged at a walk, jog, and lope both ways of the ring.
- One or more contestants may be asked to back and/or perform individual patterns at the Judge's discretion.
- Riders will be judged on seat, legs, hands and the ability to control the horse and on the performance of the horse.
- Chaps and spurs will be allowed.
- Members 14 and older may be asked to dismount and mount.
- Proper Western attire must be worn.
- The loping classes will be entered according to age of contestant.
- Walk-Jog is open to Horsemanship Level 1 members only, regardless of age.
- Contestants in Walk-Jog may not cross enter into loping classes.
- Walk-Jog Equitation class will be judged at a walk and jog only both ways of the ring.

English Equitation Classes:

Required Abilities:

- Classes to be judged at a walk, trot and canter both ways of the ring.
- One or all of the contestants may be asked to back and perform individual patterns at the discretion of the judge.
- Riders will be judged on seat, feet, hands and the ability to control the horse and on the performance of the horse.
- Spurs without rowels and riding crops will be allowed.
- Members 14 and older may be asked to dismount and mount.
- Proper English attire will be required.
- Canter classes will be entered according to age of contestant.
- Walk-Trot is open to Horsemanship Level 1 members only, regardless of age.
- Walk-Trot Equitation will be judged at a walk and trot only both ways of the ring.

Western Pleasure Classes:

Required Abilities:

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

English Pleasure Classes:

Required Abilities:

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

Arena Trail Class:

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

Mandatory Obstacles:

1. Opening, passing through and closing gate. A rider losing control of gate will be penalized. A gate will be used which will not endanger horse or rider. If the gate has a metal, plastic or wooden support bar under the opening, contestants must work the gate moving forward through it.
2. Ride over at least four logs or poles. These can be a straight line, curved, zigzag or raised. The space between the logs is to be measured and the path the horse is to take should be the measuring point. Trot-overs and lope-overs cannot be elevated in junior classes. All elevated elements must be placed in a cup, notched block or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element. Spacing for walkovers, trot- overs and lope-overs should be as follows or increments thereof:

- The spacing for walkovers should be 20" to 24" and may be elevated to 12". Elevated walkovers should be set at least 22" apart.
- The spacing for trot-overs shall be 3' to 3'6" and may be elevated to 8".
- The spacing for lope-overs shall be 6' to 7' or increments thereof, and may be elevated to 8".
- Back obstacle: Backing obstacles to be spaced a minimum of 28". If elevated, 30" spacing is required. Entrants cannot be asked to back over a stationary object such as a wooden pole or metal bar.
- Back through and around at least three (3) markers.
- Back through "L," "V," "U," straight or similar shaped course. May be elevated no more than 24".

Optional Obstacles, but not limited to:

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

Unacceptable obstacles:

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

Hunter Hack Class:

The class is ridden English style. Level 1 Exhibitors cannot enter. The rider will need to demonstrate the following:

Required Abilities:

- Rail work
- Back the horse up
- Have light contact with horse's mouth
- Stand quietly on free rein
- The horse should have free movement and manners
- May be asked to hand gallop
- May be asked to drop irons
- Horse and rider should demonstrate style over fence
- Horse should have an even hunting pace
- Horse should jump fences without interrupting rhythm

- Horse should jump at the center of the fence.
- Cavaletties are used for correct stride
- Juniors will jump 16" – 20" with a recommendation of 18"
- Seniors will jump 22" – 30" with a recommendation of 24"

Working Hunter Division Class:

The class is ridden English style. Level 1 Exhibitors cannot enter. Participant must ride all three classes under a division to be considered for high point in the division. Working Hunter where the horse is judged on a course of obstacles that simulate obstacles found in a hunting field; fences, brush and walls. Junior riders may enter over 18" classes with the approval of the superintendent. Hunter Division "Call Height" the rider must be in level 6 or 7 and proficient at called height of jump (must have approval of the superintendent. Each Division has three classes; one classes on the rail the other two are over fences. The four divisions are 18", 24', 27", and Open (Call your height). The rider will need to demonstrate the following:

Required Abilities on the Rail:

- A Hunter animal is a sensible, alert, bright, easy moving, well-mannered mount that can provide a quiet, comfortable and pleasant ride at a walk, trot, and canter.
- Classes to be judged at a walk, trot, and canter on a reasonably loose rein or light contact without undue restraint. Animals must back easily and stand quietly.
- Animals will work both ways of the ring at all three gaits, and will be reversed to the inside (away from the rail).
- A judge may ask for additional work of the same nature from any animal.
- A judge may ask for an extended gait.
- Entries will be penalized for being on the wrong lead, excessive speed or slowness, breaking gait, appearing dull, lethargic, head too high or the poll being lower than the withers.

Required Abilities Over Fences:

- Has a brisk, animated stride that allows them to comfortably move
- Forward with authority, grace and elegance. Their gaits result from a balanced, cadenced motion that emanates from impulsion created by the hindquarters
- They should be balanced in all aspects: conformation, gait, and disposition
- They have the spirit of a show horse and give appearance they enjoy their job which makes them attractive and pleasing to the eye
- These horses have a great deal of power and charisma, giving the impression of being exciting and a real *pleasure to ride*
- Horse must be bright and alert
- Horse is naturally and athletically capable of doing the requirements of the class easily.
- The horse should not need to be urged and prodded continually to go forward, nor should the rider continually need to restrain the horse with a tight hold or a constant bumping on the bridle.
- The horse's steps are resolute, lively, even and progressive in purpose.
- When strides are cadenced, they are pronounced, clear decisive and elastic. They are even and regular.
- The horse should show balance, light, and free with easy motion and lift.
- Should be proper engagement and impulsion from the hindquarters to carry the horse, smoothness, and relaxation in the horses gaits and transitions
- Engagement gives the horse's forward movement a sense of energy
- Riders should be soft and giving to the horse's mouth.

Handy Hunter Class:

The class is ridden English style. Level 1 Exhibitors cannot enter. Handy Hunter is similar to Working Hunter where the horse is judged on a course of obstacles that simulate obstacles found in a hunting field; fences, brush and walls. Requires an in-and-out combination jump, a trot fence, and at least two changes of direction. Manners, style of jumping, maneuverability, flow of strides and balance are elements that judges consider when marking a score. The rider will need to demonstrate the following:

Required Abilities:

- Has a brisk, animated stride that allows them to comfortably move
- Forward with authority, grace and elegance. Their gaits result from a balanced, cadenced motion that emanates from impulsion created by the hindquarters
- They should be balanced in all aspects: conformation, gait, and disposition
- They have the spirit of a show horse and give appearance they enjoy their job which makes them attractive and pleasing to the eye
- These horses have a great deal of power and charisma, giving the impression of being exciting and a real *pleasure to ride*
- Horse must be bright and alert
- Horse is naturally and athletically capable of doing the requirements of the class easily.
- The horse should not need to be urged and prodded continually to go forward, nor should the rider continually need to restrain the horse with a tight hold or a constant bumping on the bridle.
- The horse's steps are resolute, lively, even and progressive in purpose.
- When strides are cadenced, they are pronounced, clear decisive and elastic. They are even and regular.
- The horse should show balance, light, and free with easy motion and lift.
- Should be proper engagement and impulsion from the hindquarters to carry the horse, smoothness, and relaxation in the horses gaits and transitions
- Engagement gives the horse's forward movement a sense of energy
- Riders should be soft and giving to the horse's mouth.

