
Marinette County Fair Junior Horse Show Guidelines



Rules and
Regulations

www.marinettecountyfair.com

Welcome...

The Marinette County Fair would like to welcome you to the Junior Fair Horse Show. The Rules and Regulations Guidelines have been prepared as a guide to the classes available at the Marinette County Fair.

Introduction:

These rules cannot cover all possible situations that arise during the Marinette County Fair Junior Horse Show, nor can they regulate all administrative questions. Where cases are not precisely regulated by a rule, it should be possible to reach a reasonable decision by looking to this Rules and Regulations book. The Rules and Regulations assume that the Marinette County Fair, Fair Board members, Horse Barn Superintendent and any Staff have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the “above stated officials” of his/her freedom of judgement and thus prevent him/her from finding a solution to a problem dictated by fairness, logic, and special factors.

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All classes will follow the Marinette County Fair Junior Horse Show Guidelines.

If you would like a copy of the Guidelines, please contact:

Julia Lepinski at 920-672-7370

or the Marinette County UW Extension Office at 715-732-7510.

Information on who to contact:

**BARN SUPERINTENDENT
JULIA LEPINSKI (920) 672-7370**

**ASSISTANT SUPERINTENDENT
KRISTIN LEPINSKI (715) 587-6561**

FAIR BOARD OFFICERS

Mario Ruiz - President	920-373-3161
Dave Vandewalle - Vice President	715-927-3838
Jessica Markiewicz - Treasurer	920-591-1407
Lisa Witak – Secretary	715-938-4099

VET ON CALL

**TO BE DETERMINED THAT CURRENT FAIR YEAR AND WILL BE
ANNOUNCED AT THE MANDATORY BARN MEETING**

EMERGENCY

**WAUSAUKEE RESCUE SQUAD 911
PLEASE SEE THE ENCLOSED SAFETY PROTOCOL IF THERE IS
AN
EMERGENCY THAT REQUIRES THE SQUAD.**

**Wausaukee Evergreen Campground is located behind the Fairgrounds
and you can call the Clerk at the Village of Wausaukee to reserve a
campsite if needed at 715-856-5341**

**"Notice: A person who is engaged for compensation in the
rental of equines or equine equipment or tack or in the
instruction of a person in the riding or driving of an equine or in
being a passenger upon an equine is not liable for the injury or
death of a person involved in equine activities resulting from the
inherent risks of equine activities, as defined in section
895.481(1)(e) of the Wisconsin Statutes**

SAFETY PROTOCOL FOR THE HORSE ARENA **EMERGENCY PLAN**

- 1.) BARN SUPT/ASST SUPT OR DESIGNEE WILL HAVE A KEY FOR THE LOCKED GATE CLOSEST TO THE ANNOUNCER'S STAND.
- 2.) BARN SUPT/ASST SUPT OR DESIGNEE WILL HAVE A FAIR WALKIE TALKIE TO BE IN CONTACT WITH THE FAIR OFFICE.
- 3.) RESCUE SQUAD WILL HAVE A PROTOCOL FOR:
 - WHAT GATE TO ENTER (CLOSEST TO ANNOUNCER)
 - WHAT GATE TO EXIT (GATE BY WPS)
 - COME ON THE GROUNDS WITH NO SIRENS OR LIGHTS
- 4.) BARN PROTOCOL WILL BE:
 - A. IF AN EXHIBITOR IS SEPARATED FROM THEIR HORSE OR CART AND THE SQUAD IS TO BE CALLED, THE EXHIBITORS ARE TO DISMOUNT IMMEDIATELY AND MAKE THEIR WAY BACK TO THEIR STALLS IN A TIMELY MANNER.
 - B. THERE WILL BE 3 ADULT VOLUNTEERS PICKED BY THE HORSE BARN SUPT, THAT WILL COORDINATE THE HORSES GETTING BACK TO THE STALLS SAFELY.
 - C. THE 3 ADULT VOLUNTEERS WILL MAKE THE AISLES CLEAR SO THAT WE DO NOT HAVE ANY FAIR GOERS IN THE BARN.
 - D. DO NOT PANIC, AND DO NOT CROWD EACH OTHER ON YOUR WAY BACK TO YOUR STALL.
 - E. BE AWARE OF WHAT IS HAPPENING AROUND YOU AS YOU MAKE YOUR WAY BACK.
 - F. STAY WITH YOUR HORSE BY THE STALL IF YOU ARE LEAVING THE TACK ON, DO NOT LEAVE YOUR HORSE UNATTENDED.
 - G. PLEASE BE RESPECTFUL OF THE EXHIBITOR AND THE FAMILY DURING THIS TIME, IF THE FAMILY GIVES THE OKAY TO GIVE OUT INFORMATION, WE WILL DO SO BUT WE MUST RESPECT PRIVACY.
 - H. ONLY THE EMERGENCY MEMBERS, SUPT. AND THE FAMILY ARE ALLOWED IN THE ARENA TO TEND TO THE EXHIBITOR. IF THE HORSE IS LOOSE DO NOT TRY TO STOP IT, ONLY THE DESIGNATED PEOPLE WILL BE ALLOWED TO STOP THE HORSE, EVERYONE MUST REMAIN CALM AND THE HORSE WILL CALM DOWN.
 - J. IF THERE IS A VET NEEDED HORSE BARN SUPT WILL MAKE THE CALL.

Fair Health Requirements:

Equine for exhibition, or other purposes, are not permitted to enter any fair unless they are in good health and do not show evidence of any contagious or infectious disease. Equine found to be infected with contagious or infectious disease may be ordered to be removed from the fairgrounds any time during the progress of the fair.

Equine will be temped before removing from the trailer and inspected when removed from the trailer, on move in day of the Fair, by the Veterinarian on call that current fair year.

All equines are to have a minimum four-in-one (4-1) shot from the current fair year and must have a negative 12-month Coggins test.

You must provide a copy of the 12-month negative coggins and a shot record/receipt from the current fair year when your entries are submitted by the due date set by the Fair Board. The original Coggins test must be shown to the on-call veterinarian, on move in day, to be allowed off the trailer, and will be checked against the copy that was provided with the entries.

The Coggins Test takes about a week for the results to come back, so allow plenty of time before the fair.

A 12-month negative Coggins is also required for all 4-H State Shows (Pleasure, Hunter-Dressage and Gymkhana). (See Health Requirements section in the Premium Book).

Overall Fair Regulations:

1. By submitting an entry form, all exhibitors agree to abide by the rules and regulations, Code of Conduct and the decisions of the judge and/or the Marinette County Fair and their employees.

Code of Conduct for Exhibitors:

The exhibitors participating shall know and abide by the following rules and regulations set forth by the Marinette County Fair and the Horse Barn Superintendent.

- A. Exhibiting at the Marinette County Fair is a privilege, not a right which may be terminated or refused for cause detrimental to the interest of the Marinette County Fair, its program, policies, objectives, and harmonious relationships of its exhibitors.
- B. Activities deemed detrimental to the interest of the Marinette County Fair include, but are not limited to immoral and lewd conduct, unsportsmanlike behavior, use of alcohol, drugs, and tobacco/vaping products. Regardless of the permissive laws of any state or indulgence of parents or legal guardian, use of the above-mentioned products or happenings of such conduct is NOT permitted while attending the Marinette County Fair and the Junior Horse Show.
- C. Foul language or gestures while exhibiting at the Marinette County Fair is not allowed.
- D. Excessive force in disciplining or schooling an exhibit animal is also considered to be unsportsmanlike and inhumane. Anyone caught using excessive force in any form, including spurring, will be immediately reported to the Horse Barn Superintendent/Fair Board Member.

- E. Failure to abide by the Rules and Regulations of the Marinette County Fair, will lead to any or all of the following:
 - i. Loss of that show day's awards for the exhibitor.
 - ii. Disqualification of the exhibitor for that show day.
 - iii. Expulsion of the exhibitor/exhibit animal from the Marinette County Fair.
- F. Marinette County Fair Board along with the Horse Barn Superintendent, have the final decision.

Conduct of Parents and Guests of Exhibitor:

- G. Those parents and guests of each exhibitor shall conduct themselves in an appropriate adult manner while attending the Marinette County Fair. Inappropriate conduct may be cause for disqualification of their exhibitor for one or all events of the day and may be asked to leave the grounds. Such determinations shall be the responsibility of the Marinette County Fair Board and the Horse Barn Superintendent.
 - H. NO SMOKING within 25' of horse barn and the arena during the Marinette County Fair.
2. Exhibitors are allowed to bring more than one exhibit animal per exhibitor, with the Horse Barn Superintendent's approval and at the Horse Barn Superintendent's discretion (when space allows), per the guidelines set forth by the Fair Board. (unweaned foals excluded).
 3. Must follow the one exhibit animal per lot number within each class letter rule for exhibiting.
 4. Any exhibitor that is not entered correctly will be contacted by the Horse Barn Superintendent for verification/clarification. (please have a valid phone # on entry)
 5. Pony and Mini/exhibitor combo may not show in their pony/mini designated lot number and that exhibitors age group lot number within each class letter, unless it is with a different exhibitor. (Pony and Mini/exhibitor combo will be allowed to show in their Pony/Mini Halter lot number and in their respective gender lot number for the Halter class letter only). Please contact the Horse Barn Superintendent for clarification.
 6. Ponies are measured at 56" and under and Miniatures are measured at 38" and under. All exhibit animals entered into the Pony/mini lot numbers will be measured on move in day by the Horse Barn Superintendent according to the measurement rule contained in the fair guidelines, and if the Pony is found to be over the 56", they will be moved into the appropriate exhibitor's Age Group classes at that current year's fair. Horse Barn Superintendent will change the entries for that pony.
 7. The measuring device used to measure the first Pony/Mini must be used to measure all the Pony/Mini Exhibit animals. A standard measurement stick is a straight, stiff, unbendable stick (metal) that is equipped with a bullseye, plumb bob or a spirit level to make sure that the standard is perpendicular to the ground and that the cross piece or arm is parallel with the ground surface.

Pony/Mini Measurement Procedure

- A. All exhibit animals entered in pony/mini classes must be measured on move in day of the current year's fair. NOTE: No pony/mini measure cards will be accepted.
- B. A measurement must be obtained, and the pony must measure 56" or under, and the miniature must measure 38" and under.
- C. A hard level surface must be selected.
- D. If wearing shoes, measure the shoe. Deduct actual height of shoe from measurement.

E. Measuring the Pony Exhibit animal:

- i. Lower the pony's head to determine the high point of the withers.
- ii. Stand the pony square with weight on all four feet —not stretched or bunched.
- iii. The neck should be natural and cannot be lower than the horizontal at the time of measurement.

F. Measuring the Miniature Exhibit animal:

- i. The height verification of the Miniature Horse shall be determined by measuring the vertical distance from the base of the last hairs of the mane to the ground. (The last hairs of the mane refer to the last coarse (longer) hair of the exhibit animal's mane. Any softer body hair, left longer to be considered as an extension of the mane, should be differentiated from mane hair, and should not be included as part of the mane when measuring.)
 - ii. The front two (2) legs vertical and in line with or parallel to the measuring device, and the back of the hocks in a vertical line with the exhibit animal's buttocks.
 - iii. The mini's head and neck shall be in a natural position, facing forward, with the nostrils lower than the eyes. The animal must stand squarely on all four (4) feet.
- G. The measurement will be recorded on the copy of the coggins and on the exhibitor's entry form for that exhibit animal.
 - H. Once the pony/mini leaves the measuring area, you may not bring your pony/mini back to be re-measured.
- 8. If the exhibit animal you entered becomes injured or lame after the entry form has been submitted (verified by written vet excuse) you may replace with another exhibit animal, but must make the Horse Barn Superintendent aware of the situation for approval. Send or bring to the fair: written vet excuse and a copy, new Coggins and a copy, the required shot record, and a copy for that replacement exhibit animal.
 - 9. A stall is required for all exhibit animals. Tack stalls will be available when space allows.
 - 10. Stalls will be assigned by group/club by the amount of exhibit animals entered for that group/club. It is up to the group/club to assign the individual stalls. Requests for large stalls will be taken into consideration and will be honored if the number of large stalls

requested is available and if the exhibit animal truly deems it is needed by size. The stall assignments will be determined by the Horse Barn Superintendent and will be available for all groups/clubs no later than 1 full week before that current year's fair. There will be a copy of the assignments posted in the horse barn at that time for groups/clubs to use while decorating their stalls before the fair. These forms must remain in the barn, you can take a copy on your phone if needed.

11. Exhibit animals must be watered and exercised during the fair by the exhibitor/family and the barn/stalls cleaned according to the regulations set by the Fair Board and Horse Barn Superintendent. Each club/group should create a schedule for keeping their stall areas clean during the fair. Stalls need to be cleaned at a minimum of 3 times per day, with more cleanings encouraged.
12. Water should be checked multiple times throughout the day while the barn is open. If you believe your exhibit animal will have issues drinking the water on the fairgrounds, please consider and plan to bring water from home, or get them used to an additive (Gatorade-Kool-Aid etc.) in their water at home before coming to the fair so that you can add it to the water on the fairgrounds. Dehydration happens quickly. Know how to check for it. Have electrolyte paste which is easy to give and then you know they got the dose. Stall fan/s are allowed, there are limited plug ins in the barn so make sure to have some extra extension cords available.
13. An exhibit animal, at the Fair Boards discretion, not shown or scratched without a medical excuse may be removed from the fairgrounds that day and the exhibitor may be removed from the dorm (if staying on the grounds).
14. All exhibitors must bring their own feed and equipment. (Shavings will be available on the grounds) The exhibitor is responsible for the care of your equipment and animal at all times.
15. Stall guards are not allowed in place of sliding stall doors in the barn for safety reasons, **NO EXCEPTIONS.**
16. No sitting in chairs in open stall doorways while stall is occupied by an exhibit animal.
17. Exhibitors are allowed a tack trunk and 2 chairs in front of each stall, and area must be cleaned up within ½ hour of that day's show completion to be ready for the public. No feed tubs, buckets, muck buckets, forks, garbage, personal items etc. to be in the aisleway once show is completed for the day or during non-show times.
18. No hanging of items on the metal fences of the stalls, please contact Horse Barn Superintendent for this and decoration clarifications and rules.
19. There are cold water wash racks on the fairgrounds (located behind the cow barn, so if possible, acclimate your exhibit animal to cattle if you plan to use them), they can be used at any time throughout the fair. Hoses are provided, if you require a longer hose, please bring your own and your own bathing supplies.
20. No flat nylon lead ropes allowed to be used as tie ropes

21. For safety purposes a halter and lead must be left on all occupied exhibit animal stalls and for the overnight hours at barn closing before the exhibitor leaves for the night.
22. No stallions allowed 1 year or older. (unweaned foals excluded)
23. Exhibit animals MAY NOT be tied to trailers or other areas on the show grounds.
24. No bareback riding.
25. No riding double.
26. **Adults, with the Horse Barn Superintendent's permission and discretion**, may exercise the exhibit animal in the arena (riding is not allowed) when it is impossible for the exhibitor to do the exercising or to help the exhibitor in some circumstances (riding is not allowed) walk/trot or longe only. **When there is a safety issue** and a more experienced enrolled exhibitor is available, with the Horse Barn Superintendent's approval and supervision, that exhibitor may ride/exercise the exhibit animal. (not training).
27. Exercise times will be posted by the Horse Barn Superintendent. These practices will be supervised by the Horse Barn Superintendent, Assistant Barn Superintendent, or a responsible person of their appointment. Exhibit animals may not be exercised outside of the posted times without the Horse Barn Superintendent's approval. (it is requested for the supervisor to wear the yellow safety vests when exhibit animals are exercising)
28. All exhibitors must wear hard soled shoes with a heel while exercising, exhibiting or any time the exhibit animal is around the exhibitor, which includes in the exhibit animal's stall. Clothing worn during exercising or exhibiting must be in good taste (no tank tops or shirts with inappropriate language). (No wearing Flip-Flops in the stalls while occupied by an exhibit animal)
29. Exhibitors are required to attend the mandatory barn meeting on move in day of the current year's fair, exhibitor can only be excused by the Horse Barn Superintendent from this meeting ahead of time and will receive their fair packet after the meeting only.
30. SEI approved safety helmets (with chin strap securely fastened) must be worn whenever mounted on an exhibit animal (including all shows and exercise times) and when in a cart or buggy.
31. Exhibit animals may be leased or managerial not just owned: defined as an exhibitor whose exhibit animal is owned by someone other than the exhibitor or a family member of the exhibitor. The exhibitor is responsible to ensure the exhibit animal is taken care of properly according to the guidelines described in this document.
32. In accordance with AQHA rulings regarding equipment and training equipment allowed on show grounds at any time:
 - a. No exhibit animal shall be ridden in any curb bit at any time on the show grounds without an approved curb chain or curb strap.
 - b. Running martingales are allowable for training on the show grounds with a snaffle bit only.

