

2024
Clark County 4-H / FFA

HORSE AND PONY PROJECT HANDBOOK



- 1) 4-H Enrollment / Re-enrollment and Project Enrollment Deadline:
April 1 (FFA follow chapter's enrollment deadlines)
- 2) Member/Horse ID Form With Coggins and \$15.00 Fee due:
May 1
- 3) Fair Exhibitor Entry Forms Due to UW-Extension Office: July 1
(will be due to your club leader/advisor prior to July 1)
- 4) Four Documented Educational Horse Credits Deadline:
August 1
- 5) No Qualifications needed to participate in State
Gymkhana/ State Horse Expo: Registration Due to Horse
committee by July 25 (Must include member and
parent/guardian Signatures)

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Horse Committee Leaders

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**This rule book covers only
Clark County
4-H /FFA Horse and Pony Project events**

1. ENROLLMENT IN THE CLARK COUNTY HORSE and PONY PROJECT

- a) **ALL 4-H** exhibitors must be enrolled in the horse project by **APRIL 1** of current 4-H year. FFA, etc. must follow the organizations set enrollment deadlines.
- b) All 4-H/FFA/etc. project animals must be identified by **May 1** (current year) on the "Member and Horse Identification" form provided by the Clark County Horse Project Committee which is available at the UW—Extension Office or Online. The "Member and Horse Identification" form includes informational questions about the member and project animal, Premises ID Number, and attachments: picture (current full view) of the project animal and Coggins Copy (negative results.) This fully completed form and attachments are due to the Horse Project Chair by **May 1** in order to exhibit at the fair.
- c) Horse Exhibitor fee is \$15.00; this fee covers equipment and supplies. Make check payable to **4-H Leaders Federation (memo: Horse Exhibitor Fee) Due MAY 1st**.
- d) Members may identify up to four (4) project animals, but are only allowed to exhibit a maximum of two (2) at the Clark County Fair. Identified project animals do not have to be exhibited at the Clark County Fair, however unidentified horse/pony cannot be exhibited. So, it is better to identify all possible project animals in case of health/medical issues or injuries that may appear unexpectedly.
- e) To exhibit a horse/pony at the Clark County Fair the member must have their "fair form" returned to their club leader (per club's deadline) so it can be turned in to the UW-Extension Office by July 1.
- g) To exhibit a horse/pony at the Clark County Fair 4-H/FFA/etc. members must obtain four (4) educational horse credits and submit them to the Horse Committee Chair by August 1 (current year). At least 2 credits should be obtained through riding instruction on your horse.
- h) To participate in State Gymkhana/State Horse Expo; No qualifications required. Registration Papers are due to Horse Committee by July 25- Must include youth and parent/guardian signature.

Educational Horse Credits:

A minimum of four (4) credits must be obtained with your horse to show at the fair. The 4-H Horse project kickoff meeting can count as one of the four credits. Other credits can be obtained from attending: clinics and seminars, riding lessons with a professional trainer, and the horse shows with certified Wisconsin Horse Council judges.

One (1) credit must be in horse handling at a clinic put on by the Horse and Pony Project.

You must **Document your participation**, by signature of the presenter/clinician/judge on the program handout or "Horse Project Educational Credit Form" - can be found online at: <http://clark.uwex.edu/4-h-youth-development/project-area-information/horses/>

If you attend a Clark County Clinic, we will have a signup sheet so you will not have to complete a credit form to save paper.

Read the **CLOVERLEAF**, call the extension office, or search the web for educational credit events. **Submit** all documentation of Horse Educational Credits (with your name) to the Horse Superintendent.

2. SAFETY RULES

- a) **Safety helmets (SEI/ASTM approved)** with safety harness securely fastened **must** be worn by anyone when mounted and/or driving. **No exceptions—helmets will be checked.**
 - 1) Protective head gear (SEI approved for the specific activity) which properly fits the participant)
 - 2) Shoes or boots must be worn. They must have at least 1/2" cutout heel and provide protection from the hazards of said program
 - 3) Clothing appropriate for the activity which will protect the participants from the elements surrounding the event. This policy means that all 4-H members and leaders (adult or youth) participating in the mentioned projects and/ or activities need to use protective or safety equipment while participating. Approved safety helmets need to be worn while mounted or driving a horse, operating a bicycle or ATV, on roller blades, rock climbing, or doing a challenge course. **If a 4-H club is listed as a sponsor or co-sponsor of an activity which includes the above listed projects, the helmet and safety equipment requirements applies for all participants. This includes adults as they need to be positive role models.**
- b) Members staying overnight at any 4-H function **must have** a signed "Overnight Permission Slip" turned into the 4-H leader in charge of that event. Permission form will be available through the UW-Extension Office.
- c) Animals **cannot be left unattended** at any 4-H function. If you cannot be with your animal, you must make arrangements with someone to watch your animal while you are gone.
- d) Animals must be lead, except in designated practice or holding areas.
- e) Working or exercising your animal is limited to the practice area only.
- f) All unsafe situations will be stopped by leader in charge.
- g) All horses with kicking habits will be required to wear a Red Ribbon tied in their tail for the **entire duration** of all 4-H clinics, 4-H shows, and the Clark County Fair.

3. SHOW RULES

- a) No stallions born prior to January 1 of current year may be shown.
- b) Any horse/pony shall be considered one year old on the first day of January following actual day of foaling.
- c) Exhibitor's grade is determined as of January 1 of current 4-H year.
- d) Any horse or pony measuring 56 inches and under may be shown in the pony classes. If exhibited in one pony class, it must be entered only in pony classes.
- e) Miniatures: We recognize that miniatures are a horse breed, but for safety reasons, they must enter pony classes.
- f) Only the eligible 4-H member can ride or work with their horse/pony at 4-H shows. This will be grounds for dismissal from the show and there will be no refunds of entry or stall fees.
- g) No trainers, leaders, parents, or others may be on the rail or coach in any manner while the exhibitor is in the show ring.
- h) Parent/adult **may assist** with grooming, clipping, bathing, leading, lunging, feeding, etc.
- i) Youth must be in the 3rd grade as of January 1 (current year) to exhibit a live animal.
- j) Health rules must be followed. "Negative Coggins" test **must** be presented. **No exceptions.**
- k) The animal must be in a good state of health and not show evidence of any contagious or infectious disease. Animals found to be infected with contagious or infectious disease may be ordered to be removed from the show grounds.
- l) All problems and concerns must be reported to the Horse Committee Chairperson. This includes the observation of any rules not being followed.
- m) No training equipment may be used in any class.
- n) **Use of drugs as a horse stimulant or tranquilizer is prohibited.**
- o) Exhibitor **cannot** ride/enter both a walk-trot lot and a walk-trot-canter lot within the same class.
- p) **NO dogs are permitted** on show grounds.
- q) The Horse Committee Chairperson reserves the right to combine any class with less than five (5) entries or split a class of more than sixteen (16) entries. Each class will be judged separately.
- r) For English Riding Classes, an English snaffle bit (no shank), kimberwick, pelham and/or full bridle (with two reins), all with cavesson nosebands and plain leather brow bands must be used.
- s) For Western Riding Classes, a Horse/pony 5-years-old and younger may be shown in a snaffle bit, hackamore, curb bit, halfbreed, or spade bit, but must be ridden two-handed. Proof of age will be required. A Horse/pony 6-years-old and older must be shown in a legal curb bit and ridden one-handed.
- t) No tapaderos allowed.