Dressage Suitability Class:

Will be judged "on the rail." This class will be judged based on collective marks found on the bottom of a typical dressage test appropriate for the division level: Walk/Trot is judged based what would be expected from an Intro Dressage Test, Walk/Trot/Canter will be judged on the basis of a Training Dressage test. Riders maybe asked to perform a selected dressage movement from the appropriate dressage test level by the judge.

Required Abilities:

- Balance and suppleness of the horse
- Quality of the gait
- Ability to collect and extend gaits
- Willingness to respond to the riders aids
- Horses are tested on their willingness to perform the movements and their suppleness
- Horses must be able to perform the free walk, medium walk, working trot, working canter and halt, according to riding level
- Riders must demonstrate they are able to shorten and lengthen reins.
- Movements also include circles, straight lines, bends, and gait transitions.

BARREL RACING & POLE BENDING (ALL LEVELS):

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

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

Barrel Racing:

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

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

Pole Bending:

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

PACKING (ALL LEVELS):

General: Packing is judged on the performance of the horse(s) over obstacles, the member's knowledge of the project, equipment used, and the pack animal(s) conformation. Emphasis is placed on manners, response to packer's cues and ability to maneuver through the course with style and precision.

This is strictly an individual pattern class. No rail work is required. The pattern will consist of 3-10 obstacles. Throughout the course of the pattern, horses must demonstrate two gaits: walk and jog/trot. Packing has three mandatory obstacles: bridge, walk over at least 3 poles, and saddling or unsaddling pack animal(s). The other obstacles are chosen by each individual show committee. Keep in mind, obstacles should be designed to be challenging to the competitors, but should not endanger or set the horse up for failure. The judge may alter the course or remove any obstacle he/she feels may be dangerous.

Criteria:

Obstacle Course-	50% - To be judged as trail.
Project knowledge-	25%
Equipment-	15%
Pack animal conformation-	10%

Equipment:

- 1) Pack saddle fitted to animal.
- 2) Good, clean saddle pad(s).
- 3) A stout halter with a 10-12 foot long halter rope.
- 4) A lash cinch, with a 45 foot lash rope (half-inch diameter).
- 5) A pack cover or manty. This cover of canvas can vary in size from 7 x 8 foot or 8 x 8 foot.
- 6) A pair of sling ropes.
- 7) A 30-35 foot length of 3/8-inch rope to tie a manty over a bale, bedroll, tent, etc.
- 8) Panniers.
- 9) Hobbles and/or picket ropes and high-lines with tree savers.
- 10) All equipment should correspond correctly (decker gear for decker saddle).
- 11) Equipment should be in good repair.
- 12) Horse and saddle should be suited to the rider's ability and size.
- 13) Prohibited: Mechanical hackamores, draw reins, tie-downs, martingales, cavesson nosebands, protective boots or leg wraps, crops, bats, whips, roping reins.

Animal conformation:

A good pack animal should be stout and rugged and have sound feet and legs. The pack animal should also have a gentle disposition and be healthy. Prominent withers are also desirable to keep a saddle and pack from slipping off to the side. Some people use horses, others use mules or burros.

Level 1:

- 1) Describe three conformation traits of a good pack horse.
- 2) Describe proper care of a pack animal.
- 3) Name two styles of pack saddles.
- 4) Explain why a clean saddle pad is essential.
- 5) Explain what a proper halter and rope is for leading a pack horse.
- 6) Demonstrate proper grooming of the animal prior to saddling.
- 7) Identify the type of pack saddle, (Decker or Sawbuck).
- 8) Select a halter and lead rope appropriate for packing.
- 9) Name and identify the parts of a pack saddle.
- 10) Read an article or book, or view a video about packing.

Level 2:

- 1) Describe what a lash cinch is and how it is used.
- 2) Select a proper manty for a given use.
- 3) Explain the use of the manty.
- 4) Explain the use of manty ropes.
- 5) Select and explain the use of sling ropes.
- 6) Describe two types of panniers and how they are used.
- 7) Explain three important safety factors in leading a pack string.

Level 3:

- 1) Explain the importance of weighing the packs.
- 2) Explain the importance of balancing the load.
- 3) List the most important factors in packing horses.
- 4) Properly manty a load. (Suggested demonstration load: straw bale, hay bale or sack of grain).
- 5) Demonstrate balancing of pack weights.
- 6) Properly sling the man-tied loads on the pack horse.
- 7) Properly balance pannier weights.

- 8) Properly load the panniers on the horse.
- 9) Tie two of the following hitches on his or her packhorse:
 - a) Basket hitch.
 - b) Barrel hitch.
- 10) Design a display for an exhibit.

Level 4:

- 1) Explain the proper use of hobbles and/or picket ropes.
- 2) Explain proper high-lining equipment and use.
- 3) Place a class of up to four horses based upon their conformation for packing.
- 4) Demonstrate proper hobbling and/or picketing of his or her horse and high-lining.
- 5) Explain basic equine first aid.
- 6) Plan a pack trip for two people and four horses for four days, including all equipment, feed, menus, food and travel itinerary.
- 7) Carry out an overnight pack trip.
- 8) Give a demonstration about packing.

Level 5:

- 1) Carry out a pack trip of two to five days.
- 2) Plan a pack trip of over four days that begins at a point over 100 miles away, including transportation and all costs associated with Level 4, number 5.
- 3) The member will teach a club or group how to pack.

TRAIL RIDING PROJECT (ALL LEVELS):

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

Dress Code: For monthly trail rides, comfortable clothing may be worn to include Western or English boots, helmet, t-shirts and should also include a sweatshirt/jacket, long sleeve shirt, hat and rain gear appropriate for terrain and weather. This will be at the discretion of the leaders organizing the trail ride. **On the day of the Fair Trail Ride, members must wear neat clean attire for appropriate trail, boots and helmet.** If riding English, proper English attire should be worn. Refer to the Ravalli County 4-H Horse Project Guidelines.

Requirements:

- First year 4-H Trail Riding members and their project horse must be assessed at either the Spring Horse Clinic and/or the Mandatory Horse Clinic for safety and appropriate fit of saddle and tack.
- If a 4-H member wishes to use two (2) horses for the project, the additional horse must also be assessed.
- The Trail Ride Project is to include four (4) or more rides with two or more people (not necessarily 4-H members) for a total of eight (8) miles on public land leaving from a trailhead on a designated trail. 4-H members are to include a recording of location, terrain, obstacles encountered and how they were overcome, etc.
- All 4-H members are required, regardless of their experience level, to participate in a minimum of two (2) 4-H Horse Council-sponsored trail rides in order to participate in the Fair Trail Project Ride. If riding two (2) animals, you must attend two (2) trail rides with each project animal.
- The 4-H member should learn about the training and conditioning of a trail horse as well.
- In order to receive a ribbon rating or be eligible for other Trail Ride Project awards, the 4-H member must complete all required rides before the Fair Trail Ride.

- An Assessment Sheet must be turned in with the completed assessments done to date, and signed by their Horse Project Leader. If the 4-H member does not have a Horse Project Leader, then contact the Horse Superintendent.
- Use the 4-H Horse Packing Manual as a reference regarding equipment, feeding, health and safety.
- Forest Service rules must be observed and obeyed.
- No Clover Buds, siblings, non 4-H friends. Must be enrolled in 4-H Horse Project to participate.
- Parents can accompany their kids on the 4-H trail ride for safety reasons after becoming certified leaders with Ravalli County Extension Office.

