



4-H PEI - Equine Project

Guidelines for Fairs & Exhibitions

Class 4 - Sections 1-11

Guidelines

- 4-H Members, having completed all requirements of the **4-H PEI Equine Project**, are eligible (and encouraged) to show in the **4-H Equine Class / Sections** at PEI Fairs & Exhibitions
- Members are asked to complete and submit an **Exhibition Entry Form** indicating the Exhibition, Class & Sections in which they intend to participate (*See below*)
- Members are reminded to read & adhere to the **General Livestock Rules**
- Members can show their equine or a borrowed equine. Equines can also be between members for classes consisting of pattern work (i.e. showmanship and horsemanship) but not for classes where rail work is required (i.e. pleasure, command, driving, etc.)
- The recommended dress code for Equine classes is:
 - ⇒ **Shirt** - Must have a collar and be tucked in. Shirts can be short sleeved, but not sleeveless
 - ⇒ **Pants** - Full length pants, breeches or skirt (only for driving)
 - ⇒ **Footwear** - Hard soled footwear are required for member's safety. For riding classes, the boot must also cover the ankle and have a small heel.
 - ⇒ **Helmets** - Mandatory for all 4-H riding and driving classes (*see below*)
 - ⇒ **Belt & Gloves** are encouraged. **Appearance** should be neat with long hair tied back

ENTRY REQUIREMENTS

- Exhibition Entry Form
- Proof of Off-Site Liability Insurance of \$1,000,000 for the animal being shown
OR
- IHC Membership Number

**DEADLINE for ALL FORMS
JUNE 1**



4-H PEI members participating in any 4-H equestrian activity must wear an approved helmet whenever they are mounted on an equine or are in a vehicle (cart, wagon, buggy, etc.) being pulled by an equine.

- An approved helmet meets the minimum performance standards imposed by the American Society for Testing Materials (ASTM) and includes certification and labeling required by the Safety Equipment Institute (SEI). **The helmet must be properly fitted with the harness engaged and properly fastened.**
- Although not mandatory, it is **strongly** recommended that members wear a safety riding vest and protective gloves. A helmet should be worn for safety during showmanship, other in-hand classes and for any time they are around their equine.

CLASS 4 - Sections 1-11

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| 1 Novice Showmanship | 8 Walk/Trot "Simon Says" (Novice Riders) |
| 2 Advanced Showmanship | 9 Command Class (Advanced Riders) |
| 3 Wash World Timed In-Hand Obstacle Course | 10 Novice Driving (w/pattern) |
| 4 Novice Horsemanship (w/pattern) | 11 Advanced Driving (w/pattern) |
| 5 Advanced Horsemanship (w/pattern) | 12 Driving Pleasure |
| 6 Novice Riding - Pleasure | 13 Timed Obstacle Driving |
| 7 Advanced Riding - Pleasure | |



- **Champion & Res. Champion In-Hand** - determined from scores in Showmanship & Obstacle Course
- **Champion & Res. Champion Novice (Riding & Driving)** - determined from scores in Showmanship & Pattern Classes
- **Champion & Res. Champion Advanced (Riding & Driving)** - determined from scores in Showmanship & Pattern Classes