4. DEFINITIONS

- a) Novice grades 3rd—13th (walk/trot only). Designed for new riders and can only show novice one year.
- b) Beginner grades 3rd—5th (walk/trot/canter)
- c) Intermediate grades 6th—8th (walk/trot/canter)
- d) Advanced grades 9th—13th (walk/trot/canter)
- e) English Attire Coat of traditional Hunter Seat style and breeches (or johdpurs) of conservative colors, English boots or johdpur shoes with a cut out heel.
Spurs of the unroweled type, crops, and gloves are optional.
SEI approved helmet is required.
- f) Western Attire Top with sleeve to cover the arm
Long pants with belt, boots with at least 1/2" cutout heel.
SEI approved helmet is required.
Spurs, chaps, coats, and vests are optional.



Riding Classes Bit Information

ENGLISH BITS

In all English classes, an English snaffle (no shank), kimberwick, pelham and/or full bridle (with two reins), all with cavesson nosebands and plain leather brow bands must be used.

WESTERN BITS

Horses 5-years-old and younger may be shown in a snaffle bit, hackamore, curb bit, halfbreed or spade bit (see page 4, 3s).

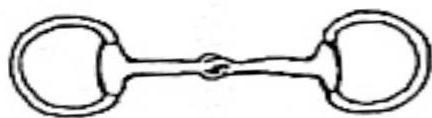
Horses 6-years-old and older **may only** be shown in a curb bit, halfbreed or spade bit. When a curb bit is used, a curb strap or curb chain is required, but must be at least one-half inch in width and lie flat against the jaw of the horse. (see page 4, 3s).

BITS DESCRIPTION:

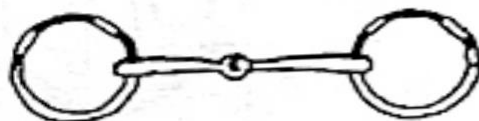
- (a) References to a **HACKAMORE** mean the use of a flexible, braided rawhide, leather or rope bosal, the core of which may be either rawhide or flexible cable. A hackamore must use a complete mecate rein, which must include a tie-rein. Absolutely no rigid material will be permitted under the jaws, regardless of how padded or covered. Horse hair bosals are prohibited. This rule does not refer to a so called mechanical hackamore.
- (b) References to a **SNAFFLE BIT** means the conventional O-ring, egg-butt or D-ring with a ring no larger than 4" (100 mm). The mouthpiece should be round, oval or egg-shaped, smooth and unwrapped metal. It may be inlaid, but smooth or latex wrapped. The bars must be a minimum of 5/16" (8 mm) in diameter, measured one inch (25 mm) in from the cheek with a gradual decrease to center of the snaffle.

The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10 mm to 20mm) measured top to bottom, with a maximum length of 2" (50 mm), which lies flat in the horse's mouth, is acceptable.

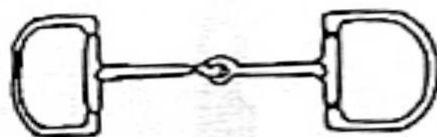
- (c) References to a **CURB BIT** has a solid or broken mouthpiece, has shanks and acts with leverage. All curb bits must be free of mechanical device and should be considered a standard western bit. A description of a legal, standard western bit includes:
 - (1) 8 1/2" (215 mm) maximum length shank. Shanks may be fixed or loose.
 - (2) Concerning mouthpieces, bars must be round, oval or egg shaped, smooth and unwrapped metal of 5/16" to 3/4" (8 mm to 20 mm) in diameter, measured 1" (25 mm) from the cheek. They may be inlaid, but must be smooth or latex wrapped. Nothing may protrude below the mouthpiece (bar), such as extensions or prongs, including upward prongs on solid mouthpieces. The mouthpiece may be two or three pieces. A three-piece, connecting ring of 1 1/4" (32 mm) or less in diameter, or a connecting flat bar of 3/8" to 3/4" (10mm to 20 mm) measured top to bottom with a maximum length of 2" (50 mm), which lies flat in the horse's mouth, is acceptable.
 - (3) The port must be no higher than 3 1/2" (90 mm) 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.



Eggbutt Snaffle Bit



O-Ring Snaffle Bit



D-Ring Snaffle Bit

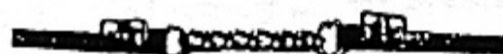
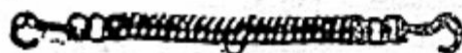
Rawhide Bosal



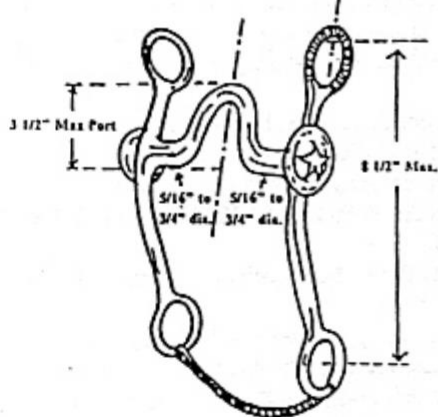
A bosal may also be used as per Rule 93-5.

The addition of silver engravings shall not add to or detract from the pony's performance in the judge's opinion.

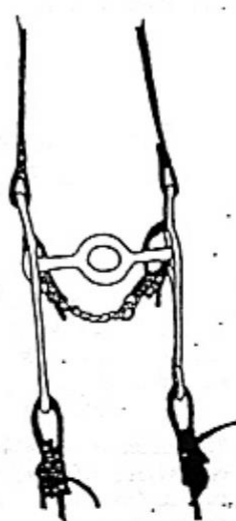
SOME EXAMPLES OF ACCEPTABLE CHAIN CHIN STRAPS



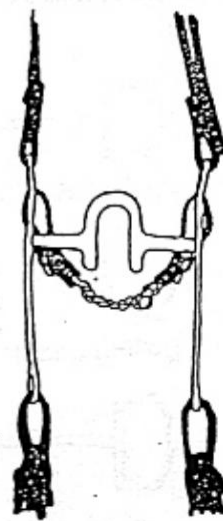
WESTERN BITS



AN EXAMPLE OF LEGAL BIT



DONUT BIT



PRONG BIT

SOME EXAMPLES OF ILLEGAL BITS

5. HORSELESS HORSE PROJECT

- a) HORSELESS HORSE PROJECT MEMBER is defined as a 4-H member who has NO ONE-ON-ONE access to a horse/pony (their family does not own or lease the horse.)
- b) The Horseless Horse program is designed to provide members an opportunity to have horse contact and learn basic elementary information about horses without actually owning a horse.
- c) The horseless horse person must be working with a current 4-H Horse project member (buddy) or leader. The same horse/pony may be shown by both members (or member and leader.) This is the only horse/pony the horseless horse/pony member may show.
- d) The “buddy” may **not** be a sibling that resides in the same household. If two siblings are showing the same horse that is family owned or managed, both siblings are classified as horse/pony project members.
- e) Horseless horse project members may only show in horseless horse/pony classes.
- f) Horseless horse project members are expected to work with the horse owning 4-H horse member or leader to learn about the horse/pony (including grooming, clean up, tack, riding, etc.)
- g) Horseless horse/pony members are expected to participate in horse/pony project activities.
- h) Horseless horse/pony member can only walk/trot at the fair.