Equipment:

- Members may ride in either English or Western saddle.
- An ASTM/SEI approved helmet for Level 1-3.
- Blunt spurs are permitted, but not required.
- Adequate padding is required under saddle.
- Halter with a 10-12 foot, at least ½ inch thick lead rope, in good condition, is required to be worn under bridle, lead rope tied to saddle horn.
- Either a leather curb strap or flat metal curb chain is mandatory on shank bits.
- Tie-downs, martingales, draw reins are not allowed.
- Crops are allowed.
- Rain gear **must** be carried or worn.
- Chaps (working – not “show” chaps) will protect legs, shed water, and provide warmth.
- Gloves.
- Saddlebags.
- Breast collar.
- Crupper, if needed.
- Bell boots and splint boots, if needed.
- Canteen or water bottle.
- Compass.
- Watch.
- Hoof pick.
- Knife, adequate to cut a rope if necessary.
- First aid kits for horse and rider.
- Map of route.
- Snack for rider.
- Snack for horse.

Type of Horse:

- Gentle 4-year-old or older saddle horse of any size and type suited to the member.
- Stallions cannot be used.

CAREERS WITH HORSES (ALL LEVELS):

This project is intended to acquaint you with careers in the horse industry and may be taken simultaneously with any mounted horse project.

HORSE JUDGING (ALL LEVELS):

This project teaches you to select and evaluate horses, give oral reasons and place classes of conformation horses and performance horses. Members may enroll in this project simultaneously with any mounted horse project.

HORSE INDEPENDENT STUDY (ALL LEVELS):

An outline of your Independent Study project must be submitted to the Horse Committee and the County 4-H Extension Agent by May 1st of the current 4-H year. Independent study is for any youth who are looking for new challenges and opportunities in 4-H. This allows a member to take the personal initiative to explore topics that have not been investigated while remaining enrolled in a 4-H project. Members enrolling in the independent study phase of any project should develop a detailed learning plan for their work. They should be encouraged to identify an area of interest in the project area, set goals and locate resources (people, publications and materials) helpful in carrying out a project plan. They then determine specific experiences needed to accomplish project goals, establish a realistic timeline for completion, carry out the project learning plan, share experiences with others, evaluate the outcomes and determine what could be improved.

MINIATURE HORSE PROJECT (ALL LEVELS):

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

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

MANDATORY RECORD BOOK INTERVIEW:

Interview and Record Book judging **MUST BE** completed on Non-Perishable Interview Day prior to the 4-H Fair Horse Show in order for the Exhibitor to be eligible to show at the 4-H Fair Horse Show. Appointments can be scheduled through the Ravalli County Extension Office, 375-6611.

The purpose of this exercise is to help perfect communication and over all interview skills. The member will be judged according to their efforts and abilities to present themselves and their horse project. Members will receive a sticker award for the interview and record book. To earn the purple sticker award, a member will need to come dressed in show clothes (see dress code), record books fully completed in a neat manner, photos on record sheets, and tell of your experiences in completing the project. The article titled "Blue Ribbon Interview Judging Tips" has more information and can be found online or at the extension office. The website is: www.msuextension.org/ravalli/4-H_forms.html.

PROJECT & INFORMATIONAL POSTERS (ALL LEVELS):

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

JUDGING CRITERIA FOR CLASSES – Classes Open to Levels 3 and Above

BREEDING MARE AND FOAL (LEVEL 3 AND ABOVE):

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

Criteria:

Interview:

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

Breeding Project Book:

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

Poster pertaining to project: (Suggestion of Topics Below)

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

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

COLT TO MATURITY - WESTERN/ENGLISH (LEVEL 3 AND ABOVE):

Colt to Maturity Yearling at Halter (Level 3 and Above):

The Colt to Maturity Project requirement to be met will consist of the following. Emphasis will be on performance over conformation. Exhibitor must be 4-H age of 11 years and over during the project year and in Horsemanship Level 3 or above. Exhibitor may only show one horse.

Criteria:

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

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

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

Colt to Maturity Yearling Trail in Hand (Level 3 and Above):

Required Abilities:

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

Criteria:

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

Colt to Maturity under Saddle:

General: Good - smooth, steady, easy riding, proper flexion and balance, good attitude. **Minor Faults** - over or under flexion, sour ears, tail switching, and inconsistent speed, out of balance, poll too high or too low as to throw horse out of balance, improper or incomplete transitions. **Major Faults** - throwing head, bad mouth, constantly bumping the bit, gaping, evidence of altered tail carriage, obvious schooling, breaking pattern.

Walk: Good - Ground covering, flat footed, good attitude. **Minor Faults** - too slow, too fast. **Major Faults** - nervous, jiggling, not walking.

Jog/Trot: Good - Easy riding, good motion, consistent, steady. **Minor Faults** - too slow, too fast. **Major Faults** - Not performing two beat jog, failing to jog both front and back, hard or rough riding, constant breaking.

Extended Jog/Trot: Good - Easy riding, good motion, smooth, and consistent. **Minor Faults** - Inconsistent speed. **Major Faults** - Breaking gaits, pulling, hard or rough riding, no increase in stride.

Lope/Canter: Good - Easy riding, good motion, consistent, steady. **Minor Faults** - too slow, too fast. **Major Faults** - wrong lead, pulling, jogging behind, hard or rough riding, not under control.

Back: Good - proper flexion, readily responsive, back in straight line. **Minor Faults** - hesitant, not backing straight. **Major Faults** - throwing head, gaping, pulling, not backing, and rearing.

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

Criteria:

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

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

Colt to Maturity Two Year Old under Saddle - English/Western (Level 3 and Above):

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

Colt to Maturity Three Year Old under Saddle - English/Western (Level 3 and Above):

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

Colt to Maturity Four Year Old under Saddle - English/Western (Level 3 and Above):

Open only to four-year-old mares and geldings. Must have been a project horse in the three-year-old class the previous year. If Western Exhibitors desire to use a curb bit, one hand must be used. Horses may be neck reined or direct reined when using a snaffle bit. Both methods are acceptable. No additional credit will be given for neck reining. English Exhibitors will be shown in a D or O ring snaffle or Kimberwick. For English, bit converters are acceptable equipment. Horses will be judged on performance of the required pattern and may be judged at the walk, jog and lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Other tasks which may be required, halt from a walk, dismount and mount,

unsaddle and re-saddle, back while mounted and perform an individual pattern. Change of gait will be progressive. Riders must sit the jog and extended jog.

Colt to Maturity Five Year Old under Saddle - English/Western (Level 3 and Above):

Open only to five-year-old mares and geldings. Must have been a project horse in the four-year-old class the previous year. Western Exhibitors must show in a curb bit using one hand and the horse must be neck reined. English Exhibitors must show in a Pelham, Weymouth, Kimberwick or English Snaffle. Horses will be judged on performance of the required pattern and may be judged at the walk, jog and lope on the rail both directions and lengthen and reduce each gait as directed by the judge. Other tasks which may be required, halt from a walk, dismount and mount, unsaddle and re-saddle, back while mounted and perform an individual pattern. Change of gait will be progressive. Riders must sit the jog and extended jog.

A horse in the fifth year of the Colt to Maturity Project may cross enter to Horsemanship level 7 if a member has been assessed out of Horsemanship 6.

