

Ashtabula County has made an exception to the 4- H 179R Uniform Rules for 4-H Horse Shows book. That exception is as follows:

1. Walk/Trot 4-H members will be allowed to ride their horse western carrying the reins two handed, provided they are using a snaffle bit and following the rules outlined for bits, tack, and appropriate hand positions in the 179R book.

Descriptions of classes offered in Ashtabula County and not included in the 179R book

All members must refer to the 179 Rule Book for proper tack, appointments, and rules specific to their riding or performance style.

- **Hunter in Hand:** This is a class to judge the suitability of a horse to compete in a hunter under saddle or over fences class. Horses are expected to walk, trot, and stand to be evaluated in this ground class. It is judged on movement, conformation, and the temperament of the horse. Tack and apparel for this class will follow the 179R rules for English Showmanship.
- **In Hand Command Class:** Similar to a mounted command or discipline rail class, this is a class for all disciplines to show off their horse's transitions and precision in showmanship maneuvers. Open to all disciplines and equines, this class will follow the showmanship 179R rules for the exhibitor's respective discipline. Exhibitors will be showing on the rail and may be asked to walk, extend the walk, halt from a walk or trot, pivot any number of degrees (no pull turns allowed), back their horses in a pattern or shape, trot or walk any shape or number of strides, perform an announced pattern, set up their horses for and pose for inspection, or any other showmanship maneuver the judge may call for. If asked to trot, all exhibitors on the rail should halt and the trot should be evaluated one at a time for safety. Degree of difficulty is left to the discretion of the judge. Exhibitors are evaluated similarly to a showmanship class with emphasis on precision and degree of difficulty. The Judge is watching how much the showman is asking of the horse, along with how effortlessly the horse is performing the action.
- **Halter:** This is an in- hand class, judged on conformation and suitability as breed stock. Horses are shown in a halter and are traveled before the judge so that lameness and the quality of movement can be evaluated. Horses are judged on balance, structural correctness, breed and sex characteristics, and degree of muscling.
- **Dressage:** Tests can be found at the following websites. It is the responsibility of the 4-Her to print the test they will be using for their classes and turn it in to their advisor prior to the start of fair. 4-H members should work with their club advisor to find the appropriate test for their skill level. This includes freestyle dressage classes.

English Dressage- USDF

<https://www.usdf.org/downloads/forms/index.asp?TypePass=Tests>

Western Dressage- WDAA

<https://westerndressageassociation.org/wdaa-tests/>

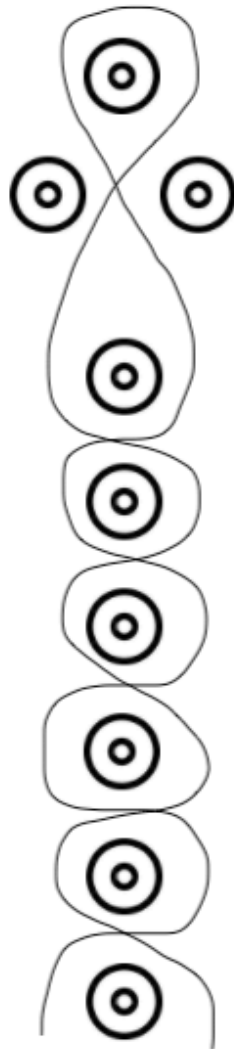
- **Ground Driving:** This class will follow equipment and attire requirements for driving as outlined in the 179R book. Helmets are required. Whips may be used but are not mandatory. Horses of any age are permitted to enter this class. The driver is on foot and should maintain at least a 6-foot space between them and the horse's rear legs for safety. No cart is to be attached to the animal but a surcingle or saddle should be used to pass the driving lines through. The lines should not be connected together and should be at least 25 feet. Class routine is at the judge's discretion and can include any of the following: walk, show gait, road gait, halt, back, drive a figure eight of any size at any gait, changes of direction, straight lines. Scoring should be similar to that of a pleasure driving class.
- **Road Hack:** This is a class in which exhibitors will be asked to walk, trot, road trot/working trot, canter, lope, extended gallop or hand gallop, stop, or back on the rail.
- **Discipline Rail:** This is a class for all disciplines to show off their horse's transitions and precision performing ridden maneuvers. Open to all disciplines and large equines, this class will follow the horsemanship and equitation 179R rules for the exhibitors' respective discipline. Exhibitors will be showing on the rail and may be asked, for example, to: walk, trot, jog, lope, canter, hand gallop, extend any gait, halt from any gait, pivot and number of degrees on the forehand or haunches, back their horses in a pattern, shape, or straight line, perform any gait in a shape or number of strides, change leads, change direction, change diagonal, perform a two-point, drop and pick up stirrups, or any other horsemanship or riding maneuver the judge may call for. Degree of difficulty is left to the discretion of the judge. Exhibitors are evaluated similarly to a horsemanship or equitation class with emphasis on precision and degree of difficulty. The Judge is watching how much the rider is asking of the horse, along with how effortlessly the horse is performing the action requested.
- **Trick Training:** Horses entered in this class will be evaluated on their best tricks. Helmets are mandatory, and youth should be dressed in appropriate attire for a showmanship class. Treats are permitted to be used. Either a halter or bridle is required and any props, obstacles, or equipment needed to perform the tricks are the responsibility of the exhibitor. Before the tricks are evaluated, the exhibitor must tell the judge a little bit about how they trained the animal to do the tricks and what tricks they are going to perform. Examples of what tricks you could teach are: smile, bow, touch, line up to a mounting block, sit, follow a target, come. Exhibitors are not limited and can show off a minimum of three tricks that they like. This class is judged on the degree of difficulty and willingness of the horse.