6. MANAGERIAL HORSE PROJECT

- a) Managerial—member does not own a horse/pony but has shown the desire to invest the same amount of time as a horse/pony owning project member.
- b) Managerial members should assume all responsibilities in the day-to-day care and handling of a project animal.
- c) Managerial members work with the horse/pony owner and project leader to establish the basic requirements he/she must meet.
- d) Managerial members may enter the same classes as project members.
- e) Managerial member **cannot** use same horse/pony as a project member.

7. CLASS DESCRIPTIONS

All terminology is from "Wisconsin 4-H Horse Project Equestrian Guidelines." See current project year guidelines for complete recommendations, proper attire and equipment for each performance class.
SEI approved helmets, with harness fastened, **must be worn** at all time when **mounted or driving**.

Hunt Seat Equitation (English Equitation):

The emphasis of judging in an equitation class is on the rider's ability to show the animal through the aids of hands, seat, weight, and legs. Posture is important.

Hunters Under Saddle (English Pleasure):

This is a pleasure class. The emphasis in judging is on the horse. The judge will be looking for a horse that exhibits good manners and gives a pleasurable ride.

Showmanship:

The showmanship exhibitor is judged on his/her ability to fit, groom and show their animal from the ground. The animal is merely a prop to demonstrate the ability of the showman.

Hunt Seat Showmanship:

The animal is to be shown in a hunter style bridle with a plain leather browband and a regular cavesson noseband. Same clothing as Hunt Seat Equitation.

Western Showmanship:

The show halter should be clean, properly adjusted, fitted, and suitable for breed standards.

Stockseat Equitation (Western Horsemanship):

The emphasis of judging in an equitation class is on the rider's ability to show the animal utilizing the aids of hands, seat, legs, and weight.

Western Pleasure:

The emphasis in judging is on the horse as a pleasure animal. The judge will be looking for an animal that exhibits good manners and gives a pleasurable ride.

Halter Class:

Conformation only, all safety rules to be followed. Direct touching of the horse with hands and feet are permitted.

Pleasure Driving—Light Horse/Pony—Country/English:

The judging emphasis is on the horse/pony as a pleasurable animal to drive. The animal will be judged on its manners and way of going. As the name indicates, this is a pleasure class.

Reinsmanship (cart):

The emphasis in judging is to show the exhibitor's skill and expertise in handling the driving animal. This class is comparable to an equitation riding class.

Trail Class:

This class is open to Western/Hunt style of riding and either a horse or pony. The attire/tack must be appropriate per style of riding, SEI approved helmet, with chin strap fastened, must be worn in trail class. (Follow recommendations listed under Hunt Seat Equitation, Saddle Seat Equitation or Stockseat Equitation.) The class will be judged with a score sheet. Time to finish course is to be used in an event of a tie.

Costume Class:

Judged on unique idea and originality. Exhibitor's work designing the costume and animals acceptance of the costume. A one minute presentation/explanation of your costume will be given upon entrance to the arena. All safety rules **must be followed**. This will be a fun class, however boots and helmets **must** be worn.

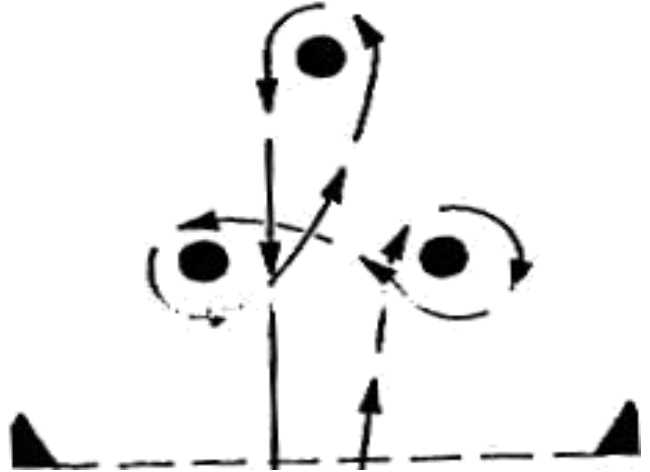
GYMKHANA CLASSES: (Rules and Patterns)

CLOVERLEAF BARRELS

(Individual Game, run at "State Level")

The equipment shall consist of three (3) barrels placed in a triangle pattern. The pattern shall be set to best fit the arena. A suggested pattern may be as follows: The right and left barrels form the base of the triangle, which will be parallel to the starting line and a maximum of 75' from each other.

The third barrel will be down the arena and will be a maximum of 150' from the starting line. It will be equal distance from the right and left barrels. No barrel may be closer than 15' from any fence. The pattern can be run either left or right. Contestant may touch a barrel in an attempt to prevent it from falling over. Any changes made in a pattern once a class has started will cancel all times and call for the rerunning to the entire class.



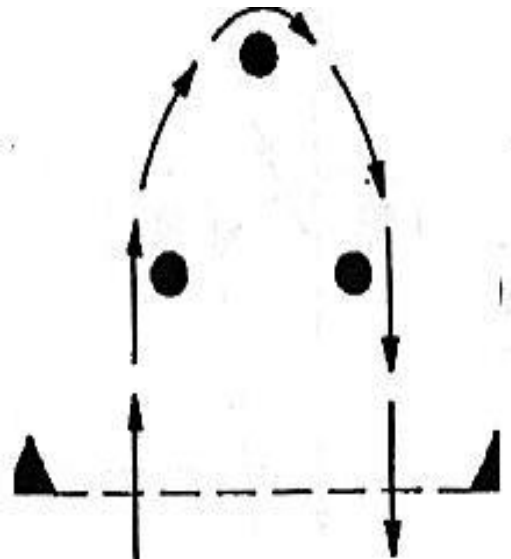
Disqualifications:

Knock down of barrel, broken pattern, running off course or separation of rider and horse/pony during the timing period will disqualify contestant.

FLAG RACE

(Individual Game, run at "State Level")

The three (3) barrels are placed in a triangle pattern, as in cloverleaf barrels. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence. Flag is to be picked up at first barrel, contestant to proceed around the second barrel and deposit flag in container on third barrel and then cross finish line. Containers for the flags shall be at least the size of a two-gallon bucket (plastic or rubber). Material in container (to about 1" from top) should be suitable material to allow flag to be easily removed and stuck, (i.e., soybeans, corn, wheat, loose sand). Flag sticks should be 18" in length with about 1/2" round dowel and blunt ends. The container must be set on the outer edge of the barrel and the flag in the outer edge of the container. The same flags will be used by all contestants in a class. If a flag breaks during the run, the rider will be given a rerun. Rider may run the course to the right or left. The rider must signal to the ring crew if they will be running right or left.