GREEN HORSE UNDER SADDLE - ENGLISH/WESTERN (LEVEL 3 AND ABOVE):

General: Class is open to mares and geldings of any age. Members may not use this project horse in any Colt to Maturity or Horsemanship classes or vice versa. Classes may be split by levels. Members may show only one horse in English and/or Western Levels. For equipment requirements refer to Green Horse Manual and refer to the above requirements for Colt to Maturity. 4-H Exhibitor must be 4-H age of 11 years and over. Ravalli County 4-H Horse Committee to determine which level the horse is to begin in, by assessing the horse at the start of the project year. The level selection guidelines that will be considered are:

- If horse has never been saddled or ridden, then should be enrolled in Level 1.
- If horse has 30-90 days of training and has met assessment criteria of Level 1, then enroll in Level 2.
- If horse has 90-150 days of training and has met assessment criteria of Level 1 and Level 2, then enrolled in Level 3.
- If horse has 150-210 days of training and has met assessment criteria of Level 1, Level 2 and Level 3, then enroll in Level 4.

Criteria:

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

Required Abilities:

Level 1:

- 1) Demonstrate proper bridling and unbridling.
- 2) Demonstrate proper saddling and unsaddling.
- 3) Back horse at least one horse length while mounted.
- 4) Ride the horse at a walk, trot, and lope exhibiting proper leads using direct reining.
- 5) Stop horse from a walk, trot, and lope.
- 6) Ride the pattern as determined by the Ravalli County 4-H Horse Committee.
- 7) Maintain proper health and feed records.
- 8) Maintain their equipment in good working condition.
- 9) Show knowledge of basic nutrition, management, horse anatomy, and equipment.

Level 2:

- 1) Ride the horse at a walk, trot and lope and stop on the rail with correct leads and at extended stride.
- 2) Stop horse from a walk, trot and lope.

- 3) Back horse while mounted with control of direction.
- 4) Demonstrate simple lead changes.
- 5) Perform forehand turns to the left and right 180 degrees.
- 6) Perform pivots to the left and right 180 degrees.
- 7) Ride the pattern as determined by the Ravalli County 4-H Horse Committee.
- 8) Show an increased knowledge of equipment, management, nutrition, and anatomy.

Level 3:

- 1) Side pass horse to the left and right for at least 6 feet.
- 2) Back horse while mounted with control and ease.
- 3) Exhibit a complete controlled stop from a lope.
- 4) Canter horse in designated leads starting from a stand still.
- 5) Pivot 180 degrees right and left with control and ease.
- 6) Ride the pattern as determined by the Ravalli County 4-H Horse Committee.
- 7) Continue to gain knowledge in equipment, management, nutrition and anatomy.

Level 4:

- 1) Demonstrate proper flying lead changes.
- 2) Neck rein horse.
- 3) Perform proper roll backs.
- 4) Execute a smooth sliding stop.
- 5) Perform a 360 degree spin to the right and left.
- 6) Ride a designated reining pattern or a pattern that comprises the above maneuvers.
- 7) Continue to grow in their knowledge of equipment, management, nutrition and anatomy.

RANCH HORSE (LEVEL 3 AND ABOVE):

The Working Ranch Horse Project is a heritage based, activity rich program designed to pass on to today's youth the traditional practices of safe livestock handling from horseback. This is not a rodeo project, but instead, a practical and exciting guide to using horses for handling, sorting and moving cattle. This project also teaches mounted roping skills as a humane and useful livestock handling tool as well as branding techniques, housing, and care of cattle and horses. Like all 4-H projects, Working Ranch Horse members will develop the qualities of leadership and responsibility that comes with being engaged in 4-H.

The establishment of the Working Ranch Horse project is an attempt to preserved age-old skills and traditions. Specifically:

- Basic cattle managements practices
- Riding the trail
- Roping in a pen or pasture
- Handling horses from the ground
- Demonstrating horsemanship skills
- Learning to identify and use ranching equipment and tools

The Working Ranch Horse Project provides an opportunity for youth to be involved in western horsemanship activities beyond the traditional show ring while rediscovering the ranching and cowboy heritage of the West.

This project guide is Working Ranch Horse specific and not a duplicate of the materials found in other 4-H manuals and materials. You are encouraged to use alternative 4-H materials to supplement the information found in the project manual as well as references related to western horsemanship.

General Requirements:

- The skills listed for each level must be completed and signed and dated by your horse leader as completed.
- Members must enroll in a horsemanship project level to participate in ranch horse.
- Skill assessments will determine the project level.
- Horse must be 4 years old or older.
- The Working Ranch Horse Project will follow the Montana State Horse Project Bit Rules unless otherwise stated.
- Romel, roping and split reins are legal.
- Saddles must be of western type and have a horn. Mule hide, latigo, elk hide or basic leather or rubber are suggestions for horn coverings. Leather gives better when dallied than rubber and is suggested more for younger members learning how to rope cows. Rubber bites harder on rope and gives a better grip when dragging cows.

Dress Code:

The 4-H Working Ranch Horse Program is a western event and participants should dress accordingly.

- Boots - Boots should be of western type with a heel, and should not have thick rubber soles that could cause a foot to stick in the stirrup.
- Jeans and shirts - Jeans and shirts should be of western style. Shirts should be button down with a collar and long sleeves. Jeans should be made of denim and of an appropriate color.
- Hats - Hats must be western. No ball caps.
- Accessories - Neck rags, vests, chaps, chinks or other appropriate accessories are acceptable.

Refer to the [Montana 4-H/Open Ranch Horse RULES for Competitions](#) and the Working Ranch Horse Project Book for more detailed information.

JUDGING CRITERIA FOR CLASSES – Classes Open to Levels 4 and Above

DRIVING (LEVEL 4 AND ABOVE):

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

Level 1: Basic Driving:

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

Level 2: Beginning Driving:

- 1) Demonstrate how to safely harness and hitch horse. May use assistance.
- 2) Demonstrate safe entrance to cart or wagon.
- 3) Demonstrate correct driving position – body, hands, and legs.
- 4) At a walk, drive through a serpentine.
- 5) At a walk, drive a figure 8.
- 6) On the rail, demonstrate a controlled slow trot.
- 7) On the rail, demonstrate a controlled extended trot.
- 8) Trot a figure 8 at a slow trot.
- 9) Demonstrate how to properly reverse directions in an arena at a trot.
- 10) Back up 10 feet.

- 11) Stand quietly for two minutes.
- 12) Assist instructor with Level 1 workshop.

Level 3: Intermediate Driving:

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

Level 4: Advanced Driving:

Assessment of this project will be done on an individual basis since this is a self-determined project with goals set by the members.

The assessment should allow the member to demonstrate and explain skills and knowledge gained through this project. Members must assist an instructor with a driving workshop for Levels 1, 2, or 3.

Montana State Horse Project Bit Rule Examples



The following pages are guidelines of the rules stated in the **Montana State Horse Show rule book**. The pictures show examples of bits that are acceptable (✓), are not allowed (⊘), or may or may not be acceptable (?) depending on a measurement that cannot be judged by the picture. Understand that this supplement gives only some *examples* of legal and unacceptable bits. **In no way does it try to include every bit that is allowed or not allowed.** If there are any discrepancies between this and the printed rulebook text, the printed rulebook will have precedence.

Western Division

32. BITS - WESTERN AND SPEED EVENTS

- A. References to hackamore mean the use of a non-mechanical, flexible, braided rawhide or leather, or rope basal, the core of which may be either rawhide or flexible cable. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered.



Rawhide basal



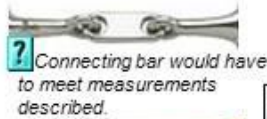
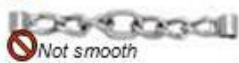
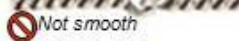
Easy/Fast stop
Rigid material under jaw



Fast stop
Not flexible material over nose



Mechanical Hack.



