Klamath County 4-H Horse Rules

Updates 1/10/2023

1. **General Horse Rules**

1. Please refer to the Fair Handbook/Premium Guide, Klamath County 4-H Horse Rules, and any published contest guides for Oregon Horse 4-H for any and all rules pertaining to the Klamath County 4-H Horse Program.
2. Members and parents will sign and be expected to follow a Horse Fair Contract in order to compete at the Klamath County Horse Fair.
3. All animals exhibited, including backup horses, must have been trained, owned or leased and recorded in exhibitor's 4-H or FFA record book by April 15th of the current year. A current Horse Identification page from their 4-H record book must be on file for each horse at the Extension Office by April 15th of the current year. Exhibitors who are exhibiting a leased horse must have a lease agreement on file at the Extension Office by April 15th. In case of injury or death of a member's horse, between April 15th and the Klamath County Horse Fair, the exhibitor may petition the Show Committee to show another horse, but they will not be eligible for State Fair competition.
4. From April 15th until after the completion of the Klamath County Horse Fair, no horse, leased or owned, entered in any 4-H or FFA program may be ridden or handled by a professional trainer. A professional trainer is defined as anyone who takes payment or compensation for horse lessons or training. Members may still take lessons and receive help. If a horse is ridden or handled by a professional trainer within the 90 days prior to the county or state fair, contestant may forfeit the right to participate in county and/or state fair or receive awards. This includes: Ranch Horse, Gaming, Dressage and all other phases of the 4-H Horse program unless otherwise specified. For those horses selected for the Oregon State Fair this rule extends until after the completion of the State Fair.
5. All horses being exhibited at the Horse Fair must pass a vet check. Vet checks will be at a designated time, allowing time for improvements prior to the start of Horse Fair.
6. All members must pass a safety check with their horse(s) prior to exhibiting at the Horse Fair. All riders, 4-H and FFA, must past two safety checks. On safety check may be from the club leader but the other must be from the **Horse Division Superintendents** at a designated ride. Superintendents have the final say for safety and may require additional participation. ~~Checks will be completed by the~~ **~~Horse Division Superintendents~~** ~~and individual club leaders. Members must be approved by their own leader along with a division superintendent in order and are required to be able eligible to participate at the Klamath County Horse Fair. Safety checks will happen at the various open leader rides or at a time established outside of those clinics.~~ Members must demonstrate safety and control of **each horse** they will be bringing to the Horse Fair.
7. Each exhibitor must use the same horse in both showmanship, equitation, & trail (ridden). No horse may be used twice in the same event. Exception being – two family members enrolled in the same horse project, listed as sharing the same horse.
8. There is an available Walk/Trot division that is open to any member, regardless of age or time spent in program, that is not comfortable with loping/cantering. Riders who enter this division are not eligible for the All-Around awards or State Fair qualification and may not enter any class where they are expected to canter/lope (including, but not limited to, Gaming, Ranch Horse, and Jumping). The decision whether a member will ride in this category will be made by the exhibitor, parent, leader, Horse Division Superintendents, and the 4-H Agent. If an exhibitor chooses to show in the Walk/Trot division, they ~~must~~ may only compete in Walk/Trot in all classes which offer a Walk/Trot classification. Members who receive a score of 90 or higher in an equation class must move on to Walk/Trot/Lope divisions at the next Fair, unless riding a new horse or the adults mentioned above agree with retaining placement in the Walk/Trot division.
9. All lunging will be done by members in an arena and in a safe manner.
10. No tacking or grooming will be allowed outside of the fenced fairgrounds area.
11. All animals and exhibitors are required to stay until after the Awards Presentation on the final day unless otherwise announced.
12. No dogs inside fair gates during Horse Fair.
13. Any member having a horse project in both 4-H and FFA must have a joint agreement on file at the Extension office by March 1st of the current 4-H year.
14. FFA Exhibitors must meet all of the requirements of the 4-H exhibitors in order to participate, including clinic requirements.

2. **Equitation**

Exhibitors may enter both English and Western equitation. Riders must use the same horse used in Showmanship for both English and Western equitation.

3. **Showmanship**

All must participate in showmanship. This includes driving horses (if it is the only horse you bring to fair), gaming contestants, and combined training. Members participating in only Ranch Horse must show in Ranchmanship. Members competing in only Combined Training must show in Showmanship on the Triangle.