- **Costume:** The costume class will follow the Uniform Rules for 4-H Horse Shows where applicable (helmets, bits, etc.). Exhibitors may lead, ride, or drive their equine in the costume class. All entries will be required to have an adult walk with them regardless if the equine is led, ridden, or driven. A maximum of four people is allowed with each entry. This includes the exhibitor (handler/rider/driver) and adult. This is a walk only class. Any type of costume is allowed; however, it must be 4-H appropriate (no profanity). No skits or acts will be allowed. All exhibitors must design the costumes in such a manner as to permit movement at the walk and to be safe. No costume will be permitted to enter or remain in the arena if, in the opinion of any show official, the costume is creating a hazardous situation for any exhibitor, or the equine is unruly to an unmanageable degree. The class will be judged using the following criteria: Originality 35 points; Time & Effort 35 points; Theme 20 points; Safety 10 points.
- **Liberty:** This class is intended to display the freedom of movement, soundness, and desire to move forward natural to the breed of horse being exhibited. Two people are permitted in the ring, one handler and one assistant, and both must wear helmets and boots. The assistant must be a 4-H member taking an equine project. The handler must provide two minutes of music that matches the horse's style. At the first sound of music, the handler should remove the horse's lead. The horse's halter should be left on. The handler and assistant may not touch the horse, and whips may be used but cannot touch the horse. The horse should appear to enjoy his/her liberty and should show all gaits. The handler has two minutes to catch the horse after the music ends. The class will be judged using the following criteria: 50 points for the horse's quality of movement, desire to move forward, and the exhibition of all gaits; 25 points for a choice of music that matches the horse's style, use of the ring, and horse's willingness to perform; 25 points for the turnout of horse and handler (the assistant is not judged). Ten points will be deducted if the handler cannot catch the horse in the two minutes allowed. Ten points will be deducted for touching the horse during the two-minute music period. There should be no penalty for playful behavior and consideration should be given for the willingness of the horse to move forward with moderate encouragement.
- **Gambler's Choice:** This is a timed jumping class, for a mounted rider or a handler and small equine. The class is intended to show the competitor team's speed and agility. Each competitor has 45 seconds, beginning when the team crosses the starting line. Each fence has a displayed point value, with one fence designated as the Joker. The Joker fence is higher and more difficult than the other fences, and is worth 100 points if successfully completed. If the competitor attempts the Joker but knocks down a rail or has a refusal, 100 points are deducted from their total score. Competitors may jump fences in any order and in either direction. Points are awarded for each completed fence. Any fence jumped after 45 seconds will not be awarded points. No points are given for fences knocked down or refusals. If a fence is knocked down, it will not be rebuilt and may not be jumped again. The competitor with the most points is the winner. In the event of a tie, a 30 second jump off round with the same rules will be completed.
- **Old Stakes:** Five cones are set 25 feet apart in the pattern of poles. Rider weaves up and weaves back. This is a timed event.
- **Pole Hole:** See attached pattern. This is a timed speed event that follows the general rules for Gymkhana classes in the 179R book.
- **Butterfly barrels:** See attached pattern. This class is a timed event.