- B. Reference to snaffle bits in western performance classes mean the conventional O-ring, egg-butt or D-ring with ring no larger than 4". The mouthpiece should be round, oval, or egg-shaped, smooth and unwrapped metal. It may be inlaid, but must be smooth. The bars must be a minimum of 5/16" in diameter, measured one inch in from the cheek with a gradual decrease to center of the snaffle. The mouthpiece may be two or three pieces. A three-piece, loose connecting ring of 3/4" or less in diameter, or a connecting flat bar of 3/8" to 3/4" (measured top to bottom, with a maximum length of 2"), which lies flat in the horse's mouth is acceptable.



O-ring



Egg-butt



Offset D-ring

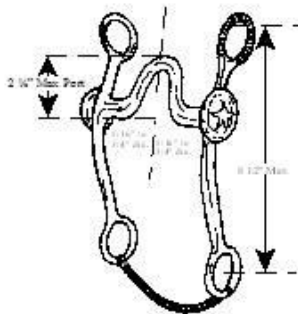
Mouthpiece not smooth



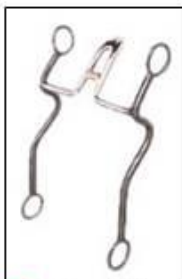
Offset D-ring,
with slow twist



C. References to a bit in western performance classes mean the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. A description of a legal, standard western bit includes:



Legal Bit



? Port would have to measure $\leq 2 \frac{1}{2}$ " high and shanks $\leq 8 \frac{1}{2}$ " long

- 1) 8 1/2" maximum length shank to be measured as indicated in the diagram illustrating legal bit. Shanks may be fixed or loose.
- 2) Curb bit mouthpieces must be round, smooth, and unwrapped metal of 5/16" to 3/4" in diameter, measured one inch from the cheek. They may be inlaid, but must be smooth. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece, loose connecting ring of 3/4" or less in diameter, or a connecting flat bar of 3/8 to 3/4" (measured top to bottom with a maximum length of 2"), which lies flat in the horse's mouth is acceptable.
- 3) The port on a bit must not be higher than 2 1/2" maximum, with rollers and covers acceptable. Broken mouthpieces, halfbreeds and spades are standard.
- 4) Slip or gag bits, and donut and flat polo mouthpieces are not acceptable.



✓ Half-breed



Gag action AND not smooth



Donut mouthpiece



Flat polo mouthpiece



Split reins - correct

- D. Except for hackamore/snaffle bit classes, speed event classes, or junior horses shown with hackamore/snaffle bit, only one hand may be used on the reins, and hand must not be changed. The hand is to be around the reins; index finger only between split reins is permitted.



Split reins - correct



romal reins - correct

- E. References to a romal means an extension of braided material attached to closed reins. This extension may be carried in the free hand with a 16 inch spacing between the reining hand and the free hand holding the romal. The rider's hand shall be around the reins with the fingers closed, thumb on top, and no fingers between the reins.



romal reins - wrong

- F. The romal shall not be used forward of the cinch or to signal or cue the horse in any way. Any infraction of this rule shall be penalized severely by the judge.



Snaffle reins - correct

- G. Junior horses (4 years old and under) competing in junior western pleasure, western horsemanship, reining, western riding, and trail that are shown with a hackamore or snaffle bit will be ridden with two hands on the reins.

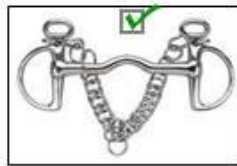


Snaffle reins - wrong

- H. Horses four-years old and younger may be shown in a snaffle bit, hackamore, curb bit, half-breed, or spade bit. Horses five-years old and older may only be shown in a curb bit, half-breed, or spade bit. In the speed events only, horses of any age may be shown with a snaffle bit.
- I. Chain curb straps are permissible, but must meet the approval of the judge, be at least 1/2" inch in width, and lie flat against the jaw of the horse. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered.



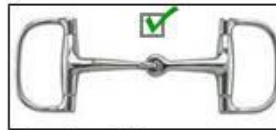
English Division



Kimberwick, low port
Smooth, 1-piece mouthpiece



Dr. Bristol
Smooth, 3-piece mouthpiece



Egg-butt D-ring
Smooth, 2-piece mouthpiece



? As long as mouthpiece measures $\geq \frac{3}{8}$ "
✓ Either rein attachment location is acceptable.

33. BITS - HUNTER CLASSES



Gag bit
True gag action

Bits used in hunter classes must be at least 3/8" or larger in diameter. The mouthpiece may consist of one, two, or three pieces and must be smooth. Waterford bits are permitted. Smooth full cheek snaffles are permitted. Any port may not be taller than 1 1/2". Slow or fast twist, corkscrew, twisted wire, double twisted wire, and triangle (knife edge) bits are not allowed. If a bit is used that requires two reins, it may be used with a converter. True gag action and elevator bits are not allowed.



Elevator Bit



Pelham w/ converter
acceptable



Full cheek w/ fast twist
Mouthpiece not smooth



Full cheek w/ slow twist
Mouthpiece not smooth



European Elevator Bit



O-ring snaffle
Mouthpiece would have to measure $\geq \frac{3}{8}$ "



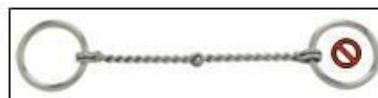
O-ring w/ twisted wire
Mouthpiece not smooth

34. BITS - BRIDOONS (Saddle Seat and Hunter)

Design of the bridoon mouthpiece must conform with that of acceptable snaffles described in #32B and #33. However, smaller dimensions of the mouthpiece are permissible.



Bridoon w/ 3 piece mouth



Bridoon w/ twisted mouth
Mouthpiece not smooth



Bridoon w/ jointed mouth

Speed Events Division



Wonder Bit



Gag action
Mouthpiece is also not smooth



Mechanical Hack.

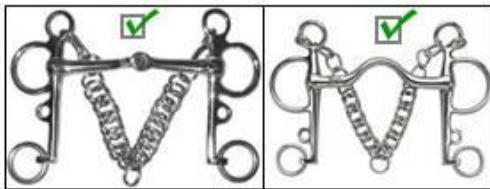


Stop & Turn
Rigid material under jaw

TACK: Western-type saddles will be used. A mechanical hackamore or other type bridles may not be used. Use of two hands on the reins is allowed in speed events. Judge or appointed equipment official may prohibit the use of bits or equipment deemed too severe. Use of martingales, tie-downs and nosebands is permitted in these classes. Draw reins are not allowed in speed events. Horses of any age may be ridden in a snaffle.

BITS: Will follow the same rules as the Western Division.

Saddle Seat Division



Pelhams



Weymouth bit with bridoon



Walking Horse Bits
OK if shanks measure $\leq 8"$

TACK: Flat English type saddles are required for trotting horses; hunter, forward seat, and dressage type saddles are prohibited. Dressage or breed specific saddles are required for non-trotting horses. Horses must be shown in full bridles (curb and snaffle) or pelham with two reins, standard walking horse bit, or bit appropriate for breed. No figure 8, flash, or drop nose bands are allowed in Saddle Seat classes. Snaffle bridles will only be allowed in Saddle Seat Pleasure, Showmanship, and Conformation classes. Bits with shanks over 8" in length not permitted. Draw reins, martingales, hackamore, and similar equipment are all prohibited. (Pasos may show in hackamores as approved by PFHA for Pleasure classes.) Set tails, boots and/or artificial appliances including chains and rollers (pertaining to legs) are prohibited.