4. **Jumping and Combined Training** (If offered)

1. Duties of the Jumping Chairperson:
* Provide clinics each year for members participating in the jumping division and/or combined training.
* Design jumping courses.
* Approve the participation of members jumping in all levels of the jumping division (or have qualified consultant approve).
* Arrange for judge(s) for the jumping division and/or combined training.
* Develop ride times for combined training.
* Arrange for jumps and equipment to be used in the jumping division and/or combined training.
* Arrange for set up and takedown of jumps and equipment to be used.
* Arrange for clerks, runners and gate persons.
* Arrange for contestant numbers and calculate scores for Combined Training contests (if held).
* Other duties as assigned.
1. Jumping and Combined Training Rules Specific to Klamath County:
	* Refer to the 4-H Horse Contest Guide, the Klamath County Premium Guide, the Hunt Seat & Jumper Manual, the Klamath County 4-H Combined Training Project Manual and Contest Guide for further information.
	* References to the Klamath County 4-H Horse Fair also pertain to the Combined Training contest, when offered.
	* Klamath County 4-H Horse Rules will be followed in addition to the general rules in the 4-H Horse Contest Guide. Please refer to that guide.
	* Members receiving a blue ribbon in the Intermediate and Senior divisions of Hunt Seat Equitation Over Fences may qualify to compete at the Oregon State Fair if they meet further qualification requirements. Further qualification requirements include a combined score of 170 points in their Showmanship and Equitation classes.
	* Any member entered in jumping must be approved by the jumping chairperson prior to participating in jumping contests at the Klamath County 4-H Horse Fair. Whenever possible, the jumping clinics provided during the year will be utilized to determine a member’s ability to compete.
	* If a member participated in a jumping contest at the Klamath County 4-H Horse Fair during the prior year and the same horse will be used in the current year's contest, they may be automatically approved with the following qualifications: participants must jump at the same height as the previous year and must have received either a red or blue ribbon at the previous county fair. These jumping participants are encouraged to participate in at least one jumping clinic.
	* Riders may be asked to jump at a lower level if the Jumping Chairperson or judge determines that they are unsafe at the level entered.
	* The judge(s) has the authority to dismiss any rider at any time if they feel that an unsafe condition exists.
	* The following will result in elimination: (1) fall of horse or rider, (2) three cumulative refusals, and (3) riding off course. You may in some places be eliminated by loss of stirrup, trotting while on course, and loss of reins.
	* At least one practice fence will be provided in the warm up arena.
	* Each Equitation class shall have a minimum of 6 obstacles with the exception of Hunter Hack and Gambler's Choice.
	* Riders will be allowed a course walk for Hunt Seat Equitation Over Fences, Cross Rails, 18" to 2' Cross Country and Stadium Jumping competitions. No horses are to be in the arena or on course during the course walk.
	* Riders are not allowed to warm up in the jumping arena or on the cross country course unless expressly invited to do so by show management. If warm up in the jumping arena is allowed, no jumps are to be taken unless identified by show management ahead of time.
	* Members may exhibit only one horse in jumping or Combined Training contests.
	* The Cross Rails class is offered for those riders who have not participated in jumping competitions on a regular basis OR for young horses that have not been shown at any show at a level higher than Cross Rails prior to the beginning of the 4-H year. Riders and/or horses showing a level of ability that would allow them to jump at a higher level may be asked to move up to the next level by the Jumping Chairperson.
	* The 18" to 2' class is offered as a step between Cross Rails and Hunt Seat Equitation Over Fences. It is open to riders that are beyond the Cross Rails capabilities but not ready for heights required in the Hunt Seat Equitation Over Fences. Horse/Rider combinations in this class may not have shown at a height greater than 2" at any show prior to the start of the current 4-H year.

Jumping class descriptions:

Hunter Hack. Hunter Hack will be scheduled prior to the Hunt Seat Equitation Over Fences competition. Only those riders deemed safe by the judge in their Hunter Hack class will be allowed to participate in Hunt Seat Equitation Over Fences at heights of 2’and higher. Those riders entered in Hunt Seat Equitation Over Fences at heights of 2' or more that are deemed unsafe by the judge may be asked to move down to a lower level. The class will be judged at walk, trot and canter both directions of the arena. Riders may also be asked to stop, back and hand gallop. Contestants will jump two or more fences, one rider at a time.

Hunt Seat Equitation Over Fences. Riders may circle once before approaching the first jump in Equitation courses and once following completion of the final jump. After the opening circle, riders proceed around the course at a canter keeping an even pace. *This is a judged class*. Contestants are judged on their way of going including use of aids, weight, safety, posture, and performance including approach, takeoff, flight over fence, landing, pace and general control. A refusal constitutes stopping in front of an obstacle to be jumped, whether or not the horse knocks it down or if the horse stops forward motion. If a refusal occurs in a double or triple, the riders shall re-jump all elements of the combination. A fall of rider and/or three refusals will eliminate the horse and rider.

Cross Rails & 18" - 2' Equitation Over Fences. This class is judged the same as Hunt Seat Equitation Over Fences except that breaking from a canter to a trot is not penalized. Riders may approach fences at the trot if they choose.