- c. Draw reins are allowable training equipment on the show grounds only if attached at or above the exhibit animal's elbow.
33. In the event of any questions regarding acceptable tack, attire, or procedures not addressed in this book the judge may, at the discretion of the Marinette County Fair, refer to the current year's USEF/AQHA/WSHC/State 4H or the particular Breed rules.
34. Exhibit animal out of control of exhibitor, going to crash into gate or wall of arena may result in disqualification of that class (handled case by case by the Horse Barn Superintendent).

General Horse Barn Regulations:

1. Barn opens at 6am. Barn closes at 10pm.
2. Exhibit animals will be checked throughout the night and if a problem arises, the Horse Barn Superintendent will contact the exhibitor. If the exhibitor cannot be reached and the situation warrants a veterinarian, one will be called at the exhibitor's expense. There will be exhibit animal/exhibitor information cards handed out at the Mandatory Barn Meeting, that will be filled out and handed in before the exhibitor leaves for the night. The cards will contain all the information that will be needed for contacting the exhibitor and what veterinarian they prefer to be called.
3. Morning exercise begins at 6am, and closes at 8am on Pleasure and Gymkhana days, and ends at 7:30am on Sunday. 2 additional hours of exercise time will be on Fri and Sat after the completion of the shows for the day. There will not be extra time on Sunday.
4. ½ hour of clean up time following the end of both shows for the day, that includes the barn/aisles and around the trailers.
5. **Move in Day time will be 9am to 2pm. (Thurs in 2020, TBD in 2021). Enter at the first gate and drive to the right, wait for the veterinarian on call to check your original coggins against the copy that was submitted with your entry form. Your exhibit animal will be temped in the trailer and if deemed normal, they will be allowed off the trailer. The vet will then perform a visual check, once approved you may take the exhibit animal to the assigned stall. If you have multiple exhibit animals, please have a plan in place to keep the check in moving.**
6. Once the Exhibit animals are unloaded you may park your trailer (if keeping on the grounds) please follow the instructions of the designated person that will be there to help park. Unload anything from the truck/vehicle so that it can be removed as soon as possible from the fairgrounds, this will ensure that we do not create a bottle neck for the next arriving vehicle and trailer.
7. Exercise times on Move in Day for the exhibit animals that arrived prior to 12 noon will be for 1 hour following the Mandatory Barn Meeting. Any Exhibit animals that arrived after 12 noon will not be out for that specific exercise time.
8. There will be no out of control riding or standing around the arena (no cell phones) during exercise times, or you will be asked to return to your stall.

9. Once your exhibit animal is settled in, you may go pick up your entry tags from the fair office. If you have other horse non-animal exhibits, you can take them to their respective buildings as follows: Model Horse exhibits are to be entered in at the Clothing Building. All other horse Non-animal exhibits are to be entered in at the vegetable area located on the right side of the fair office.
10. If the exhibitor would like to be included in the judging of their non-animal horse projects, please let the Horse Barn Superintendent know ahead of time and we will inform the exhibitor of the judging time for those non-animal horse projects.
11. **All animal exhibit tags must be hung on the stall, and be visible, for the classes that the exhibit animal will be shown in.**
12. If you or your exhibit animal have any type of problem, please see the Horse Barn Superintendent/Assistant Superintendent, Parents, or your organization leaders for help.
13. Pleasure Show starts at 9:30am on Friday. Gymkhana Show will start at 12:30pm on Saturday.
14. If the exhibitor is not present at the show by their second class, and have not contacted the Horse Barn Superintendent ahead of time, you will automatically be scratched from the rest of your classes (the Horse Barn Superintendent will work with the exhibitor to try and work around the exhibitors other animal projects if the need arises and the exhibitor has let the Horse Barn Superintendent know ahead of time of the conflict.).
15. The start times for the “Sign up at the Fair Only” classes will be determined during that current year’s fair. (this would include Saturday AM and Sunday)
16. Senior Ride day and time will be determined at the Mandatory Barn Meeting to allow for all to have a vote due to availability of exhibitors and their families.
17. **Barn take down will begin NO earlier than 5pm on Sunday of the fair, stall cleaning is encouraged to be done throughout the day to expedite barn take down. Vehicles will be allowed in to hook up to trailers, when the exhibitor’s stall is checked as clean and the exhibitor is ready to leave the grounds, NO EXCEPTIONS! Any infractions of this rule will have a consequence that will be decided upon by the Marinette County Fair Board and the Horse Barn Superintendent.**

Order of Classes for Junior Horse Show Pleasure Day:

Halter
 Western Showmanship
 English (Hunt Seat/Saddle Seat) Showmanship
 Draft Showmanship
 Hunter In Hand
 Walk/Trot English (Hunt Seat/Saddle Seat) Pleasure
 Novice English (Hunt Seat/Saddle Seat) Pleasure

Hunt Seat Pleasure
Hunter Under Saddle
Walk/Trot English (Hunt Seat/Saddle Seat) Equitation
Novice English (Hunt Seat/Saddle Seat) Equitation
Hunt Seat Equitation
Hunter Hack
Saddle Seat Pleasure
Saddle Seat Equitation
Walk/trot Western Pleasure
Novice Western Pleasure
Western Pleasure
Walk/Trot Horsemanship
Novice Horsemanship
Horsemanship
Trail
In-Hand Trail
Pleasure Driving
Lead-Line
Therapeutic

Order of Classes for Junior Horse Show Gymkhana Day:

Pole bending
Key race
Barrels
Flags
LT Special
Plug

Saturday AM Sign up at the Fair only Classes:

To be determined for that current fair year, these classes will be sign up at the fair only.

Sunday Sign up at the Fair Only Classes:

To be determined for that current fair year, these classes will be sign up at the fair only.

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How to “Pick” Premium classes:

Each exhibitor is allowed to choose up to four (4) premium class lot numbers. (only 1 Showmanship lot number may be chosen) All other classes entered will be for ribbon only. (See Premium Book for the Premium Amounts awarded for each Class.)
The 4 premium classes must be decided at the time when entries are due/submitted for the fair and indicated on the entry form with a “P” next to that class/lot number. If no premium classes have been chosen on the entry, the Horse Barn Superintendent will contact the exhibitor for verification. (please have a valid phone number on your entry)

BEST OF SHOW AWARDS: (Ribbon Sponsored by the Marinette County Fair)

Best of Show Grand and Reserve Award for the Pleasure Show – will be determined by the hired Horse Judge for that current year fair. The winners will be announced after the conclusion of the Pleasure Day Show. (to allow the Judge to answer any questions)

Best of Show Grand and Reserve Awards for the Gymkhana Show – will be determined by averaging all times recorded resulting in a placing, for each exhibitor/exhibit animal combo per class (with a maximum potential of six (6) recorded times per combo), the winners will be announced by the end of the show day.

ROOKIE BOY AND GIRL: (Trophy Sponsored by the Marinette County Fair)

Will be determined by a point system – 1st place = 6 pts, 2nd place = 5 points, 3rd place = 4 points, 4th place = 3 points, 5th place = 2 points and 6th place = 1 point.

All the above awards will be presented at the Awards Ceremony on Sunday of the Fair in the Baby Animal Barn.

For 4-H Horse Project Exhibitors Grades 6 to 13 Only:

State 4-H Horse Expo Show qualifying classes are:

Showmanship
Pleasure Driving
Pleasure – Western, Hunt Seat and Saddle Seat
Equitation – Hunt Seat or Saddle Seat
Horsemanship
Trail
Hunter Under Saddle
Therapeutic

Classes not qualifying for State 4-H Horse Expo Show are:

Lead-Line
Walk-Trot
Novice Classes
Halter
Hunter Hack
Hunter in Hand
In Hand Trail
All Speed Events

Class Rules and Regulations:

Showing an equine is an art and should be considered as such by the exhibitor. Proper showing testifies to the obvious pride the exhibitor has in the equine being exhibited. This pride is evidenced by the condition and appearance of the exhibit animal and by the actions of the exhibitor and exhibit animal in the ring which indicate previous training to form a coordinated team. The priority should always be given to safety, education, and fun. Attire and tack should not be judged ahead of ability.

1. The Marinette County Fair embraces the use of different breeds and while the Marinette County Fair has general standards,
 - Equal consideration will be given to exhibitors showing gaited exhibit animals (Paso Fino, Tennessee Walker, Kentucky Mountain Horse, etc.) This shall include call for appropriate gaits, standard equipment, and appropriate dress for showing the specific breed.
 - Regarding judging or inspecting the conformation of mules is both different and the same as doing the same work on exhibit animals. To judge a class of mules properly, one must be well grounded in the standards of ideal equine conformation. Such things as balance and refinement, and good basic body structure are the same in a Thoroughbred or a mule, only the breed and type make differences in these animals. The common denominator to be kept in mind is Quality. Proper proportions, conformation, balance, symmetry, and refinement are qualities that must be looked for in every type and size.
 - The Horse Barn Superintendent shall be given notice that an exhibitor is showing a gaited exhibit animal or mule at the time Marinette County Fair entries are sent in. Exhibitor must indicate any “special considerations” (name of gaits, special equipment used, etc.) required for showing the breed.
2. Judges should recognize competence that follows breed standards for the breed being shown. Judges are expected to be familiar with all breed standards no matter the exhibit animal type. **Disqualifications: The purpose of Junior Fair is to reward the youth for their efforts vs. eliminating them from competition. EX: Be careful to NOT disqualify a youth for ‘inappropriate’ tack, if it could be questionable.
3. In accordance with AQHA rulings regarding equipment and training equipment allowed on show grounds at any time:
 - a. No exhibit animal shall be ridden in any curb bit at any time on the show grounds without an approved curb chain or curb strap.
 - b. Running martingales are allowable for training on the show grounds with a snaffle bit only.
 - c. Draw reins are allowable training equipment on the show grounds only if attached at or above the exhibit animal’s elbow.
4. A contestant may approach the judge, in the presence of the Horse Barn Superintendent, Assistant Superintendent or Ring Steward, only **AFTER all** the classes, have been completed. If a situation arises that there would need to be a conversation with the judge during the show, (this includes breaks), the exhibitor must contact the Horse Barn Superintendent or the Assistant Superintendent to contact the judge with minimal show interruption.
5. Exhibitors must have their assigned number in a visible position, preferably on both sides

of their saddle pad while mounted or in the center of their back, during the class in which they are competing. Failure to wear a number or wearing an incorrect number while competing is cause for disqualification.

6. Fall of the exhibit animal or exhibitor, shall disqualify the entry. Exhibitor has fallen when he/she is separated from his/her exhibit animal (that has not fallen) in such a way as to necessitate remounting or vaulting into the saddle. Exhibit animal has fallen when its shoulder and haunch on the same side touch the ground or touch an obstacle and the ground.
7. A “Junior” exhibit animal will be 5 years old and under as of January 1st of that current Fair year, for following the 2 handed rein hold vs the single hand rein hold.
8. Judges, at their discretion, may authorize adjustments to attire due to weather-related conditions. Also, the judge shall have the authority to require the removal or alteration of any piece of equipment or accoutrement, or attire which is unsafe, or in their opinion, would tend to give an exhibit animal/exhibitor an unfair advantage or which they believe to be inhumane.
9. The judge has the authority to excuse any exhibit animal from the class, due to lameness, at any time while being judged.
- 10. Protective Safety helmets with chin strap fastened are required for any exhibitor mounted or driving an exhibit animal while participating in any of the Junior Horse Show events. No Exceptions.**
11. During the Pleasure show, the exhibit animal must enter the arena under the control of the exhibitor, except in Lead Line and Therapeutic classes, they will be allowed Headers and Side Walkers if necessary
12. There will be a four-minute time limit on the trail and in-hand trail classes.
- 13. Pleasure Exhibitors in Classes F, J, P, S, Y, Z & ZA are unable to cross-enter into any other canter classes (excluding gymkhana).**

Gymkhana Classes

Gymkhana Timing Class Procedure

- a) These are timed events and the goal is to complete the course in the fastest time.
- b) In gymkhana classes, the class starts when the exhibit animal crosses the timer line and stops when the exhibit animal crosses the timer line on their return.
- c) An electric timer will be used and is official unless the timer defects.
- d) A rerun will be given in gymkhana classes for timer failure. The reruns will take place at the end of the class or if the exhibitor prefers, they can stay in the arena and perform the rerun once the timer has been deemed functional.
- e) If the electric timer cannot be repaired and a class has been partially timed by the electric timer, the class will be rerun, and all contestants

timed by three (3) stop watches. The official time being the middle time (i.e. if times of 18.0, 18.5 and 18.7 seconds were read, the 18.5 time will be official. If two or three times are identical, then they will be official.) The three people running the stop watches will be designated by the Horse Barn Superintendent.