Appendix: A - Horse Project Guidelines Acknowledgement

Your signature acknowledges that you have received and read a copy of the Ravalli County 4-H Horse Project Guidelines. You understand that all rules and guidelines must be followed when working with your horse project. You understand that if at any time you are unable to follow any rule due to unusual and/or unforeseen circumstances, you must present the circumstances to the Ravalli County 4-H Horse Committee and have the variance approved beforehand. NO exceptions!

Print Name of 4-H Member

Signature of 4-H Member

Date

Print Name of Parent or Guardian

Signature of Parent or Guardian

Date

Please fill out along with the 4-H Horse Certificate (on back) and return by May 1st to:

Online Google Form: [Horse Project Guidelines Acknowledgement](#)

Email address: rc4hhorsecouncil@gmail.com or send to

Ravalli County 4-H Horse Committee
329 Hoover Lane
Stevensville, MT 59870

Appendix: B – Me and My Horse (4-H Horse Certification)

Me and My Horse

Please complete a separate form for each horse used as a 4-H project horse.

MEMBER NAME: _____ PHONE: _____

EMAIL ADDRESS: _____ AGE (October 1st): _____

4-H CLUB NAME: _____

PROJECT LEADER'S SIGNATURE: _____

My Horse's Name (include horse's full name plus nickname)	
Horse's Birthdate	
Mare or Gelding	
Color & Markings (example: Sorrel with four white socks and a blaze)	
Height of Horse	
Person My Horse is Owned By or Leased From	

Please check if this is a mini horse project card.

Place photo of horse below. All horse cards must be returned to Ravalli County Horse Committee no later than May 1st

**ATTACH PHOTO OF YOU WITH YOUR
HORSE HERE!**

List Projects for this Horse below:

Parent Signature _____

4-H Member's Signature _____

Online Google Form: [Me and My Horse \(4-H Horse Certification\)](#) or Email form to: rc4hhorsecouncil@gmail.com

Appendix: C – Horse Management Sign-Off Form

****Please Print Clearly****

Name of Event: _____ Date: _____ Time: _____

Is this a 4-H Club Sponsored event? YES / NO If Yes write 4-H Club name: _____

Presentation Given by: _____

Description of Presentation: _____

Members present for presentation: _____

Ravalli County 4-H Horse Leader: _____ Date: _____

and/or

Ravalli County 4-H Horse Committee Officer: _____ Date: _____

Entered into Records:

Ravalli County 4-H Horse Committee President: _____ Date: _____

Appendix: D – Riding Clinic Sign-Off Form

****Please Print Clearly****

Name of Event: _____ Date: _____ Time: _____

Is this a 4-H Club Sponsored event? YES / NO If Yes write 4-H Club name: _____

Riding Clinic Given by: _____

Description of Riding Clinic: _____

Members present for Riding Clinic: _____

Ravalli County 4-H Horse Leader: _____ Date: _____

and/or

Ravalli County 4-H Horse Committee Officer: _____ Date: _____

Entered into Records:

Ravalli County 4-H Horse Committee President: _____ Date: _____

Appendix: E – Montana 4-H / Open Ranch Horse RULES for Competitions

1) Project Overview

The Montana 4-H Working Ranch Horse Project is a heritage based, activity rich program designed to pass on to today's youth traditional practices of safe livestock handling from horseback. This is not a rodeo project, but instead a practical and exciting opportunity for youth to use horses for handling, sorting, and moving cattle. This project also teaches mounted roping skills as a humane and useful livestock handling tool as well as branding techniques, housing and care of cattle and horses. Like all 4-H projects, Working Ranch Horse members will develop the qualities of leadership and responsibility that come with being engaged in 4-H. In today's world, managing cattle from horseback is a disappearing tradition. Ranches are increasingly automated, using four-wheelers and other machines instead of horses. Many of the skills once learned for necessity are being lost. The 4-H Working Ranch Horse Program is designed to teach and preserve the age-old skills and traditions.

2) General Event Rules

- a) The intent of the competitions is to display your ability to perform ranch work type tasks while working horseback and showing **CONTROL** and **SAFETY** at all times. For example: Control is shown in horsemanship through responsiveness to rider cues. In cow work the intent is to work the cow in a calm manner as you would on a ranch (only as much pressure as needed to gain control of the cow). A trail class is an opportunity to display the ability for a person to work safely around and on-top a horse. Any time safety and/or control are compromised points will be deducted.
- b) All shows will commence despite weather and ground conditions that exist the day of the show as an example of actual working conditions. The judging will take into account those existing conditions and any other site specific conditions.
- c) Conduct: Conduct by exhibitors and spectators and all persons present at events shall be orderly, responsible, sportsmanlike and humane in the treatment of horses and cattle. Any violations of these will be subject to disciplinary procedures or removal from event.
- d) Attire: Attire shall be western boots, western pants, long sleeves button or snap shirt and a western hat or helmet. Spurs, chaps, or chinks are optional.
- e) Equipment:
 - i) Saddles: Horses shall be shown in a western stock saddles with a horn. Silver equipment will not count over good, clean working equipment. Regarding saddle horns; mule hide, latigo, elk hide, basic leather or rubber are suggestions for horn coverings. Leather gives better when dallied than rubber and is suggested more for younger members learning how to rope.
 - ii) Bits: Working Ranch Horse will follow the Montana State Horse Project Bit Rules. Romal, roping or split reins are legal. Martingales and tie-downs are not allowed. Horse's four-years old and younger may be shown in a snaffle bit, hackamore, curb bit, half-breed, or spade bit. Chain curb straps are permissible, but must meet the approval of the judge, be at least ½" inch in width, and lie flat against the jaw, regardless of how padded or covered. A snaffle bit or hackamore shall be used with two hands on the reins. A curb or shank bit shall be ridden with one hand on split reins or with a romal.

3) Divisions

- a) The working ranch horse project is set up in 4 levels. The levels are intended to be progressive in skills and knowledge. A member should be assessed to determine proper placement in a level based on skills and with keeping safety in mind.
- b) Members shall enter only 1 level per year and per competition.

- c) Members shall progress forward in levels. You may remain in the same level for up to 3 years but may not drop back to a lower level at any point.
- d) A curriculum based competition (see section #4) will offer levels 1 through 4 and should be entered in accordance with member enrollment and assessment.
- e) Additional classes may be offered in divisions as follows:
 - i) Junior (Ages 10 & Under)
 - ii) Intermediate (Ages 11-13)
 - iii) Senior (Ages 14 & Over)
 - iv) Novice (1st year of competing)
 - v) Green Horse (Horse aged 5 or under and enrolled in colt to maturity or green horse project)
 - vi) Open (open to adult or youth, 4-H membership not required)

4) Competition Types

- a) Curriculum Based 4-H Working Ranch Horse Competition
 - i) The Ranch Horse curriculum book provides completion rules for a comprehensive event including an individual competitions in the following categories:
 - (1) Knowledge
 - (2) Heading
 - (3) Heeling
 - (4) Ranch Sorting
 - (5) Ranch Riding / Working Cow Horse Pattern
- b) Alternative Working Ranch Horse Competition
 - i) The curriculum book states that counties may add or delete tests based on skills, preferences or resources. Other competitions such as Ranch Horse Halter, Ranch Trail, Ranch Pleasure or a Versatility class could be used.
- c) Open Event Ranch Horse Competition
 - i) Classes in accordance with AQHA versatility and Stock Horse of Texas classes may be used. These include: Pleasure, Halter, Reining, Working Cow Horse, Trail and Cutting.