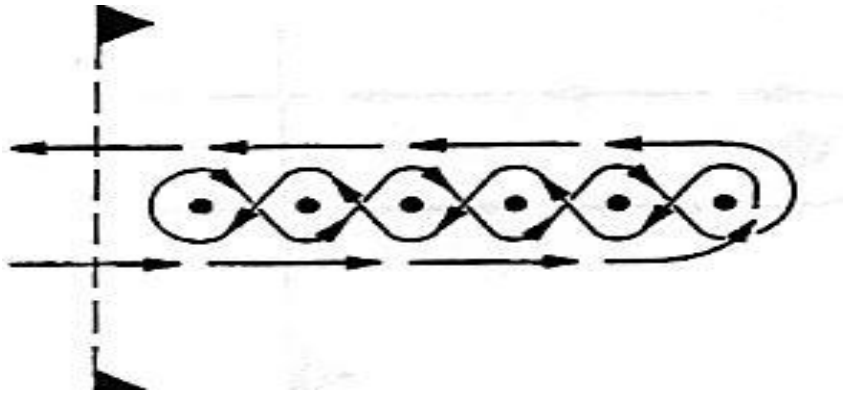
Disqualifications:

The rider will be disqualified for dropping the flag. Flag not staying in the "stuck position" in the material inside the container on the third barrel, not going around the second barrel, using the flag for a bat, running off course or separation of rider and horse/pony during the timing period.

POLE BENDING

(Individual Game, run at "State Level")

The six (6) poles, which are 6' tall, shall be 21' apart and 21' from the timing line to the first pole. The end pole must also be at least 21' from the arena fence. The pattern may be run left or right. Rider may touch pole to keep it from going down. The decision to determine if a pole goes down because of wind remains with the people designated as the judges by the show committee.



Penalty:

There is a five (5) second penalty for each pole knocked down.

Disqualifications:

Contestant is disqualified for a broken pattern, running off course or separation of rider and horse/pony during the timing period.

KEYHOLE

(Individual Game, run at "State Level")

This event tests the ability of the rider to go in a 4 ft. opening, turn around within a 16 ft. diameter circle and run out again through the 4 ft. opening. The lines should be 100 ft. from the timing line. Lime or flour can be used to lay out the pattern. There should be a small mound of dirt, at the end of each line, covered with lime or flour to mark the entrance. The area surrounding the line should be raked after each run.

Disqualifications:

The contestant is disqualified for stepping on or outside the markings of the circle or the opening and separation of rider and horse/pony during the timing period.



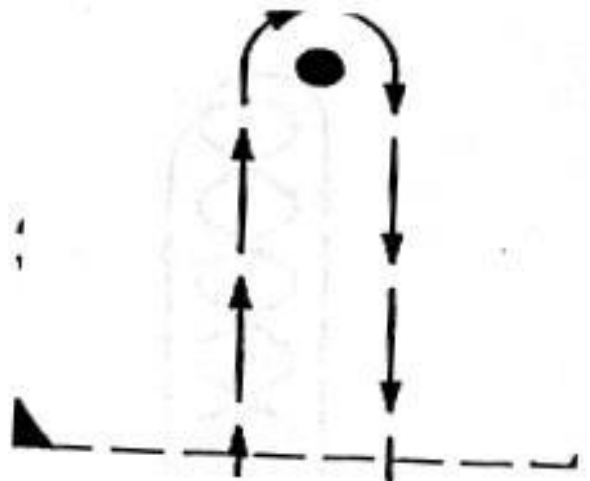
PLUG RACE

(Individual Game, run at "State Level")

Pattern will be set to fit the arena, with one barrel used to run at. Barrel may not be closer than 15 ft. from any fence. Rider may run left or right. Horse/pony must go around barrel. Rider may touch barrel in an attempt to prevent it from falling over. Barrel must stay in same place for entire class, or entire class must be rerun.

Disqualifications:

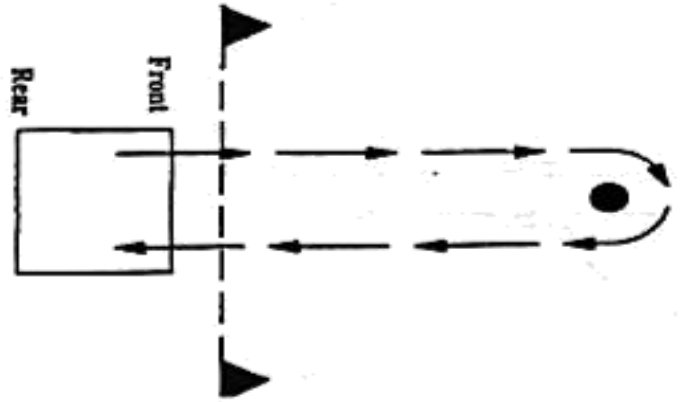
Contestant is disqualified for knocking barrel over, breaking pattern or separation of rider and horse/pony during the timing period.



SPEED and ACTION

(Individual Game, run at "State Level")

A box that is 16' x 16' is outlined with lime or flour and is located three (3) feet behind the timing line. A barrel to run at is placed 125' from the starting line. This barrel may not be closer than 15' from any fence. Mounted rider enters the rear of the box and settles horse/pony for five (5) seconds. On judge's signal, contestant runs the pattern. The rider must exit the front of the box (nearest barrel), ride around the barrel, either left or right and then reenter the front of the box for five (5) seconds. The time starts when rider crosses timing line and stops with re-crossing of timing line. The barrel must stay in place for entire class. Rider may touch barrel in an attempt to prevent it from falling over.



Disqualifications:

There will be no time if the rider does not enter the rear of the box, if the barrel is knocked over, the horse/pony does not stay inside the box for the two required five (5) second timing periods, if the horse does not reenter the front of the box, for a broken pattern or separation of rider and horse/pony during timing period.

LT SPECIAL

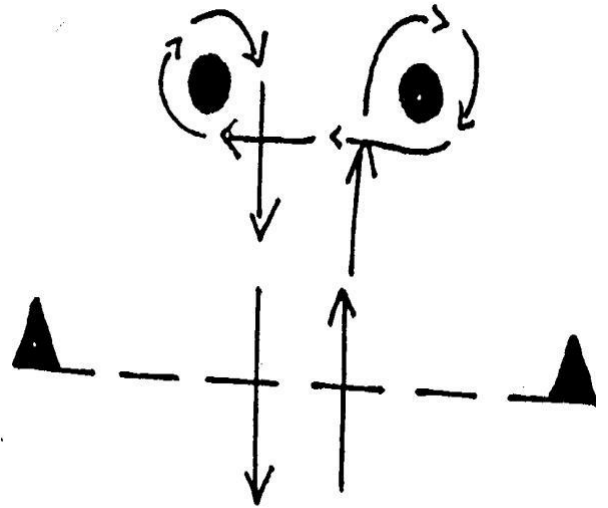
(Individual Game, run at "State Level")

The two (2) barrels are placed in a straight line, horizontal with the timing line. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence.