- f) Pylons of some sort will be used to indicate starting and finishing lines.
- 14. The suggested minimum distance from timing line to entrance end of arena shall be 30' for safety in stopping. This distance can be adjusted to the arena size.
- 15. All classes will be run with a closed gate (may not run IN/OUT OF arena).
- 16. Re-rides will be given in the event of timer malfunctions and when course equipment is not in its proper position, including the flag in the flag race, being blown out of position.
- 17. Exhibit animal out of control of exhibitor, going to crash into gate or wall of arena may result in disqualification of that class (handled case by case by the Horse Barn Superintendent with escalation to the Fair Board for a decision is necessary).
- 18. Use of humane bats with rounded leather end or hand shape and hand quirts will be allowed behind the cinch only. No abusive conduct will be permitted and will be disciplined at the Horse Barn Superintendent/Fair Boards discretion. Whips, over&unders and spurs are not allowed during Gymkhana or Sunday.
- 19. Each exhibitor will be called three (3) times by name or number (in the hole, on deck, up). there will be a maximum two-minute time limit per exhibitor on each of the games, starting once the exhibitor/exhibit animal combo enter the arena.
- 20. A Western saddle is required.
- 21. All times will be posted after the conclusion of the show day.
- 22. The exhibitor may lead the exhibit animal in and mount inside the arena, if the exhibit animal is lead in, the exhibitor may ask for a header to hold the exhibit animal while mounting, but cannot start the run until the header is out of arena and the gate is closed. The exhibit animal may be led up to the plane of the gate, with the exhibitor riding, by a header but the header may not cross the plane of the gate.

Class Descriptions and Judging Type for Pleasure

Halter

Exhibit Animals are to be judged on conformation, type, soundness, way of moving and general balance and appearance according to the breed standard set forth by the appropriate breed origination. Western or English (Hunt Seat or Saddle Seat) Exhibit animals 56' and under. Miniature horses 38' or less. **Regular Judging**

Description:

1. The exhibit animal is to be judged individually, both standing and at a walk and trot (or equivalent breed gait). The judge will tell exhibitors what to do for this class
2. Conformation-the physical appearance of the exhibit animal due to the arrangement of muscle, bone, and other body tissues; the degree of perfection of the component parts and their relationship to each other.
3. Type-those characteristics that distinguish one sex or breed from another; the ideal or standard for the breed; found in head, neck/shoulder, croup, tail set and movement.
4. Soundness-for the intended purpose. Freedom of unsoundness-usually limb, eyes, wind and reproductive, lameness.
5. Way of moving-the correctness/straightness of gait, and the length/height and flexion of the stride.
6. General balance and appearance-structural and proportional blending of body parts, horizontal, vertical, lateral, muscle.
7. Each breed should be judged against the standard for that breed using the order of precedence of criteria defined for each respective breed. To the degree possible, each type should be exhibited in the method common for that breed.
8. Form to Function in a Draft Animal: Utility in a draft animal means absolute soundness, a willingness to work, wearing qualities and the ability to move large loads at a long, easy stride. Accessories to these desirable qualities are oblique shoulders, short backs, deep ribs, long level quarters with heavily muscled thighs extending well down to the hocks, shanks of ample size and quality, pasterns properly set, and strong, shapely feet.

Tack for Hunt Seat and Saddle Seat Halter:

1. The exhibit animal is to be shown in either a halter or a bridle.
2. The halter should be plain and without decoration, made of leather, nylon, or rope, adjusted to fit properly with a throatlatch strap.
3. The bridle must be a hunter type. If using a snaffle bridle, the exhibit animal is led with the single rein. If using a Pelham or full bridle, the snaffle rein is on the withers and the exhibit animal is led with curb rein.
4. *Optional* – Braided mane and tail, or braided mane.
5. *Prohibited* – Dropped or figure-eight cavesson noseband; braided tail without braided mane.

Tack for Western Halter:

1. The exhibit animal is to be shown in a halter made of leather, nylon, or rope, adjusted to fit properly.
2. A lead strap or rope with or without chain should be used. If the lead is equipped with a chain, the chain may be run through the rings of the halter in a manner that gives the exhibitor the most control of the exhibit animal, but may not be through the exhibit animal's mouth. Specialty breed halters, including Arabian halters, that meet this description are allowed.
3. Silver tack may be used but will not be given preference over clean working equipment.
4. *Prohibited:* Bridle or hackamore.

Procedure:

1. Pose your exhibit animal with his feet squarely under him at the gate while waiting to go in or according to breed standards.
2. The judge will acknowledge you when it is your turn to enter.
3. Enter at the Walk with your exhibit animal in line with the judge. Walk straight to the

judge and they will step out of the way and you will Trot your exhibit animal to and around the cone and follow a straight line so the judge can see your exhibit animal move.

4. You will then take your exhibit animal to the Line Up and the Ring Steward will tell you how to lineup, either head to tail or side by side.

5. Do not crowd the exhibitor next to you when in a side- by-side position. Do not crowd exhibitor in front when lined up head to tail.

6. When the judge is observing other exhibit animals, let yours stand if posed reasonably well.

7. Be natural. Over showing, undue fussing is objectional.

8. Keep alert and be aware of the position of the judge at all times. Do not be distracted by things outside the ring.

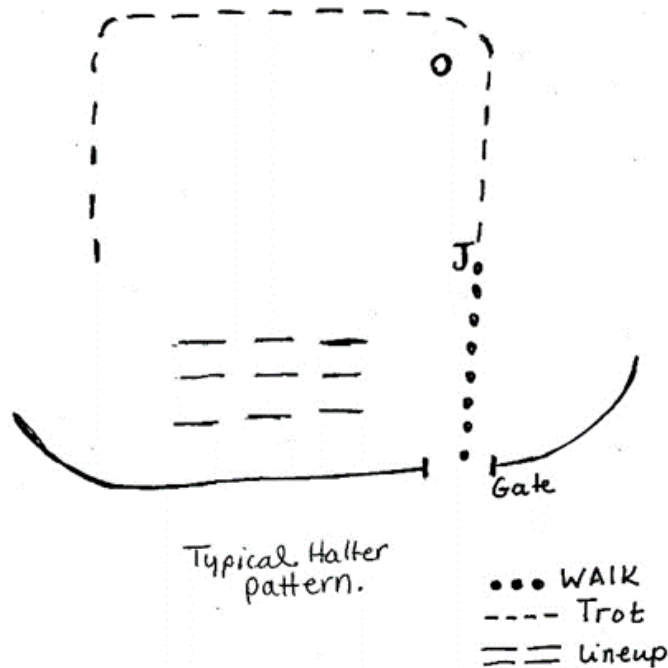
9. Show the animal at all times, not yourself.

10. Respond quickly to requests from judges and officials.

11. Recognize quickly and correct faults of your exhibit animal.

12. Keep showing until the entire class has been placed and excused from the ring.

Here is an example of a typical Halter Class pattern that may be used:



Draft Horse Halter

Tack and Attire:

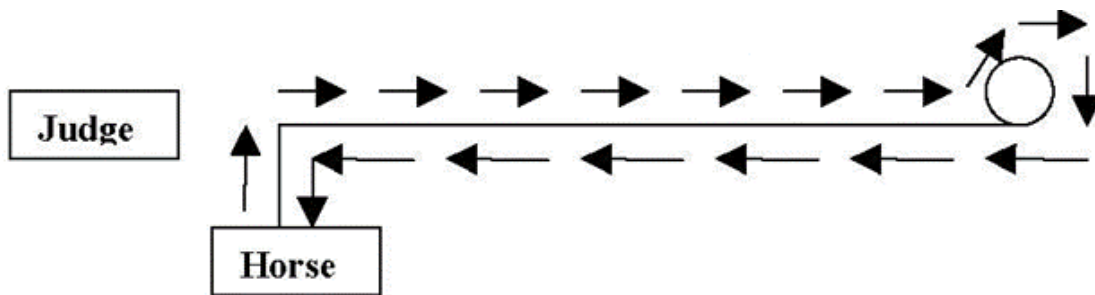
Leather or rope Halter or Bridle w/wo chain lead may be used. No whips or whip person.

The use of a "show stick" approximately ½ to 1" diameter and 14" long is permitted.

Clothing must be clean and neat. Dress shirt and slacks w/belt is preferred. Hard soled boots with cut out heel must be worn. Hats, gloves, tie, and coats are optional.

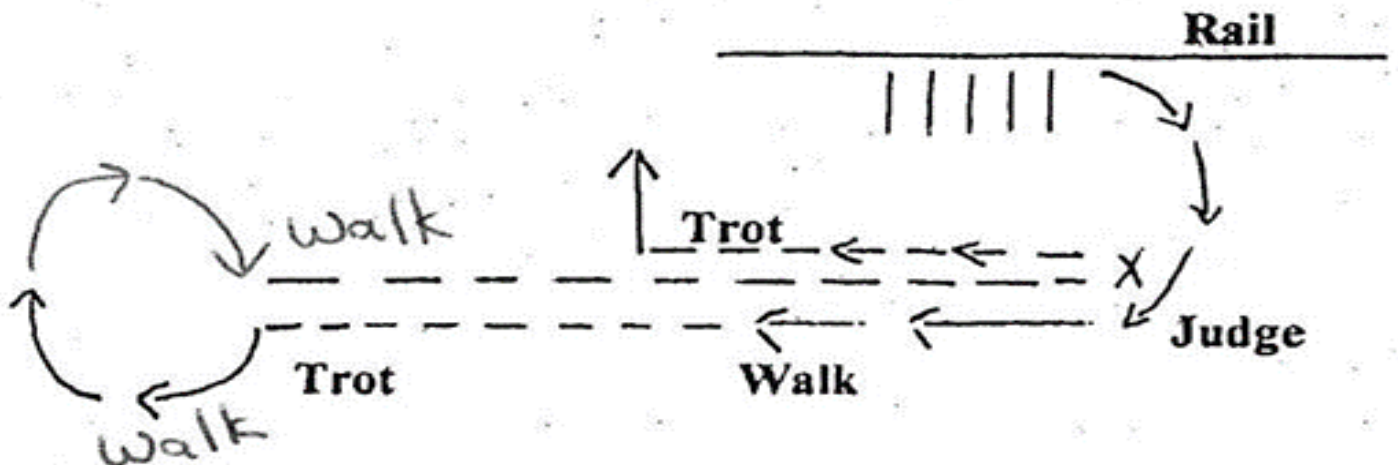
Procedure:

1. Enter the ring at a trot and park on the rail at the discretion of the ring steward. When moving with the exhibit animal, its head should be even with the exhibitor 's right shoulder.
2. The exhibitor should then turn 180 degrees so that their left shoulder is next to the exhibit animal. It is permitted to change the lead to the left hand the show stick to the right. When setting up and showing the exhibit animal, the lead should always be in the left. When moving at a walk or trot, the lead should be in the right.
3. The exhibitor is to walk from the line up along the rail and line up directly with the judge. Walk a few steps away from the judge led to the left of the line of travel and trot further, returning to the walk to turn back to the right, back into the line of travel with the judge, walking a few steps and return at a trot with your exhibit animal. In preparation of setting the exhibit animal up for the final inspection, the exhibitor should stop the exhibit animal a safe distance from the judge. See pattern below:



4. In setting up, the front feet should be set squarely under the shoulders and the back feet should be close and slightly toe turned out.
5. The exhibit animal should be kept alert.
6. Exhibitor attention should be closely divided between the exhibit animal and the position of the judge as the inspection is completed.
7. As the judge inspects the exhibit animal, the exhibitor should not obstruct their view. The exhibitor does not switch sides.
8. When dismissed return to the line up along the rail.

Another possible pattern that could be used:



Hunter In Hand

Open to Hunter and Saddle-type exhibit animals, using an age appropriate plain leather halter or hunt bridle. Entries shall be judged individually standing, and then at a walk and trot on the line in a pre-determined pattern. Emphasis shall be placed on type, conformation, substance, quality and manners. Off pattern as determined by the judge.

Scoring is 60% Movement, 30% Conformation and 10% Temperament. **Regular Judging**

Tack:

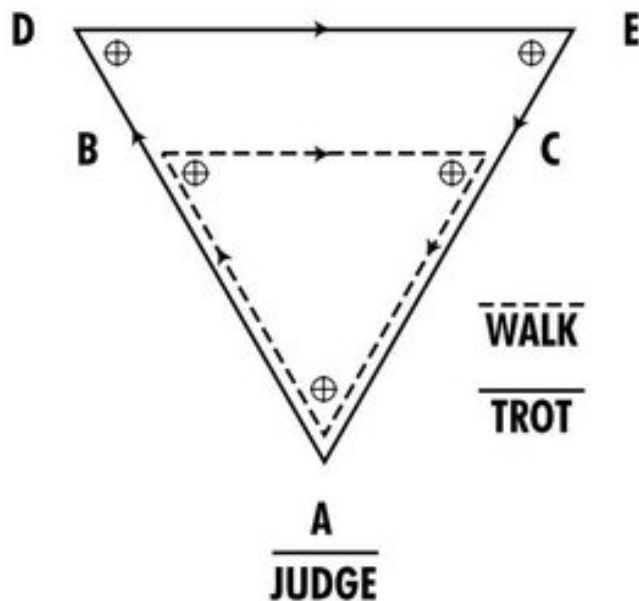
1. Bridle is optional. Decorative bridles and halters (silver or colored) are prohibited. Bridle must have eggbutt, D-ring, O-ring or full-cheek snaffle bit AND meet all specifications per Hunt Seat Tack. Reins may be held in both hands or, in one hand when leading the exhibit animal. The off rein should not be run through the bit.
2. When the exhibit animal is shown in a halter, the halter and lead must be of plain leather. The chain of the lead strap may be over the nose, under the chin, or through the lead ring on the halter and snapped back to the chain next to the lead strap.
3. The use of a crop or bat is optional.
4. If an exhibit animal knocks over a cone or marker, they are to be scored accordingly. This does not constitute immediate disqualification, but at the judge's discretion can be penalized in the temperament or movement score.
5. If an exhibit animal or exhibitor falls, they are to be scored accordingly. This does not constitute immediate disqualification, but at the judge's discretion can be penalized in the temperament or movement score.
6. If an exhibit animal is off pattern either by completing the large triangle ADEA before the small triangle ABCA, by not displaying the correct gait while completing each triangle or by not submitting to inspection prior to completing the pattern, the entry shall be disqualified.
7. An appropriate penalty shall be assessed at the judge's discretion for break of gait during completion of the pattern, but this shall not constitute off pattern or immediate disqualification.

Attire:

1. A collared polo shirt or collared dress shirt (solid colored and either white or another conservative color), vest, ties, and gloves (optional). Trousers should be loose enough in which to run. Jeans are forbidden. Paddock boots or cowboy boots are required. If a belt is worn, it must be of plain leather or other conservative style, not western type.
2. Exhibitors may also wear hunt seat attire, to include English hunt cap and boots. No running shoes. Spurs should not be worn.

Procedure:

1. Exhibit animal will be judged individually on the triangle (shown below).



2. Each exhibit animal will approach the judging area (A) and set up for inspection in the “open” position (i.e., an offset stance with all four legs visible by the judge standing on either side).
3. At the judge’s request, the exhibit animal will then walk the small triangle ABCA. The exhibit animal will continue at a trot following the large ADEA.
4. At the completion of the judging, the exhibitor will lead the exhibit animal away from the judging area. As one exhibit animal leaves, the next one will enter the judging area promptly.