4-H PEI - Equine Project

RULES & GUIDELINES for Fairs & Exhibitions

Rules

1. Only 4-H members are permitted to handle, ride or drive equine while on the show grounds. For safety reasons, members are permitted assistance from an adult when tacking animals, however, grooming and care shall be the responsibility of the member.
2. Members will enter in the class section which best suits their training for the current 4-H year (either Novice or Advanced). This will be determined through mutual discussion with the member and their Equine Leader.
3. Stallions are NOT permitted in 4-H classes.
4. A red ribbon on the tail denotes a equine that may kick if crowded.
5. Equine stabling is on a first-come basis.
6. Members should be prepared and waiting at the gate for the start of their class. A "gate hold" (delay of class) that is necessary for tack change, must be requested before the class is called.
7. All class patterns will be posted at least one hour prior to the start of the class. Patterns will be the same as used for Achievement Day. Updates (if any) will be posted to the 4-H PEI website in May of the current 4-H year.
8. In showmanship classes, it is acceptable to place the lead chain **either** over **or** under the nose. It is also acceptable to not use a chain at all. Members in English riding attire are permitted to show their equine in a English bridle for showmanship.
9. The judge may ask for an individual performance, and may also ask questions concerning horsemanship, anatomy, tack, etc. But, a rider will not be asked to perform on someone else's equine or asked to remove a piece of equipment for the purpose of placing the class.
10. When necessary (due to size), classes will be split into heats with the top four from each heat going back into the ring for final placings. It is preferable to split the English from the Western riders.
11. It is recommended that no more than six equines be asked to lope/canter at one time in the ring. It will be at the judges discretion as to whether the other animals stay in the center or exit the ring.
13. Coaching of members in the show ring by leaders, parents and/or riding coaches, is not allowed. **Note:** exception for members with special needs where advanced permission for assistance is requested.
14. Equipment must be clean, safe, properly adjusted, and suitable for the class in which member is showing. Members not meeting these standards may lose points or possibly be eliminated. Age or cost of equipment should not be a consideration when placing the class.
15. Optional equipment includes spurs, whip/crop and martingales. Prohibited equipment includes wire curbs, chin straps or chains narrower than ½ inch. A judge will have the authority to request the removal or alteration of any piece of equipment which in their opinion would give a equine an unfair advantage, or which they believe is inhumane.
16. A visibly ill or unsound animal may be dismissed from participation by show personnel or at the judge's discretion.
17. Exhibitors are expected to treat their equine with respect and provide for their continuous well-being with proper feeding, handling, disease prevention, sanitation, and attention to safety. A member can be dismissed from showing on the agreement from two 4-H PEI staff and/or show officials that a behaviour towards their animal is abusive or unacceptable.
18. Any member not having their equine under sufficient control will be dismissed from the class. Judges will be encouraged to give comments for their placings if time permits, however, **the judge's decision is final.**





4-H PEI - Equine Project

Class Specifications for Fairs & Exhibitions

(Novice & Advanced , Riding, Driving & In-Hand Categories)

Equine Levels for 4-H Classes at Fairs & Exhibitions

Division Selection: For competition at exhibitions, members may enter **one** of the two divisions: **NOVICE** or **ADVANCED**. It will be at the discretion of the 4-H member and his/her Equine leader as to the division in which the member will show. The member must remain in that division for the year. Exceptions may be permitted in extreme cases.

Showmanship: Members will enter in the same division for the showmanship classes as entered for the riding/driving division. (i.e. Novice-Novice...Advanced-Advanced). Members showing **ONLY** in-hand must enter the showmanship class relative to their training for the current 4-H year.

Wash World In-Hand Obstacle Course: This is a for fun, timed, obstacle course for all members (regardless of level). The pattern is different from the Showmanship patterns and placings will not be used for Champion calculations. Top prize sponsored by Wash World.



NOVICE RIDING

Member must be able to demonstrate the following maneuvers with their equine project:

- Walk
- Trot or Jog

Additional Maneuvers that **may** be asked of the member are:

- Halt
- Rein Back
- Turn on the haunches and/or forehand
- Circles
- Leg yielding

ADVANCED RIDING

Member must be able to demonstrate the following maneuvers with their equine project:

- Walk
- Trot or Jog
- Canter or Lope

Additional Maneuvers that **may** be asked of the member are:

- Halt
- Rein Back
- Turn on the haunches and/or forehand
- Circles
- Leg yielding
- Simple lead changes

NOVICE DRIVING

Member must be able to demonstrate the following maneuvers with their equine project:

- Walk
- Trot

Additional Maneuvers that **may** be asked of the member are:

- Halt
- Rein Back
- Turns
- Circles
- Lengthening & shortening of strides in both gaits

ADVANCED DRIVING

Member must be able to demonstrate the following maneuvers with their equine project:

- Walk
- Trot

Additional Maneuvers that **may** be asked of the member are:

- Halt
- Rein Back
- Turns
- Circles
- Collecting & extending of stride in both gaits



If a rider/driver suffers a fall from their equine/vehicle at a 4-H event they will NOT be allowed to remount and continue their class. Before competing in another equine class that day they must first be assessed by the First Aid worker at the event.



4-H PEI - Equine Project

Class Specifications for Fairs & Exhibitions

Class Specifications for In-Hand & Riding

SHOWMANSHIP

Patterns will consist of walk and trot/jog gaits. Other maneuvers that may be included are halt, back up, turns, pivot turns, circles, and set up for inspection. Often the member is will also be asked to identify parts of the equine. The purpose of showmanship is to teach courtesy, good grooming, pose, confidence and how to fit, train, and handle a equine. The member is judged on how they has fitted and groomed the animal, how it behaves in the ring, as well as the member's ability to handle the equine in the show ring. The size and conformation of the equine is not considered. Animals may be shown in either a halter or a bridle. There will be both a novice and advanced showmanship classes offered. *(This class will be used to tally scores for Champion & Res. Champion - various categories)*

THE WASH WORLD TIMED IN HAND OBSTACLE

The object of this class is for the equine and handler to navigate a series of obstacles. This is a timed event with the member who completes the course with their equine with the fastest time is the winner. **Penalties:** 30 second time fault for each obstacle not completed & disqualified if off course. 60 seconds maximum is allowed for each obstacle—judge will ask competitor to move on to next obstacle if it this time is exceeded. Obstacles may include any of the following: walking over a bridge and/or tarp, walking through the "car wash" obstacle, mail box drop, walk and/or trot/jog over poles, rein back, flag pick up, side pass, small jump, ground tie, turn on the forehand, and pivots.