The pattern can be run either left or right. Contestant may touch a barrel to prevent it from falling over. Any changes made in the pattern once a class has started will cancel all times run and call for the rerunning of the entire class.

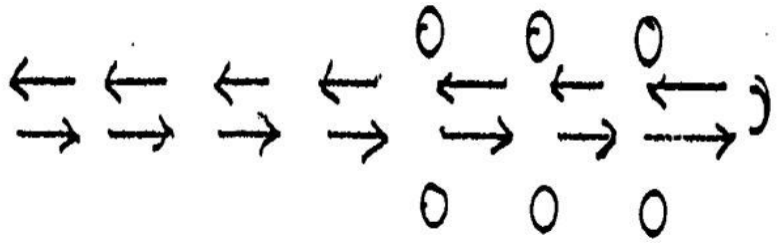
Disqualifications:

Contestant is disqualified for knock down of barrel, broken pattern, running off course, or separation of rider and horse/pony during the timing period.



KEY RACE

(Individual Game, run at "State Level") Pattern is set a maximum of 100 feet from the timing line. The pattern will consist of 6 poles set 6 feet wide and 12 feet long. 3 poles on each side set 6 feet apart. The rider will ride through the poles, turn around, and ride back through the poles, and across the timing line.



Disqualifications:

Knock down of any poles, broken pattern, running off course or separation of rider and horse/pony during the timing period will disqualify contestant.

RIBBON RACE

Pair (2) Horse/Pony and Rider Combination — 4 foot ribbon — each rider holds an end of the ribbon and performs the given style event together without breaking or dropping the ribbon.

BAIL IN PAIL

Individual Contest. Set-up like the Plug Race (replace the barrel with a five-gallon pail with 4 inches of sand in the bottom). The rider carries a tennis ball placing it into the pail without the ball bouncing out (or get off and put the bail in the pail) and race to the finish line.

SOGGY AROUND THE POLES

Individual Contest. Set-up like Pole Bending except the rider must maintain a trot while holding a glass of water and perform the pole bending pattern. Winner is determined as the rider with the most water remaining in their cup.

EGG AND SPOON

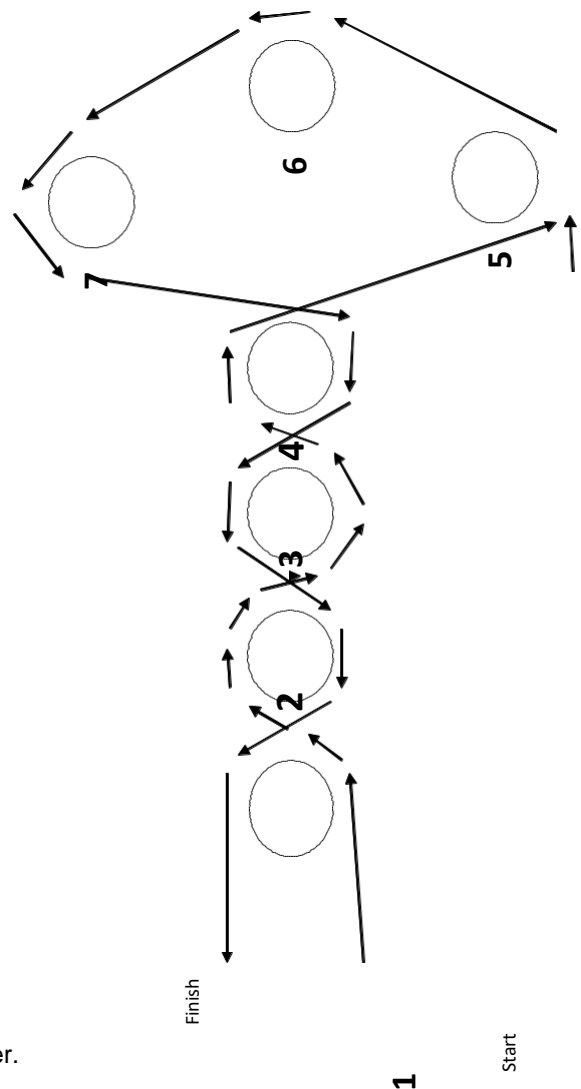
Large Group Contest. Entire Class in the arena at once holding a spoon with an egg on it. Riders will be told to go through the different gaits in both directions. As the eggs are dropped go to the center of the arena and stand. Winner is the last one holding their egg.

TEAM WATER RELAY

Large Team Contest. Set-up 4 Barrels, one in each corner of arena (at least 15 feet from fence). Team lines-up at the gate, 1st rider—holding a cup of water—goes at minimum trot-speed around all four barrels (one great big circle) then stops at the gate to hand the cup to the next team member in line who goes at minimum trot-speed around all four barrels, etc. Winning Team has the most water remaining in their cup.

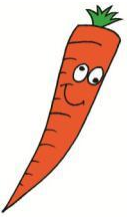
4-IN-LINE BARRELS

Individual Contest. Complete the seven-barrel pattern below. Contestant may touch a barrel in an attempt to prevent it from falling over.



Disqualifications: Knock down of barrel, broken pattern, running off course, or separation of rider and horse/pony during the timing period will disqualify contestant.

BRIBE YOUR HORSE



Individual contest. One barrel (set similar to Plug Race.) Handler and horse enter the arena (all gates shut and locked), handler is permitted to whatever bribe they would like (grain, treats, etc.). The handler removes the lead rope and gives it to someone outside of the arena and may point/direct their horse in the direction they would like to go. Before crossing the start line the handler must let go of their horse and “bribe” their horse into following them down and around the barrel and back. The timer will be stopped when the 2nd person/horse crosses the line (i.e. if the horse beats the handler back, the timer runs until the handler gets to the line.) There is no “touching” the horse during the race, horse and handler must go around the barrel, only equipment permitted on the horse is a halter.

RED LIGHT, GREEN LIGHT

Individual contest, four (4) horse/rider combinations in the arena in a round at one time. Start Line across one end of the arena, finish line across the other end of the arena. The gait is TROT. Riders line up at the start line facing the finish line. “Green Light” riders trot their horses toward the finish line. “Red Light” riders have a 2 second audible count to halt their horse (if not completely still, must go back to the starting line and start over). The winner will be the first rider to cross the finish line (in the fastest time if there is more than one round of riders.



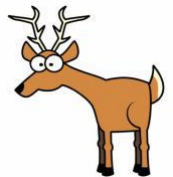
RESCUE RACE



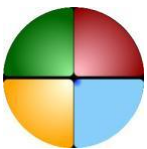
Paired teams of two riders and one horse. Three (3) teams may go at one time in the arena. Teams decide who will be the rescuer and who will be the captive. Rescuers stand with horses at the start/finish line; captives are holding the fence with one hand waiting to have the rescuer “give them a high five” and then a “leg-up” onto their horse. This is a walk/trot only gaited game. The rescuer will start at the starting line, walk/trot toward the captive, stop at the designated cone, walk their horse to the captive, give them a “high-five” then a “leg-up” onto the horse, lead their horse back to the finish line. Fastest Time Wins.