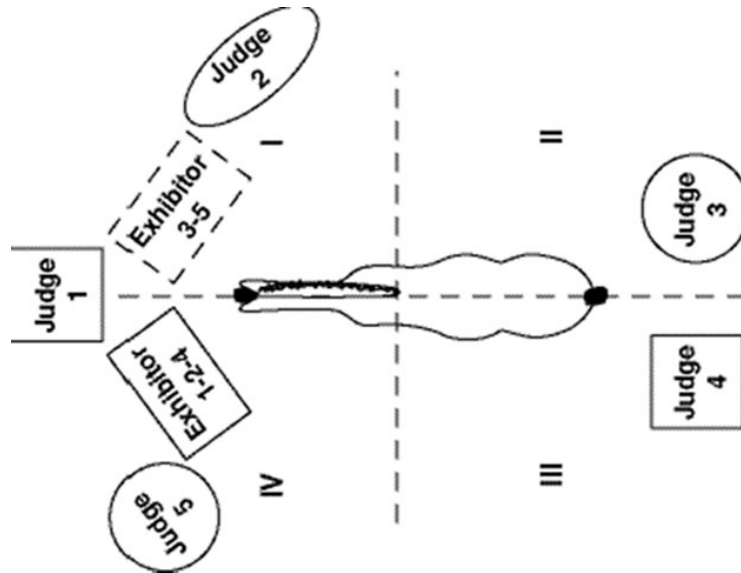
Showmanship-Western-Hunt Seat-Saddle Seat-Draft

Based on the exhibitor's ability to fit and show the exhibit animal at halter, not confirmation. Exhibitor judged on showing ability, proper attire, tack, and judge's instruction with a predetermined pattern. Shown in the following disciplines: Western, English (Hunt Seat or Saddle Seat) and Draft. Off pattern as determined by the judge.

Scoring is Appearance of the exhibit animal, 40%, Appearance of exhibitor, 10%, and Showing the animal in the ring, 50%. **Danish Judging**

The following Quarter System will be used whereby imaginary lines bisect the exhibit animal into four equal parts as seen in the illustration (Note: the quadrants are numbered I, II, III, and IV for ease of identification). One line runs across the exhibit animal just behind the withers. The other imaginary line runs from head to tail. Once the exhibit animal is safely located in front of the judge, the exhibit animal should be squarely set up for inspection and the exhibitor then locates in the proper position in quadrant IV. As the judge moves to quadrant I the exhibitor should stay in quadrant IV. When the judge moves on to quadrant II the exhibitor then moves to the proper position in quadrant I. When the judge moves to quadrant III the exhibitor moves back to quadrant IV. As the judge moves to quadrant IV, the exhibitor once more moves to quadrant I. The exhibitor should never stop

in the unsafe location directly in front of the exhibit animal. When the judge returns to his position in front of the exhibit animal, the exhibitor should return to quadrant IV and await instructions from the judge. This system results in the exhibitor always being in a safe position, the exhibitor always being able to see the judge and the exhibit animal's position, the exhibitor always being in a position to keep the exhibit animal's hindquarter from swinging toward the judge should the exhibit animal become fractious and unsafe for the judge, and the judge being in a safe position at all times to evaluate the exhibitor's ability to show the exhibit animal as desired.



WESTERN-HUNT SEAT-SADDLE SEAT SHOWMANSHIP:

A Showmanship class will be judged on the exhibitor's ability to fit and show the exhibit animal at halter, the exhibit animal is merely a prop to show the ability and preparation of the exhibitor. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor, leading a well-groomed and conditioned exhibit animal. The exhibit animal should quickly and efficiently perform the requested patterns with smoothness and precision. SHOWMANSHIP IS NOT A HALTER CLASS AND SHOULD NOT BE JUDGED AS SUCH.

Off pattern as determined by the judge.

Note - spurs are prohibited in showmanship classes.

Tack for Western Showmanship:

1. The exhibit animal is to be shown in a halter made of leather, nylon, or rope, adjusted to fit properly.
2. A lead strap or rope with or without chain should be used. If the lead is equipped with a chain, the chain may be run through the rings of the halter in a manner that gives the exhibitor the most control of the exhibit animal, but may not be through the exhibit animal's mouth. Specialty breed halters, including Arabian halters, that meet this description are allowed.
3. Silver tack may be used but will not be given preference over clean working equipment.
4. *Prohibited:* Bridle or hackamore.

Tack for Hunt Seat Showmanship:

1. The exhibit animal can be shown in a hunter style bridle with a plain leather browband and a regular cavesson noseband. The bit may be a snaffle (no shanks). Curb chains must be at least one-half inch wide and lay flat against the animal's jaw.
2. Exhibit animal may also be shown in a halter made of plain leather adjusted to fit properly. A lead strap with or without chain should be used. If the lead is equipped with a chain, the chain may be run through the rings of the halter in a manner that gives the exhibitor the most control of the exhibit animal, but may not be through the exhibit animal's mouth. Specialty breed halters, including Arabian halters, that meet this description are allowed.
3. *Prohibited:* Silver/blinky tack may not be used.

Tack for Saddle Seat Showmanship:

The following are acceptable choices of tack (use of a curb bit on weanling or yearlings is prohibited):

1. Leather show halter with throat latch and matching lead.
2. Full bridle including a snaffle bit, Pelham, or curb bit, browband, cavesson, throat latch, and two pair of reins. The snaffle rein should be placed over the exhibit animal's withers and the handler should use the curb rein to lead his exhibit animal.
4. Bridle with curb bit and single rein.
5. *Prohibited:* Silver/blinky tack may not be used.

Procedure:

Leading:

1. The exhibitor leads from the exhibit animal's left side with the right hand controlling the animal. The right hand must not hold the chain portion of the lead (or the bit if showing with a bridle). The excess lead or rein is held in the left hand in a loose coil, or completely uncoiled. At NO TIME is the lead or rein to be wrapped around the hand or held in a tight coil. (If a whip is carried the whip is held in the left hand.)
2. When leading, be in position on the near (left) side of the exhibit animal between the exhibit animal's head and shoulders. A properly prepared exhibit animal will move readily and freely at a walk or trot with a minimum of urging.
3. Exhibitor will be asked to show the exhibit animal in action (way of going) at a walk, jog, trot or intermediate gait.
4. When asked to show your exhibit animal in movement, allow the judge an unobstructed view of the exhibit animal's action. The exhibitor must be in a position that always enables him/her to watch both the judge and the animal but must not stand directly in front of the animal. See Figure #1, illustrating the showmanship safety zone



Figure #1

Posing:

1. Your exhibit animal should set up quickly, stand quietly and move forward or backward freely. (Set up should be according to Breed Standards.)
2. Exhibit animals are trained to pose using the reins or lead and soft commands. Touching an exhibit animal into position will be penalized. A good showman will train his exhibit animal to pose so the signals/he gives are unnoticed by others.
3. In showmanship classes, exhibit animals are to be shown according to breed standards. (See Saddle seat showmanship.) Whips are permissible according to breed standards. Only one person may show the exhibit animal in a showmanship class.
4. Your Equine should stand as straight as possible with weight distributed on all four legs. (Leg position will vary according to breed standards.)
5. For safety and courtesy, always allow yourself and your neighbor plenty of room while in the line-up when required. Classes may be a show and go type class.
6. Type, conformation and quality of the animal are not to be considered. The class is judged strictly on the contestant's ability to fit and show a halter animal.
7. Fitting, grooming, manners, and response to the exhibitor indicate the degree of training and preparation attained by the exhibitor and must be credited accordingly.

DRAFT SHOWMANSHIP

Purpose:

The showmanship exhibitor is judged on his/her ability to fit, groom, and show an animal at halter. The animal is merely a prop to show the ability of the showman. An ideal showman is poised, confident, neatly attired, and is leading a well-groomed and conditioned animal that efficiently performs any requested pattern with promptness, smoothness, and precision. The showmanship class is not a halter class nor should it be judged as one.

Tack and Attire:

Leather or rope Halter or Bridle w/wo chain lead may be used. No whips or whip person. The use of a "show stick" approximately ½ to 1" diameter and 14" long is permitted. Clothing must be clean and neat. Dress shirt and slacks w/belt is preferred. Hard soled boots or shoes must be worn. Hats, gloves, tie and coats are optional.

Procedure:

1. Same pattern as used in Halter. (see next page)

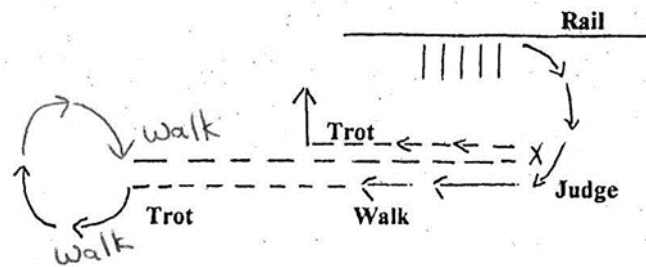
Posing:

1. Draft showmanship participants do not switch sides of exhibit animal as judge moves around them, but they should always be aware of the judge.
2. When posing the exhibit animal, switch lead to the left hand (this allows the exhibitor to use a show stick or the right hand to set up the exhibit animal).
3. Your exhibit animal should set up quickly and stand properly.
4. After the exhibit animal is set up the handler remains at the exhibit animal's shoulder, never turning their back to the exhibit animal.

Patterns:

One pattern is used. Walk from the line up towards the judge, continue walking in a straight line away from the judge a few steps, pick up the trot. Walk a small circle, walk a

few steps toward the judge, trot back to the judge. Stop and pose your exhibit animal for inspection. Following inspection trot away from the judge and return to the lineup.



ATTIRE/TACK FOR WESTERN-HUNT SEAT-SADDLE SEAT **(all mounted classes)**

Western Classes:

Appointments of exhibit animal: Western tack and saddle should fit exhibit animal and exhibitor. Silver equipment may be used but shall not be given preference over good working equipment. Exhibit animals 6 years old and older must be ridden one handed with one finger between the reins with a standard Western bit (with a shank, and mouthpiece varying from the straight bar to full spade, joints permitted). Exhibit animals 5 years old and younger have the option of using a standard bit (with one hand used for reining), a snaffle (0-ring, D-ring or Egg butt, without twists, wire or shanks), or bosal (flat against the jaw of the exhibit animal). With a snaffle or bosal, two hands must be used on the reins. Leather or chain curbs are permissible but must meet the approval of the Judge. Curb chains must be of the standard flat variety and must lie flat against the jaw of the exhibit animal. A bosal should allow room for approximately three fingers, and a curb strap or chain should be loose enough to allow approximately two fingers to be inserted between it and the exhibit animal's chin. Nosebands, running martingales, tie-downs and draw reins are prohibited. Skid and splint boots are optional in Trail but are prohibited in Pleasure and Horsemanship. Hackamores (using one or two hands on reins) are optional for Speed and Trail but prohibited for Pleasure and Horsemanship.

Appointments of Exhibitor: Clothing need not be expensive but must be neat and clean. Exhibitor must wear Protective Safety helmet with chin strap fastened (not required to be of western style), long sleeve shirt with collar (oxford, button down, tuxedo, standup, turtleneck and mock turtleneck are acceptable), pants or trousers and western boots. A one-piece equitation suit is permissible provided it includes a collar. A vest, jacket, coat, or sweater may also be worn. Chaps, gloves, belts, and spurs are optional. Bats, hand quirts, whips of any kind are not permitted.

Hunt Seat Classes:

Appointments of the exhibit animal: Hunt Seat saddles are to be of the hunting or forward seat style. Dressage saddles are permitted. Martingales are prohibited in flat classes. A standing or running martingale may be worn in the Hunter Hack class. Breast-plates are permitted but not required. Only regulation snaffles, Pelhams, Kimblewicks and full (curb and snaffle bit) bridles will be allowed. Only hunt seat bridles and dressage style bridles are permitted. A cavesson or drop nose band is required. Colored brow bands or colored nose bands are prohibited. Stirrup pads are permitted. The use of a fitted saddle pad is recommended. Crops must be of the regular Hunt Seat type if used. Leg Wraps are not allowed.

Appointments of the Exhibitor: Clothing need not be expensive but must be neat and clean. Exhibitor must wear Protective Safety helmet with chin strap fastened. Hunt coats (blazers are acceptable) and protective helmets must be in conservative colors. Red coats are prohibited. Breeches of standard conservative colors (no blue jeans or white breeches). Dress or field boots in black or brown or half chaps with jodhpur boots may be worn. Exhibitors must wear one of the following: English stock shirt with stock tie, rat catcher tie or choker, dress shirt with dress tie or turtleneck. Crop or hunt type bat are permissible in all classes. Spurs are optional but must be of the English type

Saddle Seat Classes:

Appointments of exhibit animal: Saddle must be a flat English type. Forward seat. Western, Dressage and Side saddles are prohibited. Exhibit animals shall be shown in a full bridle (snaffle and curb) or Pelham. Double reins are required on the bridle and no bit converters are permitted. A Racking Horse or Tennessee Walking Horse may be shown in a typical Walking Horse (curb) bridle. A curb strap or chain should be adjusted so that approximately two fingers can be inserted between it and the exhibit animal's chin. Martingales and tiedowns are prohibited.

Appointments of Exhibitor: Clothing need not be expensive but must be neat and clean. Protective Safety helmet with chin strap fastened (not required to be of Saddle Seat style). Jacket and Kentucky jodhpurs must match (this means the fabric must be of the same color). A dress shirt (button down collar or collar bar preferred), tie and jodhpur boots must also be worn. Matching gloves are preferred, but not mandatory. Contrasting pleasure (day) coats and evening attire, including tuxedos (with satin lapels and/or pant stripes), tuxedo shirts, bow ties, top hats are prohibited. Spurs are optional but must be of the English type. Only standard equitation whip (not to exceed 36 inches) may be carried.

Walk Trot -English (Hunt Seat or Saddle Seat) or Western Pleasure

To be shown at a walk and trot both ways of the ring. Exhibitors must wear proper attire. Performance 60%, confirmation 30% and attire and equipment of the exhibit animal 10%. **Regular Judging. May not cross enter any canter type classes (excluding gymkhana).**

Novice -English (Hunt Seat or Saddle Seat) or Western Pleasure

The **exhibitor/exhibit animal combo** may not have won a blue or first placing anywhere in a pleasure/horsemanship/equitation class (excluding Therapeutic classes) before the current year's fair. The exhibitor may not cross enter walk-trot, pleasure or horsemanship/equitation classes. (excluding gymkhana). Performance 60%, conformation 30% and attire and equipment of exhibit animal 10%. **Regular Judging.**

Pleasure -Hunt Seat, Saddle Seat or Western

To be shown at a walk, trot, and lope or canter both ways of the ring on a reasonable loose rein. Exhibitors must wear proper attire. Exhibitor may not cross enter Walk-Trot or Novice Classes. Performance 60%, conformation 30% and attire and equipment of exhibit animal 10%. **Regular Judging**

Pleasure judging:

The emphasis in judging is on the Exhibit animal. The exhibit animal is shown at the requested gaits both ways of the ring. Exhibit animals should be obedient, alert, responsive and move freely. Exhibit animals shall be penalized for being on the wrong lead. Exhibitors may be required to back in a straight line. Class is to be judged on the exhibit animal's manners, performance, and suitability of the exhibit animal as a pleasure mount

Hunt Seat Pleasure

Purpose:

Hunt pleasure exhibit animals should be suitable to purpose. Exhibit animal should be sensible and well mannered, providing a quiet and comfortable ride. Exhibit animal should move in a long, low frame, on light contact, and be able to cover ground as in a hunt field. While exhibit animal should not be eliminated for slight errors, manners are of paramount importance and may, at times, be considered more important than movement. All exhibit animal considered for an award should be serviceably sound.