5) Individual Class Descriptions / Rules

- a) **4-H Knowledge** of Working Ranch Horse Council
 - i) Written exam worth 100 points **OR** Oral interview with Judge
 - ii) Questions are to be taken from Working Ranch Horse and 4-H Horsemanship manuals for Levels 1 – 4. Questions may also be from Horse Science books for Levels 3 & 4.
 - iii) Each competitor must complete their own test with no help from others.
 - iv) Write exhibitor number on top of written exams.
 - v) Answer questions to the best of your ability and submit to score table upon completion.
- b) **Roping – Heading and Heeling:** 100 points are possible for each roping event
 - i) **Level 1** – Skills of rope handling and throwing loops at a stationery dummy while standing on the ground are evaluated. Competitors are allowed a maximum of 5 loops within a 2-minute time limit. Each participant will only use one rope and must re-coil and build a new loop for each throw.

- ii) **Level 2** – Skills of rope handling, control and position, throwing loops at a stationery dummy and dallying while mounted on your horse are evaluated. Competitors are allowed a maximum of 5 loops within a 2-minute time limit. Each participant will only use one rope and must re-coil and build a new loop for each throw.
- iii) **Levels 3 & 4** – Purpose is to show the ability of the horse and rider’s skills of handling and roping cattle as if they were doctoring sick or injured cattle. Cattle should be handled as slowly and calmly as possible. Skills of horse handling and position, rope handling ability and catches are evaluated in score.
 - (1) **Level 3 Heading** – Competitors will attempt to make 3 catches in a 90 second time limit while horseback. Number of loops is unlimited. A breakaway honda shall be used. Competitors may rope at any animals in pen in any order.
 - (2) **Level 3 Heeling** – Competitors will attempt to make 3 catches in a 90 second time limit while horseback. Number of loops is unlimited. It is optional to use a breakaway honda or regular honda. Animals shall not be dallied on and held tight with regular honda. Competitors may rope at any animals in pen in any order.
 - (3) **Level 4 Heading** –
 - (a) **Option A** – Competitors will attempt to make 3 catches in a 90 second time limit while horseback. Number of loops is unlimited. A breakaway Honda shall be used. Competitors must rope numbered animals in order. For example, the announcer calls #3, competitor ropes animal #3 first, then #4, then #5.
 - (b) **Option B** – Competitor will rope an animal with regular rope, dally and face. 90 second time limit. Competitor may or may not be asked to rope designated animal as determined by show committee. Decision may depend on pen size and cattle.
 - (4) **Level 4 Heeling** – An adult header who is very capable of handling roped cattle will rope an animal and bring it from the herd. The heeler then will rope to catch the heels. Time will start when header brings animal from herd. Time limit of 90 seconds or 3 loop limit may be used at discretion of show committee. Time will end when a heel catch is completed and the ropers have dallied and stretched the animal.
- c) **Sorting** - Event consisting of a rider with objective of sorting 3 head of cattle from one pen into another in a designated sequence. There is a time element and score element to competition.
 - i) Recommended set up is two conjoined 50’ – 60’ diameter round pens with 12’ – 16’ opening between pens
 - ii) 90 second time limit
 - iii) No less than 5 and no more than 10 consecutives numbered cattle in the herd.
 - iv) Cattle will be bunched in one pen at start of run. Time starts when rider enters cattle pen. Cattle number to begin sort on will be called as rider enters pen. (If #5 is called, contestant will sort cow #5 first, followed by #6, and then #7.)
 - v) A gate person will be designated by show management. The following instructions will be provided to the gate person prior to start of event:
 - (1) Rider shall control gate as would be done in every day ranch work.
 - (2) Gate person must make every attempt to treat all contestants equally
 - (3) Gate person should be the same individual for every run in a level class.
 - (4) Gate person will hold sorted cattle in second pen
 - (5) While contestant is sorting – gate person will not allow extra animals to drift through gate. In every day ranch work sorter is expected to work at identifying and separating designated animal without worry of extra animals drifting towards gate.
 - (6) When contestant is bringing designated animal to gate to sort through it is the contestant’s job to push only the correct animal to and through the gate and to get extra cattle past or back from gate opening. It

is not gate person's role to turn back incorrect cattle being pushed at gate. Gate person in every day ranch work would be expected to hold entire group if too many cattle are coming at gate and not to let the whole bunch pass, even if correct animal is in the mix.

- vi) This event is scored and timed. 75 possible points are available for cattle sorted by fastest time. 25 points are scored by the judge on cattle handling, horsemanship and herdsmanship ability. See scoring section for more detail.
- vii) A lap timer shall be used to document time for each animal sorted. IF time limit expires and only 1 or 2 cattle have been sorted, competitor will receive lap time for 1 head or 2 head. If three head are sorted time stops when 3rd animal crosses line.
- viii) If animal crosses gate line out of sequence a no time will be given. However a score will still be assigned for cattle handling and horsemanship.
- ix) **Options for sorting Level 3 & 4 – to be at show management discretion**
 - (1) Riders will be given start number and will then sort as many cattle as possible in number order within 90 seconds time limit. Fastest time on greatest number of cattle receives top points (75). Example 8 cattle sorted in 78 seconds – 1st place, 8 cattle sorted in 89 seconds – 2nd place, 6 cattle sorted in 42 seconds – 3rd place, 3 cattle sorted in 90 seconds – 4th place. Rank first based on number of cattle sorted and then by time.
- d) **Pattern – Ranch Riding or Working Cow Horse**
 - i) The pattern classes will demonstrate the horse and rider combination to perform basic maneuvers in the level 1 class and advance to cattle work and more advanced maneuvers by the time level 4 is reached.
 - ii) 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 riding 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.
 - iii) **Level 1** – Patterns may include gaits of walk, trot, lope and back as well as introductory maneuvers like pivots. In the case of a "Horsemanship Level 1" rider being entered in "Ranch Horse Level 1" – for the sake of safety the rider may trot the lope portions of the pattern and will be judged according to ability. The show committee will make best effort to ensure judge is informed of any rider that is only walk/trot ability prior to start of class. There will be no cattle work in Level 1.
 - iv) **Level 2** – Pattern class will consist of simple ranch riding pattern and will demonstrate gaits, transitions, and basic maneuvers. At show committee's discretion a cattle work portion may be included. If so, at the completion of pattern exhibitor will call for cow to be turned in the arena. The contestant will drive the cow to a prescribed point in the arena and hold the animal for a sufficient amount of time to demonstrate proficiency of horse to contain cow. There will be a 3 minute time limit.
 - v) **Level 3** – This class combines reining ability and cow sense of the horse. It will start with a basic reining pattern and then exhibitor will call for cow. Upon receiving cow, contestant shall hold the cow on the end of the arena to demonstrate ability of horse to control cow. Boxing of cow will be credited as showing more advanced control. Then exhibitor shall drive cow to a pen or exit gate. There will be a 3 minute time limit.
 - vi) **Level 4** – This will be working cow horse class. At conclusion of reining pattern, exhibitor will call for cow. Contestant shall box cow on end of arena to demonstrate ability of the horse to control the cow. After a reasonable amount of time the contestant shall take the cow down the fence making at least one turn each way on the fence. To be considered a turn the contestant must be close enough to cow to be the cause of the turn. After turning the cow each way the contestant will stop horse to signify completion of run. Time limit of 4 minutes.

- e) Ranch Horse Pleasure
 - i) The Ranch Horse Pleasure measures the ability of the horse to be a pleasure to ride while being used as a means of conveyance from one ranch task to another. The horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. The horses should be responsive to the rider and make timely transitions in a smooth and correct manner. The horse should be soft in the bridle and yield to contact. The ideal stock horse should have a natural, levelheaded carriage at each gait.
 - ii) The competitors may be asked to ride in a rail class or individual in a circuit of the ring to demonstrate a variety of gaits and transitions.