RIDE A BUCK

Large group individual contest. Place dollar bills or paper that size under the rider’s seat, elbow, calf, knee, and foot so that half of the bill is visible. Entire class of riders in the arena at the same time, riders are instructed to perform various movements/gaits without touching the dollar bills. Riders execute moves as requested, trying to keep the dollar bills in place without using their hands. Winner: last rider to have all their dollar bills.



SIMON SAYS



Large group individual contest. Entire class of riders are in the arena on the rail. Instructor tells them to ride at a specific gait, execute a certain movement, or touch the horse in a particular spot. Some commands begin with “Simon Says” and some do not. Riders follow command when it’s prefaced by the words “Simon Says.” A rider who follows a command without the preface is eliminated and must go to the center of the arena. Winner: rider remaining in game after series of commands are given.

MUSICAL PAIRS

Large group pairs contest. Riders divide into pairs, each pair of riders teams up with one horse. One rider is mounted on the rail, the partner is in center arena holding onto a barrel. The instructor announces the gait to be ridden, the music begins and the riders execute the gait. When the music stops the rider halts and dismounts, the partner is running as soon as the music stops to mount the horse. You can mount and dismount from either side of the horse—keeping in mind safety at all times, you may also give your partner a leg-up. Last team to remount (sitting in the saddle not necessarily feet in stirrups) is eliminated. Winner: first team to remount in last round of game.



TENNIS TOURNAMENT



Individual Contest, Three (3) Horse/Rider Combinations in the arena in a round at one time. Start line across one end of the arena, finish line across the other end of the arena with 3 five-gallon Buckets. Mounted riders line up at one end of ring, where they’re given tennis racquet and tennis ball. Ready, set, go: Each rider balances tennis ball on racquet while riding to finish line, then drops ball in bucket. If ball rolls off racquet into the sand, rider dismounts, retrieves ball, remounts, and places ball on racquet. Winner: First Rider to drop tennis ball into the bucket while mounted off of the racquet with the Best Time.

TEAM FLAG RACE

Riders are paired in Teams of Two. This is run exactly like the “Flag Race” with one simple twist, two horse and rider combinations are going at the same time thus needing a flag in each bucket to start out. One horse/rider combination goes to the left and the other horse/rider goes to the right, Both combos run the “Flag Race” pattern (being very cautious not to run into each other.) Time starts when the first combo crosses the start line and stops when the last combo crosses the finish line. Disqualified for flag not remaining in bucket. Winner: Team with the Best Time.



GYMKHANA DAY RULES



Rules

We will set a **randomly drawn** order of each class level and stay with that order for all of the individual contest games. We will announce **“Up, On-Deck, and In-the-Hole”** and you need to be waiting at the in gate when you are announced as **“On-Deck.”** If you are not waiting at the gate when your name is announced **“_____ On Deck” you will be disqualified for that game.**

Times will be announced once as you leave the arena, please do not come ask for them until after all the games are finished for the day.

The only ones permitted in the ring during the games (besides the contestants) are the members of the ring crew. Ring crew may only assist with the setting/resetting of equipment and are not permitted to coach, cheer, or help exhibitors in anyway unless safety becomes a concern (i.e. fall of rider or horse, run-a-way, etc.).

GYMKHANA DAY VOLUNTEERS

Adult Volunteers needed for Game Day:

- 2 Gate Keepers 1
- Ribbon Master
- 1 High-Point Keeper
- 1 Announcer

2 Ground/Ring Crew Setters

1 - 4 Stopwatch Timers (depending on the game being run.)

All adult volunteers are reminded to wear appropriate footwear while volunteering.



7. CLASS DESCRIPTIONS (continued)

Horse Project Displays

Events that **both** horse and horseless members can enter.

To enter at Clark County Fair:

- Poster—Vet. Science, Department 10
- Drawing—Vet. Science, Department 10
- Painting—Cultural Arts, Department 18
- Photography—Photography, Department 20
- Clothes Horse—Clothing, Department 26
- Woodworking—Woodworking, Department 22
- Model Horse—Vet. Science, Department 10



Can also be entered in Area Animal Science Days and

State 4-H Horse Expo.

- Poster
- Art (includes painting and ceramics)
- Clothes Horse
- Model Horse

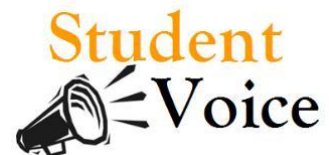
- Drawing
- Photography
- Woodworking

Educational Events

Can enter competition at Area Animal Science Day and State 4-H Expo

- Demonstration (or illustrative talk)
- Hippology Contest Horse Judging Contest

- Speech Contest
- Horse Bowl Contest



8. OPPORTUNITIES THROUGH CLARK COUNTY 4-H

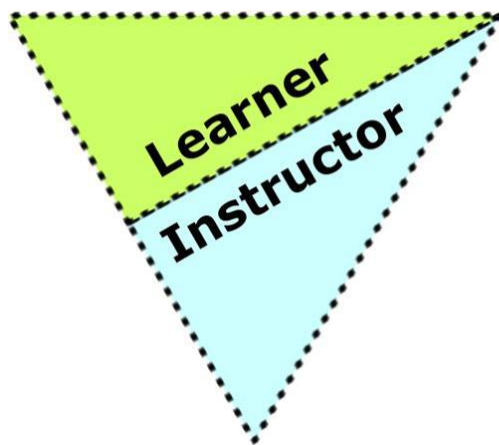
This booklet only covers the Horse Project activities. There are many activities that occur during the year that you may apply your horse projects to. The following short list only covers a few of these activities. For more information watch The Cloverleaf newsletter or call the UW-Extension Office at 715-743-5121.

Speaking and Demonstration Contest
Clothing Review
Area Animal Science Days
Drama Festival
Music Festival
Clark County Fair (can enter photography, cultural arts, vet science, etc.)
Theme Scrapbook