Procedure:

- 1.Exhibit animal shall be asked to walk, trot and canter, both directions of the ring. Exhibitors may be asked to hand gallop collectively, one way of the ring. Nor more than eight will be asked to hand gallop at one time. (Exhibitors in grades 8 and under should not be asked to hand gallop.)
- 2.The order to reverse may be executed by turning toward or away from the rail. The exhibitors should not be asked to reverse while cantering.
- 3.A Hunt Seat exhibit animal should work with light mouth contact without undue restraint. The animal's response to the exhibitor and free movement should be emphasized in judging.
- 4.If asked to back, animal must back easily and stand quietly.

Faults

Strong contact

Unbalanced travel

Wrong lead

Excessive speed or slowness

Head too high or tips of ears below withers any time breaking gait

Appearing dull, lethargic

Quick, short strides

Disqualifications

1.Exhibitor's failure to control exhibit animal, endangering self or others, as determined by the judge.

2.Falling of exhibit animal or exhibitor.

3.Unsoundness as determined by the judge.

4.Equipment failure causing an unsafe condition, as determined by the judge.

Saddle Seat Pleasure

Purpose:

The Saddle Seat Pleasure class provides the exhibitor an opportunity to exhibit an exhibit animal barefoot, with plates only, or with a weighted shoe and pad. The exhibit animal is to be well mannered, free moving, and animated yet provides a pleasant ride.

The Saddle Seat Pleasure exhibit animal should exhibit quality, style, presence, and suitable conformation. Prompt, comfortable gaits, giving the distinct impression it is an agreeable mount to ride. Easy, ground covering action is desired. Manners and suitability as a pleasure exhibit animal are paramount. Special emphasis is placed on a true, flat walk. Transitions from one gait to another should be smooth and effortless.

Procedure:

1.Conformation is to be considered only as a "tie breaker".

2.Transition of gaits is to be performed smoothly and with light mouth contact.

3.Exhibit animals MUST be brought to a walk between gaits.

4.Exhibit animals must be judged on performance, manners, and suitability at all gaits both ways of the ring.

5.In the line-up, exhibit animals must stand quietly and back readily.

6.The walk should be brisk, true, flat footed, and ground covering.

7.The trot should be brisk, cadenced, easy, and balanced. The exhibitor should post to the trot.

8.The canter should be smooth, unhurried, collected, and straight. The canter must be on the correct lead both ways of the ring. An incorrect lead not corrected should be considered as a non- performed gait. Keep in mind that the third gait of all breeds is not always a canter. (Refer to Gaited specifications.)

9.The order to reverse is carried out by the exhibitor stopping his exhibit animal and changing his whip to his other hand (the whip is always carried in an exhibitor's inside hand). Then the exhibitor turns his exhibit animal's wither toward or away from the rail. The customary direction is to turn the exhibit animal toward the rail, but either way is acceptable.

Faults:

Laboring action, tossing head, going sideways and tail-switching.
Extreme speed, slowness or breaking of gait should be penalized.

Disqualifications:

- 1.Exhibitor's failure to control the exhibit animal thus endangering themselves or others as determined by the judge.
- 2.Falling of exhibit animal or exhibitor.
- 3.Unsoundness as determined by the judge.
- 4.Equipment failure resulting in an unsafe condition as determined by the judge.

Western Pleasure

Purpose:

A Western pleasure exhibit 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. Western pleasure competition is not to be confused with an equitation or horsemanship class in which the exhibitor is judged. Type of exhibit animal will not be considered in judging the class.

Procedure:

- 1.Exhibit animals will be shown at a walk, jog (trot), and lope (canter) on a reasonably loose rein or light contact without undue restraint. Exhibit animals must back easily and stand quietly.
- 2.Exhibit animals will work both ways of the ring at all three gaits and will be reversed to the inside (away from the rail). The judge may require exhibitors to reverse at the walk or the jog, but never at a lope.
- 3.A judge may ask for additional work of the same nature from any exhibit animal.

Faults:

Wrong lead

Excessive speed or slowness

Breaking gait

Appearing dull, lethargic

Head too high or too low

The exhibitor may not touch the exhibit animal or saddle with the free hand.

When riding with a bit with shanks, two hands may not be used, and hands may not be changed.

Disqualifications:

- 1.Exhibitor's failure to control the exhibit animal thus endangering themselves or others as determined by the judge.
- 2.Falling of exhibit animal or exhibitor.
- 3.Unsoundness as determined by the judge.
- 4.Equipment failure resulting in an unsafe condition as determined by the judge.

Hunter Under Saddle

The exhibit animal should show a long ground covering stride. Light contact with the exhibit animals' mouth is required. Exhibit animal should be obedient, alert, responsive and move freely. They should not be eliminated for slight errors. Judges may ask for a hand gallop one way of the ring, but no more than 6 will be asked to hand gallop at one time. (Exhibitors in grades 8 and under should not be asked to hand gallop) Exhibitor may not cross enter into Walk-Trot Classes. This class will be judged 60% on performance and manners; 30% on type, conformation, quality, and substance; and 10% on appointments.

Regular Judging.

Purpose:

Excellent movement is to be rewarded over average movement. At no time should the poll be lower than the withers, but rather, should be slightly elevated to see an approaching obstacle. Exhibit animals should not be eliminated for slight errors. When asked to extend the trot or hand gallop, they should move out with the same flowing motion exhibiting responsiveness and smoothness in the transition.

Procedure:

- 1.Entries shall be asked to walk, trot and canter, both directions of the ring. Exhibitors may be asked to hand gallop collectively, one way of the ring. Nor more than eight will be asked to hand gallop at one time. (Exhibitors in grades 8 and under should not be asked to hand gallop.)
- 2.The order to reverse may be executed by turning toward or away from the rail. The exhibitors should not be asked to reverse while cantering.
- 3.A Hunter should work with light mouth contact without undue restraint. The animal's response to the exhibitor and free movement should be emphasized in judging.
- 4.If asked to back, animal must back easily and stand quietly.
- 5.Judge may ask for exhibitors to extend any other gait as well.
- 6.Judge may ask the group to halt and stand quietly on a free rein (loosened rein).

Faults to be scored according to severity:

Wrong lead

Excessive speed or slowness

Head too high or tips of ears below withers any time

Unbalanced travel, especially on forehand

Breaking Gait

Appearing dull, lethargic

Quick, short strides

Failure to take the appropriate gait when called for.

Over flexing or straining neck in head carriage so the nose is carried behind the vertical.

Excessive nosing out.

Failure to maintain light contact with exhibit animal mouth.

Disqualifications

- 1.Exhibitor's failure to control exhibit animal, endangering self, or others, as determined by the judge.
- 2.Falling of exhibit animal or exhibitor.
- 3.Unsoundness as determined by the judge.
- 4.Equipment failure causing an unsafe condition, as determined by the judge.

Equitation (Hunt Seat and Saddle Seat) or Horsemanship

Judged on the exhibitor's ability to ride under saddle on a predetermined pattern. Exhibitor may not cross enter Walk-Trot or Novice Classes. Exhibitors are judged on hands, seat, proper attire, and equipment of the exhibit animal and suitability of exhibit animal to exhibitor. Patterns may include a walk, trot/jog and lope/canter for regular/novice classes and Patterns may include a walk, trot/jog and extended trot/jog for walk-trot classes, and whatever additional test the judge may ask. **Regular Judging**

Purpose:

Equitation is the skill of the exhibitor, using the correct form and aids (hands, legs, seat, weight, and voice) to produce the maximum performance of the Exhibit animal. Suitability of animal, tack, and attire may affect the overall picture; however, the actions of the animal are not to be considered more important than the method used in obtaining the correct action called for by the exhibitor

Walk/Trot Equitation-Horsemanship

Purpose:

This class is recommended for young or inexperienced exhibitors/exhibit animals. The exhibitor will display his/her ability using proper seat, hand, leg position and ability to steer and show the exhibit animal. This class is to be evaluated by the performance of the exhibit animal as a reflection of the ability of the exhibitor.

Tack and Attire:

Appropriate to the selected riding style. (See the Pleasure section above.)

Procedure:

- 1.The entire class shall be worked at a walk and trot (or equivalent breed gait) both ways of the ring. The exhibitor may be asked to back in the lineup.
- 2.This class may be ridden Western, Hunt Seat or Saddle Seat Style.
- 3.The exhibitor should always be in control of the exhibit animal.

Faults:

Excessive speed or slowness

Breaking gait

The exhibitor may not touch the exhibit animal or saddle with the free hand.

When riding with a bit with shanks, two hands may not be used, and hands may not be changed.

Disqualifications:

- 1.Exhibitor's failure to control the exhibit animal thus endangering themselves or others as determined by the judge.
- 2.Falling of exhibit animal or exhibitor.
- 3.Unsoundness as determined by the judge.
- 4.Equipment failure resulting in an unsafe condition as determined by the judge.
- 5.Off pattern as determined by the judge.

Hunt Seat Equitation

Purpose:

The Hunt Seat Equitation class provides an opportunity for the exhibitor to display his/her ability as an exhibitor, i.e. the seat, hand, leg position and ability to control and show the mount as judged. Hunt Seat Equitation is to be evaluated as the combined performance of the animal and exhibitor. The performance is not to be considered more important than the exhibitor's method to obtain performance.

Hands:

Hands should be over and in front of exhibit animal's withers, knuckles 30 degrees inside the vertical, hands slightly apart and making a straight line from exhibit animal'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.

Basic position:

Toes should be out at a slight angle best suited to exhibitor's conformation, ankles flexed in, heels down and calf of leg in contact with animal and slightly behind girth. Irons should be placed on ball of foot with an even pressure on width of sole and center of the iron. The seat is erect and should appear comfortable and balanced. The exhibitor's back is straight but relaxed the shoulders square and head up.

Position in motion:

At the walk and sitting trot body should be vertical. At a posting trot, galloping and jumping, body inclined slightly forward. At a canter, body halfway between posting trot and walk.

Procedure:

All exhibitors will perform pattern work as specified by the judge. Exhibitors may be called back for rail work at the discretion of the judge

Faults:

Excessive kicking and spurring
losing contact with stirrups (unless asked by the judge to drop irons)
failure to post on the correct diagonal

Disqualifications:

1. Exhibitor's failure to control the exhibit animal thus endangering themselves or others as determined by the judge.
2. Falling of exhibit animal or exhibitor.
3. Unsoundness as determined by the judge.
4. Equipment failure resulting in an unsafe condition as determined by the judge.
5. Off pattern as determined by the judge.

Saddle Seat Equitation

Purpose:

The Saddle Seat Equitation class provides the exhibitor the opportunity to display his/her ability and style as an exhibitor in controlling and showing their exhibit animal while

performing a pattern. The performance of the exhibitor alone is to be considered in judging.

Hands:

The height of the exhibitor's hands depends upon how and where the exhibit animal carries his head. Hands should exhibit control, sympathy, and ease of commands from the exhibitor to the exhibit animal. The hands should be above the exhibit animal's withers, with a definite bend in the exhibitor's elbow. The fingers are closed around the reins, with the exhibitor's little finger between the snaffle and curb reins. Both hands must be used and both snaffle and curb reins must always be held in each hand. The bight of reins should be on the off (right) side.

Basic position:

An exhibitor should sit comfortably in the middle of the saddle, with a slight bend at the knee. An exhibitor's upper body should be erect, but not stiff. An exhibitor should always maintain thigh and knee contact with the saddle. This contact is established by turning the knee slightly in towards the exhibit animal's shoulder. Proper stirrup length can be determined by taking the foot out of the stirrup and adjusting the stirrup leather so that the height of the bottom of the stirrup equals the ankle joint. Position the ball of the foot across the center of the stirrup iron. The heel should be slightly lower than the toe. The heel should also be positioned directly below the hip.

Position in motion:

Walk - the exhibitor should maintain contact with the exhibit animal's mouth while exhibiting slight motion and flexibility in the saddle.

Trot - the exhibitor should post during the trot (rise up and down with the exhibit animal's motion). Correct diagonals are of importance while posting. A correct diagonal occurs when an exhibitor rises and falls at the same time his exhibit animal's front rail leg rises up and down.

Canter - the exhibitor should maintain a balanced and quiet seat and upper body while cantering. The exhibitor's hands at the canter should be collecting the exhibit animal to obtain a moderately slow and rolling gait. At the canter, an exhibitor's legs are used to urge the exhibit animal's hindquarters up and underneath the exhibit animal, while the hands should be lifting and collecting the exhibit animal's head and neck.

Procedure:

All exhibitors will perform pattern work as specified by the judge. Exhibitors will be called back for rail work at the discretion of the judge. If there is to be rail work, the order to reverse is carried out by the exhibitor stopping his exhibit animal and changing his whip to his other hand (the whip is always carried in an exhibitor's inside hand). Then the exhibitor turns his exhibit animal's wither toward or away from the rail. The customary direction is to turn the exhibit animal toward the rail, but either way is acceptable.

Faults:

Excessive kicking and spurring
losing contact with stirrups (unless asked by the judge to drop irons)
failure to post on the correct diagonal

Disqualifications:

- 1.Exhibitor's failure to control the exhibit animal thus endangering themselves or others as determined by the judge.
- 2.Falling of exhibit animal or exhibitor.
- 3.Unsoundness as determined by the judge.
- 4.Equipment failure resulting in an unsafe condition as determined by the judge.
- 5.Off pattern as determined by the judge.

Western Horsemanship

Purpose:

Horsemanship competition provides the exhibitor an opportunity to display his/her ability as an exhibitor. Seat, hand, leg position and ability to control and show the mount. Performance of the exhibit animal is not to be considered more important than the exhibitor's performance.

Hands:

In repose, arms are in a straight line with the body, the one holding reins bent at elbow. Only one hand is to be used for reining and hands shall not be changed. Hand to be around reins. When ends of split reins fall on reining hand side, one finger between reins is required. When using Romal, no finger between reins is allowed. The position of the hand not being used for reining is optional, but it should always be kept free of the exhibit animal and equipment and held in a relaxed manner with the exhibitor's body straight. Exhibitor can hold Romal to adjust the position of the reins, provided it is held at least 16 inches from the reining hand. Hand to be above horn and as near to it as possible. Exhibitors hands should show sympathy, adaptability, and control. In cases where a junior exhibit animal or exhibit animal (5 years and under) is shown with snaffle bit (no shanks) or bosal, the animal must be shown with both hands on the reins. The exhibitor's hands should be carried near the pommel and not further than 4" out on either side.