Gambler's Choice. \*Only offered if time allows and enough members have entered. Gambler's Choice is a fun class designed to reward riders who have successfully completed their Hunt Seat Equitation Over Fences class. Any riders deemed unsafe by the judge in their Hunt Seat Equitation Over Fences class may not compete in Gambler's Choice. Riders are given 45 seconds to jump as many jumps as possible. Riders determine which fences they will attempt and the order in which they are jumped. Each jump will be given a point value. The rider will receive the point value of the fence if they successfully jump it. The rider with the most points at the end of the time allowance wins the class. In the event of a tie, a jump off may be offered. In the jump off, riders will be given 30 seconds to jump as many fences as possible. Points for a fence will not be given if:

* Any portion of the fence is knocked down;
* The fence is taken incorrectly (an ascending oxer taken from the wrong direction); or
* A fence is taken twice in a row from the same direction. The same fence may be jumped more than once but at least one other fence must be jumped in between. A single fence taken from opposite directions can be jumped back to back.

*The judge may stop a rider at any time during the course if the rider is considered to be unsafe*. A fall of the rider is a basis for elimination. Riders will be placed by age group. Fence heights in the Junior division will be 2' to 2'3". Up to 2 fences may be offered at 2'6". Fence heights in the Intermediate and Senior divisions will be 2'3" to 2'6". Up to 3 fences may be offered at 2'9" to 3'. A Cross Rail division may also be offered.

5. **Dressage**

1. Duties of the Dressage Chairperson:
	* Arrange for judge(s) for the Dressage competition.
	* Calculate and publish ride times for each rider.
	* Calculate scores following judging.
	* Arrange for setup of required equipment, including arena and judge's station.
	* Arrange for bit checks, gate persons, clerks and runners.
	* Other duties as assigned.
2. Dressage Rules Specific to Klamath County:
	* Refer to the 4-H Horse Contest Guide and the Oregon 4-H Dressage Project Manual for further information.
	* Arena may be small (20m x 40 m) or large dressage arena (20m x 60m).
	* Riders may have a caller to read their test.
	* Contestants who qualify for State Fair in equitation/showmanship may also enter Dressage if they received a score of 58% of higher on any Training Level Test 2 or 3 or any First Level Test at their county fair using the same horse as used in equitation/showmanship. Participants may only ride one test at State Fair.
	* Additionally, contestants who qualify for State Fair in equitation/showmanship may also enter Western Dressage if they received a score of 58% or higher on WDAA Basic Level Test 2-4 or Level 1 Test 1-4.
	* A rider who scored 62% and above at the previous county fair must progress to the next test at the following county fair. This requirement applies to a horse/rider combination. A new horse may be started at any test offered.
	* Bits will be checked prior to competition.
	* See the Oregon 4-H Dressage Manual for further information regarding bits.

6. **Young and Exhibitor Trained Horses**

 Refer to 4-H Horse Contest Guide.

1. Each contestant must give the judge, in advance, a ground training score sheet that lists the items to be attempted. The score sheet is available at Oregon county Extension offices and on the Oregon State University 4-H Web site.
2. Colt Walk Through Trail (does not qualify for State Fair)
	* Colts entered in this class must have also been entered and shown in a ground training class at this year's fair. No helpers are allowed in this class.
3. First Year Snaffle Bit or BosaI Hackamore - Green Horse Only
	* Started under saddle no earlier than January l of the previous year. Must be shown in ring snaffle or bosal hackamore only. English or Western equipment. Running martingale and/or cavason are permitted. Exhibitor will provide the judge with a list of exercises to be attempted that can be completed within five minutes.
4. Owner Trained
	* English or Western equipment. All training under saddle must have been done by the exhibitor. No age limit on the horse. Horse can be shown in this class one year only. Exhibitor will provide judges with a list of exercises to be attempted. A five-minute time limit will be given to complete any under saddle exercises from any 4-H discipline.