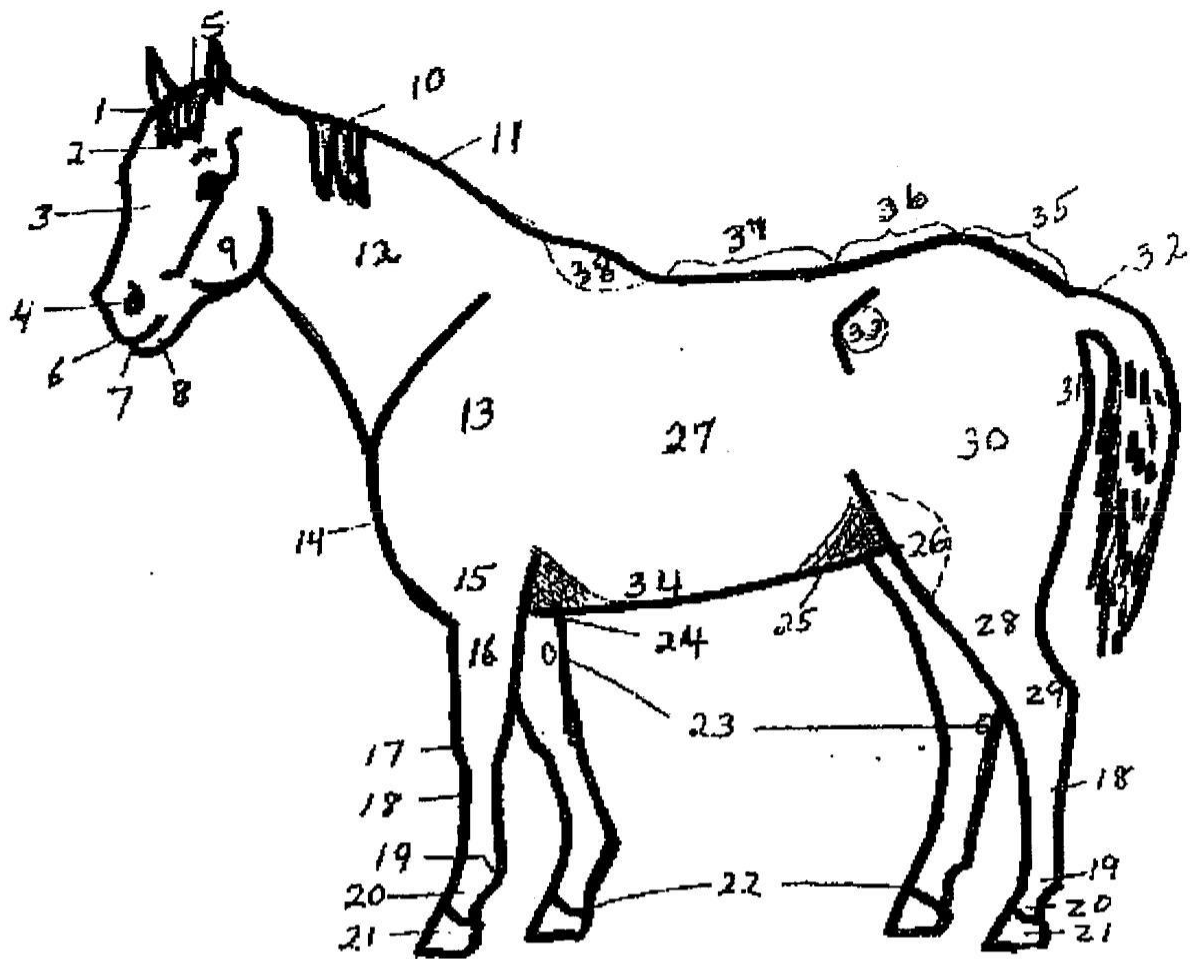
Also many other district or state offerings so please check the Clover Leaf newsletter.

9. CLOVERBUDS and EXPLORERS

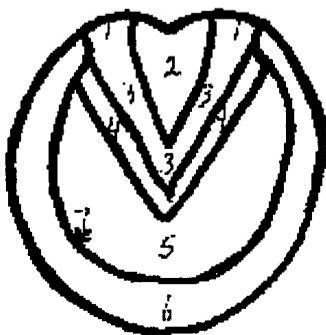
Horse and Pony project members—if you have Cloverbuds and/or Explorer members (not signed-up for the horse/pony project) in your family, they are welcome to all 4-H educational programs only (no live animals involved.)



PARTS OF THE HORSE



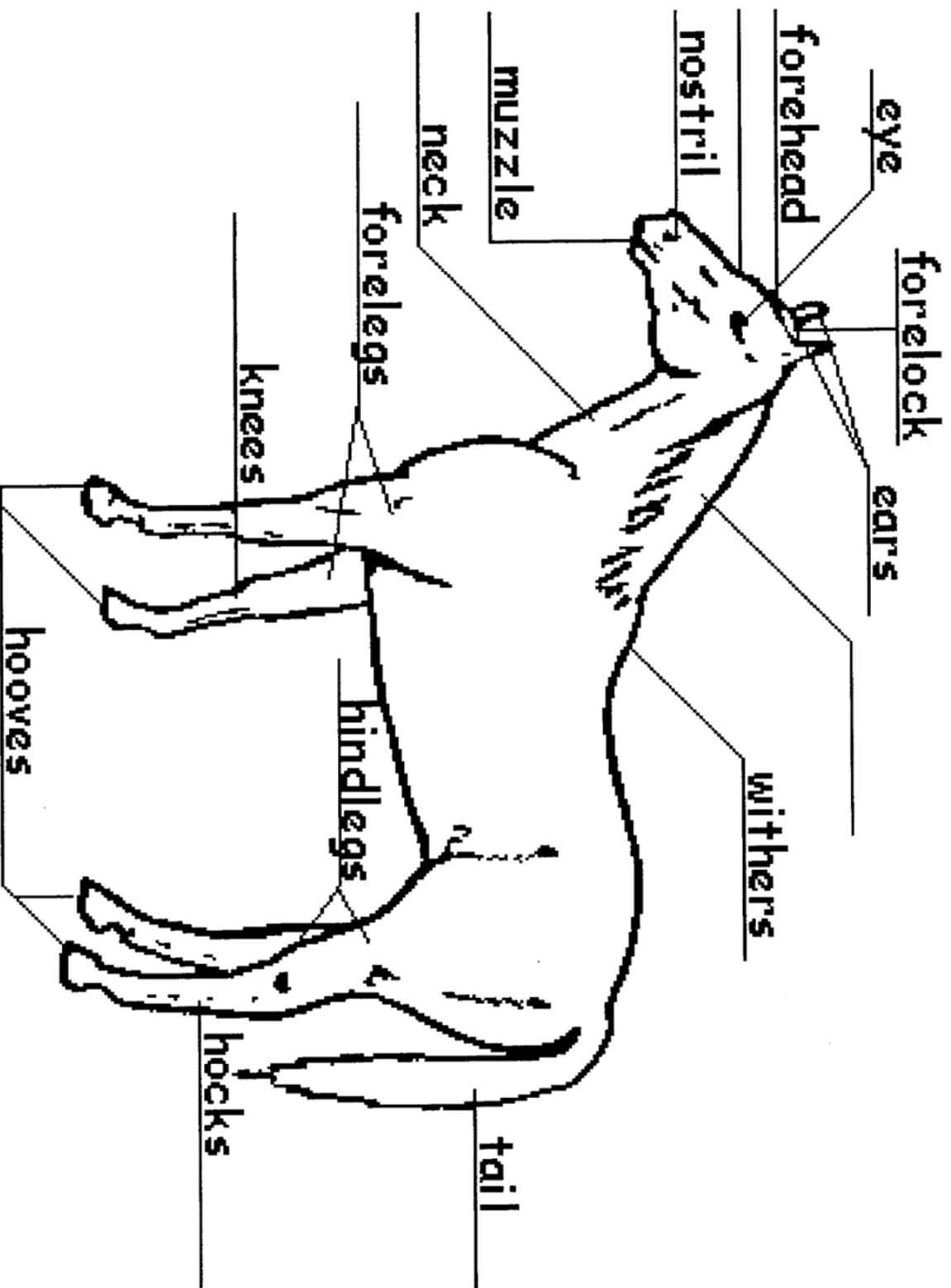
- | | | | | |
|--------------|--------------|--------------|-------------|------------------|
| 1. Forelock | 9. Cheek | 17. Knee | 25. Flank | 33. Point of Hip |
| 2. Forehead | 10. Mane | 18. Cannon | 26. Stifle | 34. Belly |
| 3. Face | 11. Crest | 19. Fetlock | 27. Barrel | 35. Croup |
| 4. Nostril | 12. Neck | 20. Pastern | 28. Gaskin | 36. Loins |
| 5. Poll | 13. Shoulder | 21. Hoof | 29. Hock | 37. Back |
| 6. Upper Lip | 14. Chest | 22. Coronet | 30. Haunch | 38. Withers |
| 7. Lower Lip | 15. Arm | 23. Chestnut | 31. Buttock | |
| 8. Chin | 16. Forearm | 24. Elbow | 32. Dock | |