Basic position:

The exhibitor should sit the saddle with knees slightly bent so that shoulder, hip, and heel form a straight line. The stirrup should be just short enough to allow heels to be lower than toes. Body always should appear comfortable, relaxed, and flexible. Feet should be placed in the stirrups with weight on the ball of the foot.

Position in motion:

Exhibitor should sit to jog and not post. At the lope, exhibitor should be close to saddle. All movements of exhibit animal should be governed using subtle aids.

Procedure:

All exhibitors will perform pattern work as specified by the judge. Exhibitors may be called back for rail work at the discretion of the judge. If exhibitors are called back, the exhibitor may be called to enter the ring at a walk or jog and are judged at a flat-footed four beat walk, two beat jog and a three-beat lope. They may be worked both ways of the ring and must always be on the correct lead. The order to reverse must be executed by turning away from the rail.

Faults:

Excessive kicking and spurring
losing contact with stirrups (unless asked by the judge to ride with feet out of stirrups)

Disqualifications:

- 1.Exhibitor's failure to control the exhibit animal thus endangering themselves or others as determined by the judge.
- 2.Falling of exhibit animal or exhibitor.
- 3.Unsoundness as determined by the judge.
- 4.Equipment failure resulting in an unsafe condition as determined by the judge.
- 5.The exhibitor may not touch the exhibit animal or saddle with the free hand.
- 6.Off pattern as determined by the judge.

Hunter Hack

Exhibit Animals are required to jump 2 fences and may be asked to do rail work 1 or both ways of the ring. (judge's discretion). Exhibitor may not cross enter into Walk-Trot classes. They will be judged on flatwork, manners, way of going, style over fences and an even hunting pace. Judged maximum of 30% for flat work. (jump height not to exceed 2')

Regular Judging**Purpose:**

The Hunter Hack exhibit animal should be sensible and well-mannered, providing a quiet and comfortable ride both on the flat and over two low fences. The judge will consider way of going, style over fences, and even hunting pace. A Hunter should work with light mouth contact without undue restraint. The animal's response to the exhibitor will be emphasized in judging.

Procedure:

- 1.Exhibit animals are required to jump two (2) fences at 36, 48 or 60 feet apart. (A 4-stride minimum is recommended for safety. A ground line and standards are recommended for each jump.
- 2.Faults over fences will be scored as in Hunter Over Fences Class. AT the discretion of the judge, exhibitor may be asked to hand gallop, pull up and stand quietly following the last fence.
- 3.Rail Work (if requested by judge worked at a walk, trot and canter both directions of the ring and must gallop in one direction. If asked to back, animal must back easily and stand quietly).
- 4.The order to reverse should be executed by turning to the inside (away from the rail). The exhibitor may be asked to reverse at the walk or trot, but not at the canter.

Faults:

Wrong lead
Excessive speed
slowness
short, quick strides
breaking gait
Excessive kicking and spurring
failure to post on the correct diagonal

Disqualifications:

- 1.Exhibitor's failure to control the exhibit animal thus endangering themselves or others as determined by the judge.
- 2.Falling of exhibit animal or exhibitor.
- 3.Unsoundness as determined by the judge.
- 4.Equipment failure resulting in an unsafe condition as determined by the judge.
- 5.Off pattern as determined by the judge.

Pleasure Driving

To be shown at a flat-footed walk, slow trot and fast trot, (road gait) both ways of the ring. The exhibit animal should be well broke, with an easy-going pleasurable way. Exhibit animal to be shown according to breed standards. To be judged 70% on performance, manners, and way of going, 20% on condition and fit of harness, 10% on neatness of attire.

Regular Judging

Safety Requirements

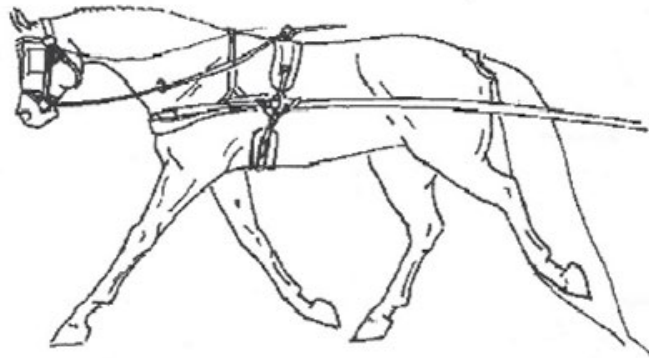
Applies to all driving classes. Line driving is NOT permitted.

The exhibit animal must always be attended. Driver must be on the seat with lines in hand or a header must be holding the exhibit animal.

Adjustments to tack and attire are permitted for medical reasons, provided the show management is notified prior to the class.

Purpose:

The Pleasuring Driving class demonstrates the animal's ability to provide the driver with a pleasant drive at a walk, working trot, and a strong trot. The animal must be well mannered, easy to control, and safe to drive. Exhibitors should keep passing to a minimum. If you need to pass, do so with caution. Exhibit animals may not circle to obtain position on the rail. Judge must eliminate from competition an unsafe or excessively noisy vehicle or unruly exhibit animal. Draft exhibit animals will not be required to perform a strong trot. It is permissible to talk to the exhibit animal in a subdued tone of voice. Clucks for starting, "walk", "trot" and "whoa" are acceptable terms. Driver is not permitted to shout, whistle, or talk loudly to the exhibit animal. The ideal exhibit animal shall always be shown with light contact on the reins . Ideally neck carriage should remain low and head set by exhibit animal being on the bit and face perpendicular to the ground. Stride should be sweeping and ground covering



Harness:

Harness must be clean, properly fitted, in good repair and suitable to the vehicle. A full collar or breast collar harness, bridle with blinkers, throat latch, and a bit (snaffle/Liverpool, Buxton, elbow, or other standard driving bit) is required. If a curb chain is used, the chain must be at least ½" in width and lay flat against the jaw. Over check or side check (with or without a check bit) is optional. Bridles should fit snugly to prevent catching on a vehicle or other pieces of harness. Hand hold on the reins are NOT permitted. Under no conditions shall a bridle and/or reins be removed from the exhibit animal while it is put to the cart/vehicle. Breeching or thimbles (or other accepted means of braking, example: shaft stops) is required. Exhibitors should be aware of the proper and safe procedure when putting an exhibit animal to vehicle. The type of harness is optional but must fit the animal and be a complete harness. A snaffle bit with straight or jointed mouthpiece is preferred.

Vehicle:

To be shown in a two or four-wheeled, one exhibit animal pleasure type vehicle, with seating for one or two people. The exhibitor is the only person permitted in the vehicle (except for valid medical reason). No stirrup type carts, chariots, buggies or sulkies allowed. A single animal must be shown hitched to a two- or four-wheel vehicle with basket guard and suitable to the animal.

Personal Attire and Appointments:**Required:**

Clothing for drivers and headers/grooms must be conservative, neat and clean. Correctly fitted SEI approved safety helmet, with harness securely fastened, must be worn (optional for headers/grooms). Dress should conform to the type of vehicle, (casual or sporty attire for a sport or natural finish vehicle, formal attire for a more formal vehicle). Gentlemen shall be attired in a dress shirt with slacks/khakis or suit. Ladies shall be attired in long-sleeved blouse with high neckline, slack suit, dress suit, long skirt, or appropriate dress (with high neckline and hem below the knee when at a seated position). Drivers must wear boots with a distinguishable heel (no higher than two inches). Number must be visible and secure. Hair must be neat and securely fastened if long so as not to cover exhibitor's number. It may be placed on both sides of the cart, back of the cart and/or the exhibitor's back.

Optional:

Gloves (should match turn out), tie, apron/lap robe. Coats or jackets for gentlemen.

Prohibited:

Period costumes, short sleeves, short skirts or dresses, bare shoulders, exposed midriff or low-cut shirts, sweatshirts, open toed shoes, sandals, tennis shoes, clogs.
Tail set, spoon crupper, handholds, noisemakers, and protective leg wraps or boots.

Use of Whip:

An appropriate driving whip shall always be carried in the driver's hand in the ring. The thong on the whip must be long enough to reach the shoulder of the exhibit animal. Exception to this rule is for draft. The whip is held in the right hand within the frame of the vehicle, at the most comfortable balance. The whip is only a method of communication with the exhibit animal. At no time should it interfere with another driver. Use of reins as a whip is prohibited. A person who is unable to carry a whip may obtain special permission from show management.

Header/Groom:

A header/groom is permitted in the ring during the lineup, but must be properly attired, including a hat or helmet (see Personal Attire and Appointments). Those not conforming may be placed accordingly. The header/groom is permitted to stand two-three paces in front of the exhibit animal and can give assistance to ensure driver safety. The header/groom should step back as the judge approaches.

Description of Gaits:

Walk:

A free, regular, and unconstrained walk of moderate extension is ideal. The exhibit animal should walk energetically, but calmly, with even and determined pace. The walk is a four-beat gait.

Slow Trot:

The exhibit animal should maintain forward impulsion while showing submission to the bit. It is a slower and more collected trot. However, the exhibit animal should show a willingness to be driven on the bit while maintaining a steady cadence.

Working Trot:

This is the pace between the strong and the slow trot, exhibiting more roundness than the strong trot. The exhibit animal goes forward freely. And straight; engaging the hind legs with good hock action; on a taut but light rein; the position being balanced and unconstrained. The steps should be as even as possible. The hind feet touch the ground in the footprints of the fore feet.

The degree of energy and impulsion displayed clearly denotes the degree of suppleness and balance of the exhibit animal.

Strong Trot:

This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing appropriate lateral flexion on turns. Light contact to be maintained. Excessive speed will be penalized.

Halt:

Exhibit animal and vehicle should be brought to a complete square stop without abruptness or veering. At the halt, exhibit animal should remain attentive, motionless, and straight with the weight evenly distributed over all four legs and be ready to move off at the slightest indication from the driver.

Rein Back:

Backward movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining in line. To be performed in two parts: A) Exhibit animal must move backward at least four steps in an unhurried manner with the head flexed and straight, pushing the vehicle back evenly in a straight line. The driver should use quiet aids and light contact. B) Move forward willingly to former position using the same quiet aids.

Procedure:

1. Animals enter the ring to the right at a working trot.
2. The animal is to be judged on manners, quality, and performance.
3. The animal is to be shown at a flat-footed walk, a working trot and a strong trot, both ways of the ring. Change of direction is to be executed at the walk diagonally across the

- arena and only as directed by the ring steward.
- 4.The animal is to stand quietly and back readily.
 - 5.Headers are permitted when class is lined up.

Faults:

Excessive speed
breaking gait

Disqualifications:

- 1.Exhibitor's failure to control the exhibit animal thus endangering themselves or others as determined by the judge.
- 2.Falling of exhibit animal or exhibitor.
- 3.Unsoundness as determined by the judge.
- 4.Equipment failure resulting in an unsafe condition as determined by the judge.
- 5.Header entering ring before line up.

Trail-Western-Hunt Seat- Saddle Seat

This class is open to Western, Saddle Seat and Hunt Seat styles of riding. Tack and attire must match seat ridden. Each exhibitor will individually complete the course. Course diagram will indicate obstacles to be completed according to the pattern posted. Exhibitors will be allowed to walk the course on foot prior to the start of the class. An exhibitor has three attempts at each obstacle to complete it and must move on to the next obstacle. There is a 4-minute time limit to complete the course, if exhibitor exceeds the time limit, they are excused but not disqualified and will be scored on the obstacles completed. Timing will start when the exhibitor crosses the start line. Off pattern as determined by the judge. Exhibitor may not cross enter into Walk-Trot Classes. **Regular Judging**

Purpose:

The Trail class displays the ability of the exhibitor and animal to navigate obstacles such as those encountered on a trail ride. The animal should be well-mannered, quiet, and a pleasure to ride, with the ability to handle the obstacles with a calm, willing attitude. Trail is not a speed event, but rather a test of control and obedience.

Procedure:

Course to include a minimum of six obstacles separately or combined.

- 1.All obstacles used in the trail class should be practical and realistic to simulate actual obstacles and hazards encountered on the trail.
- 2.All three gaits (walk, jog/trot (or equivalent breed gait) and lope/canter) are required to be demonstrated once each between obstacles in the pattern.
- 3.Credit will be given to animals negotiating the obstacles with style, without hesitancy, and to animals showing the capability of picking their own way through course when obstacles warrant it, and willingly responding to exhibitor's cues on more difficult obstacles.
- 4.Animals shall be penalized for any unnecessary delay while approaching the obstacles. Animals with artificial appearance over obstacles should be penalized.
- 5.Except for junior animals shown with a hackamore, bosal, or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle. While the animal is in motion, the exhibitor's hands shall be clear of the animal and saddle.

The judge should walk the course and has the right and duty to alter the course by removing or changing any obstacle that he deems unsafe or non-negotiable. If at any time a trail obstacle is deemed unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and animals have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

When setting the course, it should be kept in mind the idea is not to trap the animal or eliminate it by making an obstacle too difficult. All courses and obstacles are to be constructed with safety in mind to eliminate any accidents. When measuring the distances and spaces between obstacles, the normal path of the animal should be the point of measurement. Enough space must be provided for an animal to jog (at least 30 feet) and lope (at least 50 feet) for the judges to evaluate gaits.

If disrupted, the course shall be reset after each animal has finished the course.

The following will result in a no score on a particular obstacle but does not mean disqualification from the class.

- a. Doing the obstacle differently than described on the pattern.
- b. Missing or not attempting an obstacle.
- c. Failure to complete obstacles.
- d. Failure to be in prescribed gait or on correct lead.

The following will result in disqualification from the class:

- a. Not doing the obstacles in the prescribed order. Off pattern as determined by the judge.
- b. Illegal equipment.
- c. Willful abuse.
- d. More than one finger between reins, except when changing hands to work an obstacle.
- e. Obviously cuing the animal on the neck to lower the head.
- f. Major disobedience – rearing, schooling, etc.

Acceptable Obstacles:

1. Opening, passing through and closing a gate (losing control of the gate is to be penalized).
2. Ride over at least four logs or poles. These can be in a straight line, curved, zigzag or raised. The space between the logs is measured and the path the animal takes is the measuring point. Walk-overs may be elevated to 12” and should be a minimum of 22” apart, space at 15 – 24” wide. Trot-overs (36– 40” wide) and lope-overs (6 – 7 feet wide) cannot be elevated. All elevated elements must be placed in a cup, notched block, or otherwise secured so they cannot roll.
3. Backing obstacles. Entrants cannot be asked to back over stationary objects such as a wooden pole or metal bar.
4. Back through and around at least three markers.
5. Back through L, V, U, Straight or similar shaped course, may be elevated no more than 24”.
6. Water hazard (ditch or small pond). No metal or slick bottom-boxes will be used.
7. Serpentine obstacles at walk or jog.
8. Carry object from one part of arena to another (only objects which reasonably might be carried on a trail ride may be used).
9. Ride over wooden bridge (suggested minimum width shall be 36” wide and at least six feet long). Bridge shall be sturdy and safe.