- f) Ranch Horse Reining
 - i) This is Ranch Horse Reining Class measures the ability of the stock horse to perform basic handling maneuvers. Each pattern is a combination of maneuvers and these maneuvers include stops, spins, rollbacks, circles, back up, hesitate, lead changes, and run downs.

- g) Working Cow Horse
 - i) The ideal stock horse must also be a cow horse and this Class demonstrates and measures the horse's ability to do cow work. The working cow classes have varying requirements depending upon the division.
 - ii) Seniors or Open Division complete a traditional working cow horse pattern consisting of boxing, taking the cow down the fence and executing at least one turn in each direction, and then circling the cow in each direction. Riders have the option of roping instead of circling the cow.
 - iii) Intermediate divisions demonstrate their ability to control a cow by boxing on one end, driving the cow to the opposite end and boxing on the opposite end.
 - iv) Colt and Junior divisions demonstrate ability to track cow down arena and move cow out gate.

- h) Ranch Horse Trail (Versatility Trail)
 - i) The Ranch Horse Trail Class, as the name implies, tests the horse's ability to cope with situations encountered in everyday riding. The horse is ridden through a pattern of obstacles which should nearly approximate those found during the course of everyday work. The horse/rider team is judged on the correctness, efficiency, and pattern accuracy with which the obstacles are negotiated and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well-broke, responsive, well-mannered horse which can correctly navigate and negotiate the course.
 - ii) The trail class will include no less than 6 and no more than 9 obstacles. It is mandatory that the horse be asked to walk, trot, and lope during the course. These gaits can be part of obstacle score or be scored with the approaching obstacle. Trot must be a least 35 feet. Lope must be lead specific and at least 50 feet.
 - iii) Care must be exercised to avoid setting up any obstacles that may be hazardous to the horse or rider. All courses and obstacles are to be constructed with safety in mind so as to reduce risk for accidents.
 - iv) Each single-performance event can be time consuming, especially with large classes, so it is imperative that time restrictions are placed on this Class. The show committee, shall select a course that has a continuous, positive flow that can be negotiated in four minutes or less. A time limit may be set and course may be run as timed competition with bonus score given for lowest time.
 - v) Mandatory Obstacles
 - (1) Ride over obstacles on the ground – usually logs or poles. Walk, Trot, or lope may be used, but only one gait is required. Walk-overs shall be spaced 26 -30 inches. Trot-overs shall be spaced 36 -42 inches. Lope overs shall be 6 – 7 feet. Formation can be straight, curved, zigzagged or raised. There shall be no more than 5 logs in a series.
 - (2) Opening, passing through, and closing gate: Use a gate that will not endanger horse or rider and requires minimum side passing

- (3) Ride over wooden bridge: Bridge should be sturdy, safe and negotiated at a walk only. Heavy plywood lying flat on the ground is an acceptable simulation of a bridge. Suggested minimum width shall be 36 inches wide and at least 6 feet long.
- (4) Backing obstacles: Backing obstacles are to be spaced at a minimum of 30 inches and up to 40 inches. Back through and around at least three markers or back through L, V, U, straight or similarly shaped course.
- (5) Side pass obstacle: Any object which is safe and of any length may be used to demonstrate responsiveness of the horse to leg signals. Raised side pass obstacles should not exceed 12 inches
- vi) Optional Obstacles
 - (1) Rope Drag: Drag may be from point to point or complete figure eight.
 - (2) A jump obstacles whose center height is not less than 14" high or more than 24" high. Holding the saddle horn is permissible for this obstacle.
 - (3) Carry object from one part of the arena to another
 - (4) Remove and replace materials from mailbox.
 - (5) Trot through cones spaced a minimum of 6 feet away
 - (6) Cross natural ditches or ride up embankments
 - (7) Swing rope or throw rope at dummy steer head
 - (8) Step in and out of obstacle
 - (9) Put on slicker or coat
 - (10) Stand to mount with mounting block
 - (11) Walk through water obstacle
 - (12) Open gate on foot
 - (13) Pick up Feet
 - (14) Walk through brush
 - (15) Lead at the trot
 - (16) Other obstacles may be used at discretion of show committee.

6) Scoring

- a) Each event will be scored individually. Scores will be tabulated by the office to calculate cumulative scores.
- b) Judges decision is final
- c) Horses are judged on performance only
- d) A contestant is judged from the time the contestant enters the arena until the run is finished.
- e) The Scoring System is designated to the positive, straightforward, and always encourage growth and improvement in both horse and rider. The scoring system is designed to give credit for the work done.
- f) For **Pleasure, Trail, Reining, Ranch Riding, and Working Cow Horse Classes**:
 - i) Each horse/rider team is scored between 0 -100 points and automatically begins the run with a score of 70 points. The horse/rider team is scored on the quality of each maneuver (e.g., -1 ½ Extremely Poor, -1 Very Poor, - ½ Poor, 0 Correct, + ½ Good, +1 Very Good, +1 ½ Excellent). Pluses and minuses are a reflection of the smoothness, finesse, attitude, quickness, and authority of the horse/rider team when performing the various maneuvers. Penalties may be accrued for incorrect maneuver execution.
 - ii) To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly 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 a fault that must be marked down according to severity of deviation. The horse/rider team's overall performance should be credited for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed which raises the difficulty level and makes the horse/ride team more exciting and pleasing to watch.

- g) For **4-H Knowledge Test:**
 - i) Score is based on correct answers out of 100 possible points. Tests will be evaluated against a standard answer key.
- h) For **4-H Sorting Competition:**
 - i) The judge will award from 1 to 25 points on the horsemanship, cattle handling, and herdsmanship of the rider.
 - ii) A lap timer will be used for each of the 3 animals to be sorted. Time is noted for each animal as it passes through the gate by indication of the judge's flag. The fastest time in the class on 3 animals will be awarded 75 points. The second fastest time will receive 70 points and on down in 5 increments. 3 animals sorted places before 2 animals and before 1 sorted. (If there are more than 15 competitors in class or a discretion of show management point spread of increments smaller than 5 between placings may be used.)
- i) For **4-H Roping Competition:**
 - i) Levels 1 & 2 (Heading and Heeling)
 - (1) 30 points – Handling and control of rope
 - (2) 5 points – Position
 - (3) 50 points – Catches (Each catch is worth 10 points)
 - (4) 15 points – 3 points for each catch a declared alternative loop
 - (5) 100 Total Points Possible
 - ii) Levels 3 & 4 Heading and Level 3 Heeling
 - (1) 20 points – Horse handling and position
 - (2) 20 points – Rope handling
 - (3) 45 points – Catches
 - (a) 15 points for clean head catch or 2 feet
 - (b) 10 points for deep body catch or 1 foot
 - (4) 15 points – 5 points for each catch using a declared alternative loop
 - (5) 100 Total Points Possible
 - iii) Level 4 Heeling
 - (1) 30 points – Horse handling and position
 - (2) 30 points – Rope handling
 - (3) 40 points – Catches
 - (a) 25 points for 2 feet
 - (b) 15 points for 1 foot
 - (c) 15 points for using a declared alternative loop
 - (4) 100 Total Points Possible

7) Patterns

- a) Patterns will be posted at the start of the show and will be available from the show office.
- b) Patterns for use are available on the Montana State 4-H Website. www.montana4H.org