HOOF

1. Bulb of Heel
2. Cleft of Frog
3. Frog
4. Bars
5. Sole
6. Wall or Horn

The Horse Answer Key



**Clark County Fair
4-H / FFA Junior Horse Show
Show Bill**

(subject to change & classes may be combined but will be announced)

Starting Time: 7:30 a.m.

Pleasure Classes (* designates a "State Qualifying" Class)

1. *Pony Pleasure Driving
2. *Light Horse Pleasure Driving
3. *Draft Horse Pleasure Driving
4. *Pony Reinsmanship
5. *Light Horse Reinsmanship
6. *Draft Horse Reinsmanship

7. Weanlings and Mares at Halter
8. Yearlings and 2 Year Olds at Halter
9. Stock Type Mares, 3 years and older at Halter
10. English Type Mares, 3 years and older at Halter
11. Stock Type Geldings, 3 years and older at Halter
12. English Type Geldings, 3 years and older at Halter
13. Ponies, 56" and under at Halter
14. Draft Horse at Halter
15. Grand/Reserve Halter (All #1 and #2 Horses from each class; Classes 1-8)
 10. *Advanced Showmanship 9th grade and up
 11. *Intermediate Showmanship 6th – 8th grade
 12. Beginner Showmanship 3rd – 5th grade
 13. *Horseless Horse Showmanship 3rd – 13th grade
 14. *Draft Horse Showmanship 3rd – 13th grade
15. Grand/Reserve Showmanship (All #1 showman from each class; Classes 10 -17)



10 Minute Warm Up—Cart Class

Advanced and Intermediate Exhibitors—20 Minute Warm-Up

22. *Advanced Hunter Under Saddle 9th grade and up
23. *Intermediate Hunter Under Saddle 6th – 8th grade

Beginner, Novice, and Horseless Horse Exhibitors—15 Minute Warm-up

22. Beginner Hunter Under Saddle 3rd – 5th grade
23. Novice Hunter Under Saddle 3rd – 13th grade
24. Horseless Horse Hunter Under Saddle 3rd – 13th grade
25. *Advanced Hunt Seat Equitation 9th grade and up
26. *Intermediate Hunt Seat Equitation 6th – 8th grade
27. Beginner Hunt Seat Equitation 3rd – 5th grade
28. Novice Hunt Seat Equitation 3rd – 13th grade (W/T only)
29. *Horseless Horse Hunt Seat Equitation 3rd – 13th (W/T only)

Advanced and Intermediate Exhibitors—15 Minute Warm-Up

30. *Advanced Western Pleasure 9th grade and up
31. *Intermediate Western Pleasure 6th – 8th grade

(continued on next page)



Beginner, Novice, and Horseless Horse Exhibitors—15 Minute Warm-up

32. Beginner Western Pleasure	3 rd – 5 th grade
33. Novice Western Pleasure	3 rd – 13 th grade (W/T only)
34. Horseless Horse Western Pleasure	3 rd – 13 th grade (W/T only)
35. *Advanced Stockseat Equitation	9 th grade and up
36. *Intermediate Stockseat Equitation	6 th – 8 th grade
37. Beginner Stockseat Equitation	3 rd – 5 th grade
38. Novice Stockseat Equitation	3 rd – 13 th grade (W/T only)
39. *Horseless Horse Stockseat Equitation	3 rd – 13 th grade (W/T only)
40. Novice Western Riding	3 rd – 13 th grade (W/T only)
41. Horseless Western Riding	3 rd – 13 th grade (W/T only)
42. *Advanced Western Riding	9 th grade and up
43. *Intermediate Ranch Riding	6 th – 8 th grade
44. Beginner Western Riding	3 rd – 5 th grade
45. *Advanced Trail Class	9 th grade and up
46. *Intermediate Trail Class	6 th – 8 th grade
47. Beginner Trail Class	3 rd – 5 th grade
48. Novice Trail Class	3 rd – 13 th grade (W/T only)
49. In-Hand Trail Class	3 rd – 13 th grade (W/T only)
50. Horseless Horse Trail Class	3 rd – 13 th grade (W/T only)
51. Costume Class	3 rd – 13 th grade



We will set a **randomly drawn** order of each class level and stay with that order for all of the individual contest games. We will announce **“Up, On-Deck, and In-the-Hole”** and you need to be waiting at the in gate when you are announced as **“On-Deck.”** If you are not waiting at the gate when your name is announced **“_____ On Deck” you will be disqualified for that game.**

Times will be announced once as you leave the arena, please do not come ask for them until after all the games are finished for the day.

The only ones permitted in the ring during the games (besides the contestants) are the members of the ring crew. Ring crew may only assist with the setting/resetting of equipment and are not permitted to coach, cheer, or help exhibitors in anyway unless safety becomes a concern (i.e. fall of rider or horse, run-a-way, etc.).

We will be voting on which **“extra” games** you would like to run the most (I will be asking for your top ten choices with the exclusion of #1—#8 (which are the “state” run games, therefore will be run regardless of choice vote results.)

GYMKHANA / GAMES (Sunday morning—ribbon only) Start Time: 8:00a.m.

**** Indicates Games marked with (**) will be paid a premium.**

1. **Plug Race	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
2. **Cloverleaf Barrels	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
3. **Flag Race	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
4. LT Special	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
5. Keyhole	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
6. Speed and Action	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
7. **Pole Bending	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
8. Key Race	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
9. 4 in Line Barrels	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
10. Ribbon Race (Plug Style)	ALL
11. Ball in Pail	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
12. Ribbon Race (Cloverleaf Style)	ALL
13. Team Flag Race	ALL
14. Bribe Your Horse	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
15. Soggy Around the Poles	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
16. Tennis Tournament	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
17. Red Light, Green Light	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
18. Rescue Race	ALL
19. Musical Pairs	ALL
20. Simon Says	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
21. Ride-A-Buck	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
22. Egg and Spoon	Advanced (9 th gr. and up), Intermediate (6 th – 8 th gr.), Beginner (3 rd – 5 th gr.)
23. Team Water Relay	ALL



Extension

UNIVERSITY OF WISCONSIN-MADISON

CLARK COUNTY

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