HORSEMANSHIP

The object of this class is to demonstrate the horsemanship qualities of the rider. They will execute the provided pattern. They may also be required to work on the rail in both directions at the discretion of the judge. They will be judged on seat, hands, legs and their ability to control their mount. There will be both a novice and advanced horsemanship classes offered. *(This class will be used to tally scores for Champion & Res. Champion - various categories)*

PLEASURE

This class will be judged on the performance, good manners, disposition, condition and quality of the gaits of the equine. The equine should look like a pleasure to ride. Members will be asked to work on the rail in both directions. There will be both a novice and advanced pleasure classes offered.

WALK & TROT "SIMON SAYS"

This is an elimination class open to novice riders only. Many horsemanship commands may be asked for during this class, but the riders are only to obey the horsemanship commands from the judge that start with the phrase "Simon Says". The rider is eliminated from the class if they follow an order that doesn't begin with "Simon says," or if they fail to do what "Simon" says to do. When they are eliminated they are called in the middle of the ring. The last member left is the winner.

COMMAND

This is an elimination class open to advanced riders only. Many horsemanship commands may be asked for during this class. The judge eliminates those who fail to accomplish the task and are called in the middle of the ring. The last member left is the winner.

GAMES

These are fun classes only (i.e. Barrel Racing, Pole Bending, Egg & Spoon, Bareback Dollar, Carrot Obstacle, etc.). A games class will only be offered if time permits and are at the discretion of the show organizers.



4-H PEI - Equine Project

Class Specifications for Fairs & Exhibitions

Class Specifications & Commands for Driving

DRIVING PATTERN

The object of this class is to demonstrate the driving abilities of the 4-H member. They will execute the provided pattern. They may also be required to work on the rail in both directions at the discretion of the judge. They will be judged on their hand and body position, and their ability to control their equine. There will be both a novice and advanced driving pattern classes offered.

(This class will be used to tally scores for Champion & Res. Champion - various categories)

DRIVING PLEASURE

This class will be judged on the performance, good manners, disposition, quality of the gaits and condition of the equine. The equine should look like a pleasure to drive. Members will be asked to work on the rail in both directions. The novice and advanced drivers are combined for this class unless participant numbers warrant that the class be split.

TIMED OBSTACLE DRIVING

This class is a timed event in which the member must navigate their equine and vehicle through a series of obstacles in the pattern provided. The driver with the fastest time is the winner. **Penalties:** 5 second time fault for each tennis ball knocked over. Disqualified if off course or if your equine breaks into a canter. The novice and advanced drivers are combined for this class.

Commands

HALT: The equine must stand motionless, attentive and straight, with weight evenly distributed over all four legs.

WALK: A free, regular and unconstrained walk. The equine should walk calmly, with even and determined steps.

COLLECTED TROT: The pace is slower than the working trot. The neck is raised enabling the shoulders to move with more ease; the hocks being well engaged. Impulsion is maintained notwithstanding the slower movement. The steps are shorter and lighter and more mobile.

WORKING TROT (a.k.a. regular trot): The equine must go forward freely, unconstrained and balanced, engaging the hind legs with good hock action and maintaining impulsion on a light rein. The steps should be even with the hind feet touching the ground in the footprints of the fore feet.

EXTENDED TROT: The equine should lengthen their stride while remaining on the bit with light contact. The neck is extended and, with greater impulsion from the quarters, the shoulders are used more actively.

REIN BACK: The equine should walk backwards, the legs being raised and set down simultaneously by diagonal pairs.

TRANSITIONS: Changes of pace and speed must always be made quickly and smoothly but not abruptly and the equine remains calm, light in hand, and in the correct position.

PLEASE NOTE:

- Members entered in driving classes should be lead into the ring by a parent/leader (called a wheelman) for safety. In pleasure classes, parent/leader **should** be available to hold. Members in novice driving should have an adult in the cart with them
- No equine in the pleasure driving class can exceed the smallest equine in the class by more than 4 hands. Classes will be split to accommodate size differences in equines.
- No more than six equines will be permitted in the Pleasure Driving class at one time. If there are more than six entries, classes will be divided into heats.