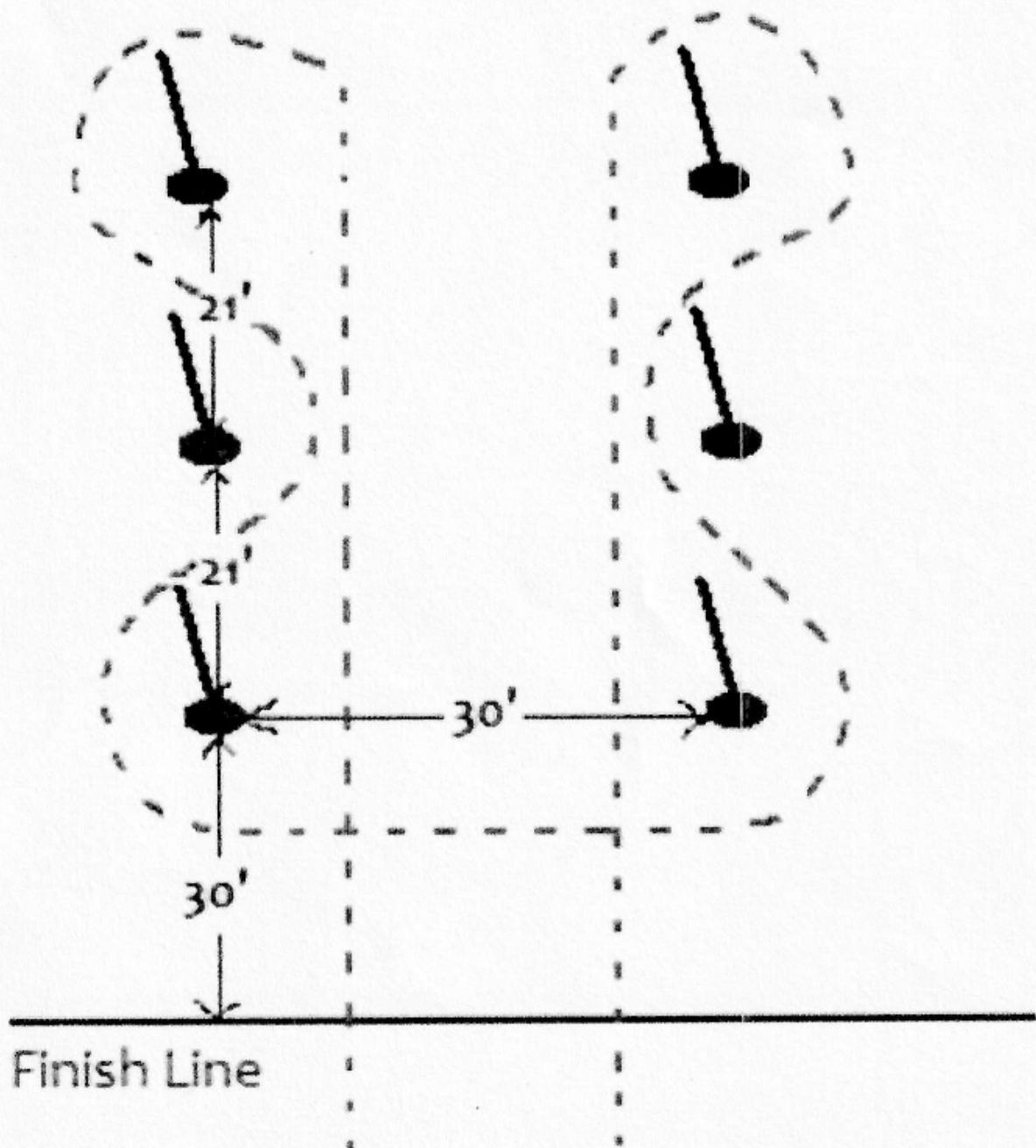
- **Groom and Clean:** This class follows the state rules for the event.
- **Obstacle Challenge:** This class follows the state rules for the event.
- **Basic Horse Training:** This is a class solely for 4-H members taking the 177 Basic Horse Training project. The attached goal sheet must be submitted by June 1 and approved by the Equine Committee. The member will discuss their goal sheet with the judge prior to the class, then exhibit the progress that they have made with their training horse. Any props, obstacles, or equipment needed to perform are the responsibility of the exhibitor. Treats are permitted. This class is judged on the degree of difficulty, progress towards the approved training goals, and the willingness of the horse.

Pole Hole

*you may start on either side of the poles but must loop the keyhole on the same side you started on



Butterfly



Right or Left-hand pattern may be used.

Basic Horse Training Goal Sheet

Member Name: _____

Horse's Name: _____

Club: _____

Horse's Age: _____

Brief description of horse's initial level of training: _____

List three to five goals that you intend to work on with your training horse. The horse's age and initial level of training should be considered when determining your goals. The fair judge will receive a copy of these goals prior to the Basic Horse Training class.

1) _____

2) _____

3) _____

4) _____

5) _____