7. **Additional Classes**

1. Trail
	* Must use same horse as showmanship for the ridden trail class. In-Hand classes are to use same horse used in driving or ground training.
	* Refer to 4-H Horse Contest Guide.
	* In-Hand Trail classes are only for unridden horses.
2. Costume Class
	* Open to all ages - may be done individually or as a club/chapter. **Boots and helmets must be worn**. All costumes must be approved by 4-H Leader.
3. Driving Classes
	* Refer to 4-H Horse Contest Guide and 4-H Driving Manual.
4. Dad Potter
	* See 4-H Horse Contest Guide.
	* The trial is a test of finished horsemanship for horse and rider. The horse must be quiet, well-mannered, and under full control. The rider must use seat, hands, and leg aids properly.
	* Riders may be Junior, Intermediates or Seniors enrolled in Oregon 4-H who have passed all 3 levels of the Horse Advancement Program. 4-H members must have owned and/or cared for and personally trained the horse for at least six months.
	* An Application Form must be used for this competition. The form is available at the Extension office. Riders may compete for the full Dad Potter Award for the successful completion of all ten steps or may compete for the Three-Step Certificate of Merit. The Application Form designates the steps, in order, that a competitor win be attempting.
5. Senior Horsemaster
	* Qualifications: The top three senior riders with the highest combined scores in Western or English Equitation, Trail and Showmanship with the same horse will be eligible Senior Horsemaster contestants.
	* The contests will consist of three different horses: one under English tack, one Western and one Showmanship. Every effort will be made to assure that the three horses are unfamiliar to all three contestants.
	* Contestants may ride in either English or Western attire.
	* Contest procedure consists of:
		1. Contestants will draw for their first horse and will rotate in a clockwise direction after that.
		2. Each contestant will be given two minutes with each horse to adjust tack (stirrups, etc.) to their satisfaction. The showmanship participant may not use this time as additional warm up.
		3. At the sound of the whistle, each rider will mount and have an additional three minutes to familiarize themselves with their mounts.
		4. At the next whistle they will stop, be presented with the pattern and be given two minutes to ask questions of the judge.
		5. The next whistle indicates they should start the pattern as soon as the judge indicates that he or she is ready.
		6. At the final whistle the contestants will return the horse to the judge and progress to their next station.
	* Judges will award a possible 25 points per rider. The contestant with the highest combined score will be named Senior Horsemaster.
	* Only 4-H contestants are eligible for this award.

8. **Western Gaming Events**

1. Duties of the Gaming Chairperson:
	* Arrange and provide required clinics each year for members participating in the gaming division.
	* Arrange for judge(s) for the Gaming competition.
	* Arrange for setup of required equipment, including arena and timer(s).
	* Arrange for gate persons, clerks and runners.
	* Other duties as assigned.
2. Gaming Rules:
	* See the 4-H Contest Guide for further information and rules.
	* All participants in Western Gaming Events must participate in showmanship.
	* In order to qualify for State at the Western Gaming Finals, 4-H members must meet the blue qualifying time in each event in which they participated.
	* Members who qualify in at least one Western Gaming event with a qualifying time, may choose one additional Western Gaming event in which to participate.
3. Clinic Requirements:
	* Any member entered in gaming must be approved by the gaming chairperson prior to participating in gaming contests at the Klamath County 4-H Horse Fair. Whenever possible, the gaming clinics provided during the year will be utilized to determine a member’s ability to compete.
	* Participant must use the same horse at clinics as entered in gaming at the County Fair.
	* FFA Exhibitors must meet all of the requirements of the 4-H exhibitors in order to participate, including clinic requirements.

9. **Ranch Horse**

1. Duties of the Ranch Horse Chairperson:
	* Arrange and provide required clinics each year for members participating in the Ranch Horse Program.
	* Review and revise patterns as needed with horse leaders/superintendent approval.
	* Arrange for judge(s) and cattle for Ranch Horse.
	* Arrange for setup of required equipment including arena and timer
	* Arrange for gate persons, clerks and help with cattle.
	* Other duties as assigned.
2. Ranch Horse Rules:
	* Refer to the current Ranch Horse Program Guide for further rules and information.
	* Members participating in only Ranch Horse must show in Ranchmanship.
3. Clinic Requirements:
	* First-year Cow Work contestants must attend at least two clinics on horseback with cattle present to be eligible for Cow Work class. Returning Cow Work contestants, who are riding the same horse as the previous fair, must be approved by the Cow Work chairperson prior to participating in the Event at the Klamath County 4-H Horse Fair. Members can attend the clinics or make contact with the Cow Work chairperson about meeting this requirement. Returning Cow Work contestants, who are riding a new horse, must attend one clinic and be approved by the Cow Work chairperson prior to participating in the event at the Klamath County 4-H Horse Fair.
	* Any member entered in a roping contest (from horseback) must be approved by the Roping Chairperson(s) prior to participating in the Klamath County Fair.  Whenever possible, the cow working and/or roping clinics provided during the year will be utilized to determine a member's ability to compete.  Safe and proper dallying technique is of the utmost importance and is required for intermediates and seniors.  Seniors will also have to demonstrate proper handling of cattle, along with proper and safe dallying technique, prior to participation in the roping of live cattle.
	* Even if members have already met the clinic requirement to participate in Cow Work at the Horse Fair, they are still encouraged to attend the Cow Work Clinics to practice their skills.
	* Member must ride the horse that will be used at fair at these clinics.

10. **Lake County Horse Fair Participation**

* + See Klamath/Lake County Horse Fair Agreement

\*Exceptions to these rules must be approved by **two of the three** Horse Division Superintendents.

*Adopted May 24, 2010 Revised ~~March 29, 2022~~ January 10, 2023*