10. Put on and remove slicker.
11. Remove and replace materials from mailbox.
12. Side pass.
13. An obstacle consisting of four logs or rails, each 5' to 7' long, laid in a square. Each contestant will enter the square by riding over log or rail as designated. When all four feet are inside the square, exhibitor should execute a turn, as indicated, and depart.
14. 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.
15. A combination of two or more of any obstacles is acceptable.

Unacceptable obstacles:

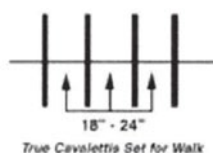
- a. Tires
- b. Animals
- c. Hides
- d. Rocking or moving bridges
- e. Water box filled with floating or moving parts
- f. Flames, dry ice, fire extinguishers, etc.
- g. Logs or poles elevated in a manner that permits such to roll
- h. Ground ties

Disqualifications:

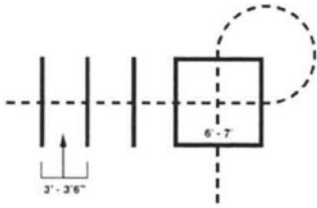
1. Exhibitor's failure to control animal, endangering self or others, as determined by the judge.
2. Falling of animal or exhibitor.
3. Unsoundness as determined by the judge.
4. Equipment failure causing an unsafe condition, as determined by the judge.

Guide to Spacing Obstacles:

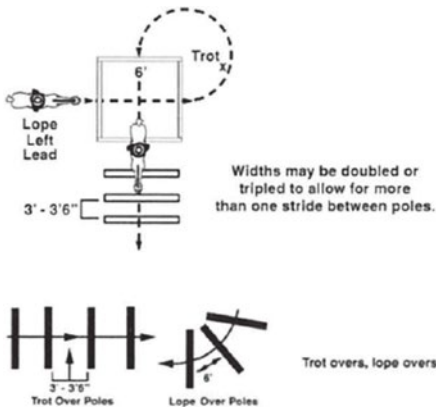
1. Walk-over poles: 18, 20, 22, or 24 inches apart. (OR distance between poles can be staggered, such as 12, 24, 22 inches.)
2. Trot or jog over poles: 2'6" or 3'6" apart.
3. Canter or lope over poles: 6, 7, or 8 feet apart.
4. Back-through L: 28 to 30 inches wide.
5. Trot or jog through L: 3'6" to 4' wide.
6. Walk cavalettis will be set at a distance of 18" to 24" for true cavalettis (set parallel to each other). If walk cavalettis are set at angles designed for an exhibit animal to "pick" his way through, the open end of cavalettis should be set at a distance 20" to 24" apart (see diagram for specifics).



7. Trot cavalettis will be set at a distance of 3' to 3' 6" or widths can be doubled or tripled to allow for more than one stride between poles.



8. Canter/lope over cavalettis or ground poles will be set at 6-foot increments.



In-Hand Trail-Western-Hunt Seat- Saddle Seat

The class will be judged on the performance of the exhibit animal over obstacles, with emphasis on manners and way of going. Credit will be given to the exhibit animal negotiating the obstacles with style, without hesitancy and willingly responding to the exhibitor's cues. Special credit should be given to exhibitors who can negotiate obstacles without entering the obstacle or touching the exhibit animal. Exhibitors will be allowed to walk the course on foot prior to the start of the class. There is a 4-minute time limit to complete the course, if exhibitor exceeds the time limit, they are excused but not disqualified and will be scored on the obstacles completed. Timing will start when the exhibitor crosses the start line. **Regular Judging.**

Tack:

Exhibit animals must be shown in a halter, regular or show type is acceptable. The lead shank may be a regular type or show type. Shank may have a chain, which may be used over the nose, under the chin or through the lead ring on the halter and snapped back to the chain next to the lead strap.

Procedure:

1. Exhibit animal is to be led through the course with the exhibitor on the exhibit animal left side. The exhibitor should be positioned between the eye and the midpoint of the neck. Exhibitor may change sides to negotiate obstacles.
2. If disrupted, the course shall be reset after each exhibit animal has finished the course.
3. At least six obstacles must be used. Those may be selected from the list in Rule 116, except as follows:
4. There shall be no cantering on course.

5. When opening and closing the gate, only the left hand should be used.
6. Handler should walk beside the bridge.
7. On back-throughs that are L shaped, straight, or U shaped, the handler should stay on the outside of the obstacle.
8. On V-shaped back-throughs, the handler should stand on the outside of the V; on a V walk-through, the handler should stand on the inside of the V.
9. On triangular barrels back-throughs or serpentine back-throughs, the handler can enter the obstacle.
10. On straight trot-overs or walk-overs, the handler should be on the outside of the poles.
11. On 360 degree turns inside a box of poles, the handler can step inside the corners of the box.
12. Walkovers and trot-overs may be in a half circle or fan shaped. The handler may work outside the half circle or stand at the apex of the half circle on the inside.
13. The judge must walk the course and has the right and duty to alter the course by removing or changing any obstacle that he deems unsafe or nonnegotiable. If at any time a trail obstacle is deemed unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and Exhibit animals have completed the course, the score for that obstacle shall be deducted from all previous works for that class.

The following will result in a no score on a particular obstacle but does not mean disqualification from the class:

- a. Doing obstacle differently than described on the pattern.
- b. Missing or not attempting an obstacle.

The following shall be penalized at judge's discretion:

- a. Leading exhibit animal in front or ahead of him. Entering an obstacle with the exhibit animal, except serpentine, triangular back-throughs, gates or other obstacles in which the handler must enter to work the obstacle.
- b. Touching exhibit animal with hand or foot in attempt to cue the exhibit animal.
- c. any unnecessary delay while approaching the obstacles.

The following will result in disqualification:

- a. Not doing the obstacles in prescribed order.
- b. Illegal equipment.
- c. Willful abuse.
- d. Major disobedience: rearing, schooling, etc.
- e. Three refusals/evades on an obstacle.
- f. Off pattern as determined by the judge.

Lead Line

The exhibit animal handler must be 18 years old or older, the exhibitor must have submitted an entry form for this class by the due date for the current year's fair and be a member in good standing of an approved youth group. Exhibit animal must already be on exhibit at the fair. Saddle, Bridle and halter are required. **Danish Judging**

Purpose:

This class is recommended for young or inexperienced exhibitors. The exhibitor will display his/her ability as an exhibitor, seat, hand, leg position and ability to steer and show the mount.

Tack and Attire:

- 1.Appropriate to the selected riding style.

Procedure:

- 1.The entire class shall be worked at a walk both ways of the ring. At the judge's discretion, the class may be asked to back, or to trot.
- 2.This class may be ridden Western or English style.
- 3.The exhibitors should always have both feet in the stirrups.
- 4.A lead should be attached to a properly fitted halter underneath the Bridle.
- 5.If the judge asks the exhibitor to back the animal in the lineup, the leader should not aid the exhibitor.

Therapeutic Class

Therapeutic riding is an equine-assisted activity for the purpose of contributing positively to the cognitive, physical, emotional, and social well-being of individuals with special needs. Therapeutic riding provides benefits in the areas of health, education, sport and recreation & leisure. Judged according to the abilities of the exhibitor. **Danish Judging**

Procedure:

- 1.The entire class shall be worked at a walk both ways of the ring. At the judge's discretion, the class may be asked to back, or to trot.
- 2.Each exhibitor is allowed up to three assistants.
- 3.This class may be ridden Western or English style.
- 4.This class may be split into lead line with assistance and lead line without assistance divisions.
- 5.The exhibitors should always have both feet in the stirrups.
- 6.A lead should be attached to a properly fitted halter underneath the Bridle.
- 7.The exhibitor may assist the exhibitor but should not have sole control of the exhibit animal.
- 8.If the judge asks the exhibitor to back the animal in the lineup, the leader should not aid the exhibitor.

Therapeutic Trail Class

Western, Hunter, or Saddle Seat attire and ridden in accordance with specific discipline. Exhibit Animal may be used by more than one exhibitor for the same class. **Danish Judging.**

Gymkhana Classes

Purpose

Timed events, the exhibit animal and exhibitor who complete the pattern in the fastest time are the winners.

Clothing and Equipment

- 1. Required:** Exhibitor must wear Protective Safety helmet with chin strap fastened. Must have a boot with a heel. No Tank Tops or vulgar t-shirts allowed, you will be asked to change or forfeit your classes/awards for the day.
- 2. Optional:** Ties, belts, pins, jewelry, chaps, or jackets. Hackamores, tie-downs, martingales and splint, skid, shin, or bell boots are allowed. Stirrups may be wrapped with a non-skid tread. Bats, hand quirts, and crops of any type may be used behind the cinch only.
- 3. Prohibited:** Spurs, draw reins, leg wraps, over & unders, the practice of rubber banding the exhibitor's feet in their stirrups and the use of any device designed to hold the exhibitor in their saddle.

Guidelines:

1. All classes will be run with a closed gate (may not run IN/OUT OF arena).
2. Re-rides will be given in the event of timer malfunctions and when course equipment is not in its proper position, including the flag in the flag race, being blown out of position.
3. Exhibit animal out of control of exhibitor, going to crash into gate or wall of arena may result in disqualification of that class (handled case by case by the Horse Barn Superintendent with escalation to the Fair Board for a decision if necessary).
4. Use of humane bats with rounded leather end or hand shape and hand quirts will be allowed behind the cinch only. No abusive conduct will be permitted and will be disciplined at the Horse Barn Superintendent/Fair Boards discretion. Whips, over&unders and spurs are not allowed during Gymkhana or Sunday.
5. Exhibitor will be called three (3) times by name or number (in the hole, on deck, up). there will be a maximum two-minute time limit per exhibitor on each of the games, starting once the exhibitor/exhibit animal combo enter the arena.
6. A Western saddle is required.
7. All times will be posted after the conclusion of the show day.
8. Exhibitor may lead the exhibit animal in and mount inside the arena, if the exhibit animal is lead in, the exhibitor may ask for a header to hold the exhibit animal while mounting, but cannot start the run until the header is out of arena and the gate is closed. The exhibit animal may be led up to the plane of the gate, with the exhibitor riding, by a header but the header may not cross the plane of the gate.
9. The score, time of each entry shall be announced immediately following the exhibit animal's run.

10. Any changes made in the pattern once a class has started will cancel all times and call for the rerunning of the entire class.
11. Compensate pattern size for arena size for all gymkhana events.

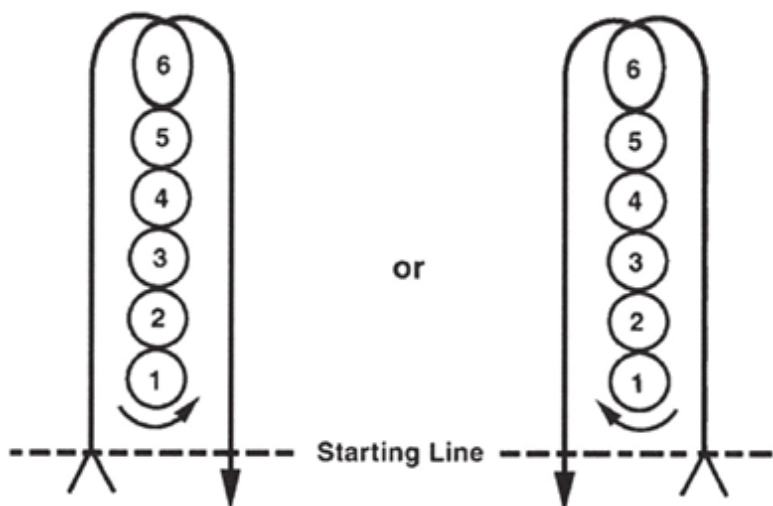
Gymkhana Timing Class Procedure

- a. These are timed events and the goal is to complete the course in the fastest time.
- b. In gymkhana classes, the class starts when the exhibit animal crosses the timer line and stops when the exhibitor animal crosses the timer line on their return.
- c. An electric timer will be used and is official unless the timer defects.
- d. A rerun will be given in gymkhana classes for timer failure. The reruns will take place at the end of the class or if the exhibitor prefers, they can stay in the arena and perform the rerun once the timer has been deemed functional.
- e. If the electric timer cannot be repaired and a class has been partially timed by the electric timer, the class will be rerun, and all contestants timed by three (3) stop watches. The official time being the middle time (i.e. if times of 18.0, 18.5 and 18.7 seconds were read, the 18.5 time will be official. If two or three times are identical, then they will be official.) The three people running the stop watches will be designated by the Horse Barn Superintendent.
- f. Pylons of some sort will be used to indicate starting and finishing lines.

Pole Bending

Six California-style poles; pattern will be set to fit the arena. A 3 second penalty is assessed for knocking over a pole if you remain on course. Run down- weave back towards the finish line, weave back again, and run back to finish line. Exhibitor may touch pole to keep it from going down. **Regular Judging.**

Pole Bending Course



Procedure:

- 1.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.
- 2.The pattern may be run from left or right.
- 3.Exhibitor may touch pole to keep it from going down.
- 5.There is a three second penalty for each pole knocked down.

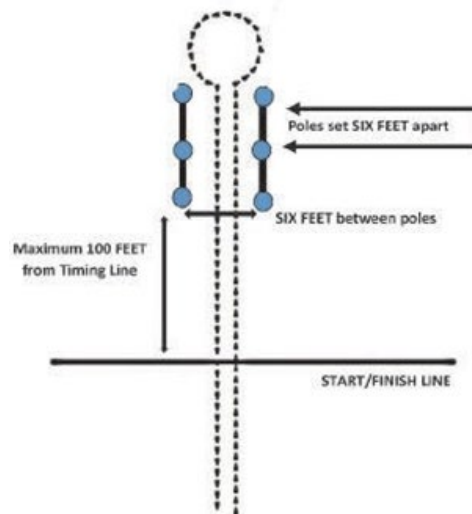
Disqualifications:

1. Broken pattern
2. Exhibit animal and exhibitor falls (exhibit animal hip and shoulder touch the ground) or separation of exhibitor and exhibit animal.

Key Race

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 exhibitor will ride the lane through the poles, turn around, and ride back through the poles, and across the timing line. **Regular Judging.**

Key Race



Procedure:

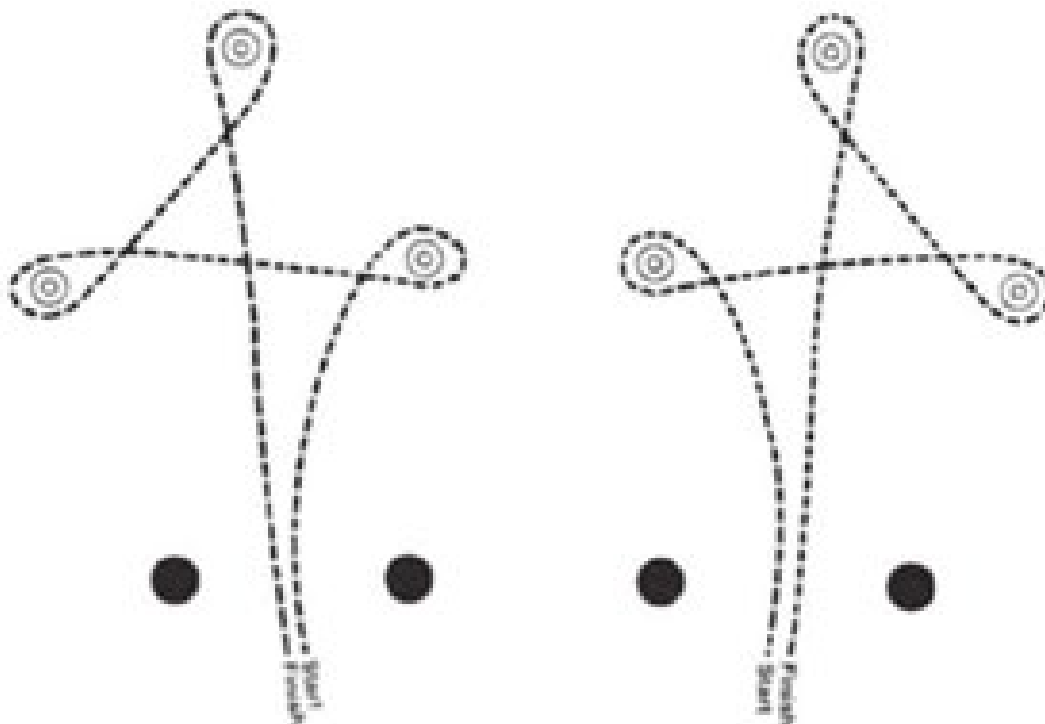
1. Pattern is set a maximum of 100 feet from the timing line. The pattern will consist of 6 poles a minimum of 6 feet high set on top of the ground with bases 10 inches to 14 inches in diameter. The alley will be set 6 feet wide and 6 feet apart. (See diagram below.)
2. Contestants will begin by running through the start/finish line. They will ride between the alley of the poles, turn around (left or right) outside the alley, ride back through the alley of the poles, and back across the start/finish line.

Disqualification:

1. Broken pattern
2. Knocking over of poles
3. Running off course
4. Exhibit animal and exhibitor falls (exhibit animal hip and shoulder touch the ground) or separation of exhibitor and exhibit animal.

Barrel Race

Cloverleaf pattern, pattern will be set to fit the arena. A 5 second penalty is assessed for knocking over a barrel if you remain on course. **Regular Judging.**



Procedure:

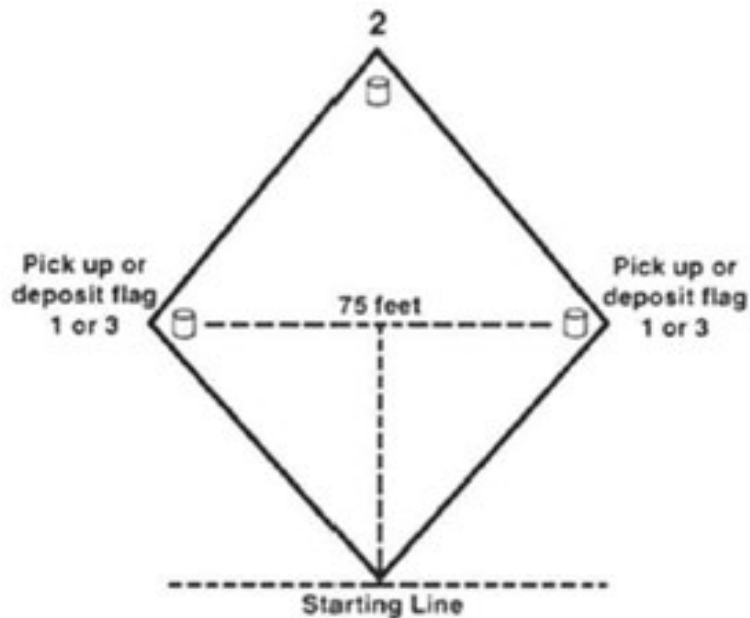
1. Three 55-gallon plastic or barrels of the same size should be used. They may have a rubber tire or foam rubber cylinder on the top for safety if they are metal/steel.
2. Barrels are to be set in a cloverleaf/triangular pattern. The right and left barrels form the base of the triangle, which will be parallel to the starting line. The third barrel will be down the arena with equidistant from the right and left barrels.
3. Exhibitor may start the pattern from the right or left side and must make either two left turns and one right or two right turns and one left.
4. Exhibitor may cross the line anywhere between the first two barrels.
5. A contestant may touch the barrel to keep it from falling over.
6. A five second penalty should be given for knocking over a barrel.

Disqualifications:

1. Broken pattern,
2. Exhibit animal and exhibitor falls (exhibit animal hip and shoulder touch the ground) or separation of exhibitor and exhibit animal.

Flag Race

Barrels are placed the same as in the barrel race. Pick up flag from sand bucket on outside of barrel - ride around outside of end (second) barrel and outside of third barrel, and deposit flag in sand bucket on third barrel. **Regular Judging.**



Procedure:

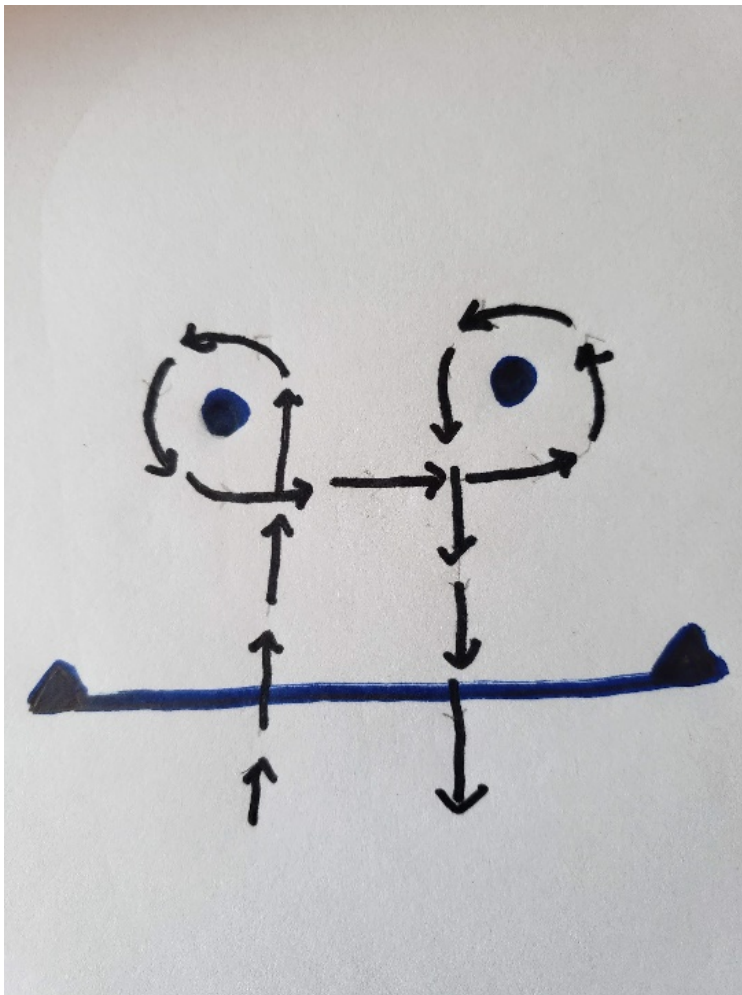
1. The three (3) barrels are placed in a triangle pattern, as in clover leaf barrels. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence.
2. Flag is to be picked up at first barrel, contestants to proceed around the second barrel and deposit the flag in container on the third barrel and then cross the finish line.
3. Containers for the flags shall be at least the size of a five-gallon bucket (plastic). Material in container (to about 1" from top) should be suitable material to allow flag to be easily removed and stuck, play sand must be used.
4. Flag sticks should be 18" in length with about ½" round dowel and pointed ends. The container must be set on the outer edge of the barrel and the flag in the outer edge of the container.
5. The same flags will be used by all contestants in a class. If a flag breaks during the run, the exhibitor will be given a rerun.
6. Exhibitor may run the course to the right or left. The exhibitor must signal to the ring crew if they will be running right or left before entering the arena.
7. The flag stick shall have a "depth" mark so the flag is positioned at the same depth for each exhibitor.

Disqualifications:

1. Dropping the flag.
2. The flag not staying in the stuck position in the material inside the container on the third barrel will result in a disqualification.
3. Not going around the second barrel, knocking over any flag container, knocking over any barrel will result in a disqualification.
4. Using the flag for a bat will result in a disqualification.
5. Running off course or Exhibit animal and exhibitor falls (exhibit animal hip and shoulder touch the ground) or separation of exhibitor and exhibit animal.

LT Special

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 must be run to the left.** Exhibitor may touch a barrel to prevent it from falling over. Penalty: There is a five (5) second penalty for each barrel knocked down. **Regular Judging.**



Procedure:

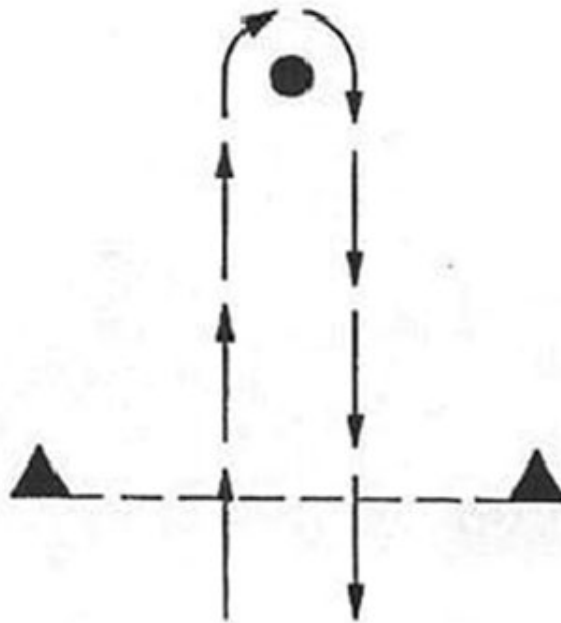
1. The two (2) barrels are placed in a straight line, horizontal with the timing line.
2. The pattern must be run to the left.
3. Contestant may touch a barrel to prevent it from falling over.
- 4.5 sec penalty for knockdown of either barrel.

Disqualification:

1. A broken pattern
2. Running off course will result in a disqualification.
3. Exhibit animal and exhibitor falls (exhibit animal hip and shoulder touch the ground) or separation of exhibitor and exhibit animal.

Plug Race

This race uses only the end barrel of the barrel-racing pattern, go down to and around the barrel and back to the finish line, **Regular Judging**.



Procedure:

1. Pattern should be set to fit arena, with one barrel used to run at.
2. Exhibitor may run left or right and must go around barrel.
3. Exhibitor may touch barrel to prevent it from falling over.

Disqualifications:

1. Contestant is disqualified for knocking barrel.
2. Exhibit animal and exhibitor falls (exhibit animal hip and shoulder touch the ground) or separation of exhibitor and exhibit animal.

Horseless Horse and Non-animal classes

The Marinette County Fair does not have a separate Horseless Horse program within the county 4-H program. The classes that are designated as Horseless Horse and Non-animal are encouraged to be entered by all exhibitors of the Marinette County Fair.

These classes include but are not limited to:

Model Horse

Scrapbook

Posters

Homemade Game

Homemade First Aid Kit

And many more.....

Please see the complete list in the Marinette County Fair Premium List.

GLOSSARY

Appointments The equipment and clothing used in showing.

Bat-A flat riding whip.

Bight-Excess reins.

Bosal- A braided rawhide or leather bosal may be used in lieu of a snaffle bit, no larger than ½ inch diameter at the cheek; must be a minimum of a 1-finger space between the bosal and nose; absolutely no metal under the jaw or on the noseband in connection with the bosal.

Breed Standards-Standards set by individual breed associations that describe the ideal representative of that breed.

Conformation-The build of an animal; the structure, form, balance, and symmetrical arrangement of parts.

Crop-Short, handheld riding whip.

Danger Zone-The area directly in front of or behind an exhibit animal in which it is dangerous to stand because of the danger of being kicked, struck, or run over by the animal.

Diagonal-Refers to the forefoot of the exhibit animal moving in unison with the opposite hind foot at the trot; when posting, the exhibitor should rise as the forefoot on the outside of a turn comes forward.

Equivalent Breed Gait-A four-beat gait, such as rack, fox trot, running walk, paso largo, or slow gait. Used by these breeds in classes rather than the trot.

Falling of Animal-An animal is considered to have fallen when shoulder and hind quarters on the same side have touched the ground.

Falling of Exhibitor-A exhibitor is considered to have fallen when he/she is separate from his/her animal, that has not fallen, in such a way as to necessitate remounting. An exhibitor is considered to have fallen when he/she touches the ground.

Gait-A way of going, either natural or acquired, that is characterized by a distinctive movement of feet and legs.

Hackamore (Mechanical)-A type of bridle without a bit using a curb chain and metal shanks for leverage.

Header-Person who enters with arena for safety purposes while animals are lined up.

Lead- The sequence in which the feet hit the ground at a lope or canter. The correct lead shall mean the inside front leg descends last when working in a circle at a lope or canter, i.e., the left lead is correct when the right rear foot hits the ground, then the diagonal left rear and right front and lastly the left front hits the ground.

Longe-the act of exercising an exhibit animal on the end of a long line, usually in a circle.

Longe Line-Line of not more than 30 feet long that may or may not have a chain at one end; used for longeing an exhibit animal.

Near side-The left side of an exhibit animal.

Offside-The right side of an exhibit animal.

Pumping the Reins-Using the hands to pull the reins in opposition of the natural movement, i.e.: pulling back to raise the head or front end when the natural point of the stride is in a downward movement.

Romal- (Rommel)-A long, flexible quirt or braided ends of closed reins.

Safety Zone-The area in front, but off to one side, of an exhibit animal; area where an exhibitor is not likely to be struck if the exhibit animal rears or lunges forward.

Tie- Down-A device used to position or control the height of the animal 's head. (standing martingale).

Trailer-An assistant to the exhibitor in a halter class who encourages draft exhibit animals and mules to move out energetically.

REFERENCES

American Quarter Horse Association

<http://www.aqha.com>

USEF

www.usef.org

Pony of the Americas

<http://www.poac.org>

WI 4-H Horse Association

<http://www.wi4horse.homestead.com>

Wisconsin Horse Council

<http://www.wisconsinhorsecouncil.org>

American Donkey and Mule Association

adms@juno.com

American Miniature Horse Association

www.amha.org

Wisconsin Interscholastic Horsemanship Association

www.wiha.us