

Rules and Regulations for the Virginia 4-H State Fair Horse Show
The Meadow Event Park, Richmond, VA
October 5 and 6, 2019

Entries must be postmarked by August 30, 2019!

Mail Entries to:

Virginia 4-H State Fair Horse Show Entry

APSC (0306), VA Tech

Blacksburg, VA 24061

(Entries must be in postmarked envelope!)

VIRGINIA 4-H STATE FAIR HORSE SHOW RULE BOOK

This publication is designed to serve as the VA 4-H State Fair Horse Show Rule Book 2019.

SHOW PERSONNEL

VA 4-H Youth Horse Program Specialist: Leona Ransdell

VA 4-H Youth Horse Program Associate: Sandy Arnold

4-H State Fair Ranch Horse Show Manager: Richard and Jody Toms

4-H Drill Team Show Manager: Kendy Allen

Extension Agents, 4-H Leaders, 4-H horse project members, and parents; please read these rules **carefully**. An adult should accompany 4-H members to the show. The adult in charge will be held responsible for the veracity of the entry and the conduct of their 4-H'ers who participate in the show. Failure to comply with the rules and regulations as set forth in this program will result in disqualification and forfeiture of prizes won. Disqualification will be determined by the show committee.

This event is open to all 4-H youth per show rules. Signed entry indicates compliance with all rules, the entry system, and the show decisions without oral or written protest. Educational emphasis is on stable management, safety, equitation, horsemanship and sportsmanship.

Please refer to the Virginia State 4-H Championship Horse and Pony Show Rule Book 2019 for information on the following:

EXHIBITOR AND HORSE QUALIFICATIONS

- Introduction
- Exhibitors (Sections 1-16. Exception to Item 13 - Substitution deadline is October 4, 2019)
- Horses (Sections 1-7. Exception to Item 6 "Each individual exhibitor will pay the fee for each class entered.")
- District Qualifying Shows (Sections 1-8).

ENTRY PROCEDURE

1. Exhibitors must use the **Entry Form** contained in this Rule Book. Please print or type. Carefully complete the form in its entirety. Be sure to include zip code, telephone number, and email. A member may only enter **one** horse/pony. This horse/pony may be different than one shown at the State Show, but **MUST BE A QUALIFIED** entry.
2. Entries must be completed, signed, and mailed with cover form listing exhibitor's names, signature and method of payment by the Extension Agent. Entry questions can be referred to Leona Ransdell (leonar@vt.edu). Entry must include Entry Form, Health History Report, and check. The Extension Agent must be the one to mail the entry. **The entry must be in an envelope postmarked by August 30, 2019.**
3. Must be signed by the Extension Agent, 4-H member, and parent or guardian.
4. Please be sure to read the rules and double check the entry forms.

FEES

1. Classes are \$20/each. Exhibitors may enter all divisions as appropriate by class descriptions.
2. Day Use Grounds Fee of \$25 (if exhibitor reserves a stall, the grounds fee is waived; exhibitors not reserving a stall will pay the \$25 fee for each day they are on the show grounds.) Horses are not to be left on, nor tied to the trailer unattended for extended periods of time. A Grounds Supervisor will be monitoring trailer area.
3. Stalls - \$35/day/horse.
4. Entries must be mailed with the entry form to Virginia 4-H State Fair Horse Show Entry, Animal & Poultry Sciences (0306), Virginia Tech, Blacksburg, VA 24061. A separate check should accompany each entry. **DO NOT SEND CASH!**
5. **All checks should be made payable to the Virginia Tech Foundation - Horse**
6. No refund unless request is approved and scratched by the show secretary by the stated deadline (Ref: "Quota and Cancellations" section below). Refund must be requested by letter from the Extension Agent to Extension Horse Specialist and mailed or faxed to 540-231-3010.
7. All entry checks will be deposited upon receipt and entry may be returned or eliminated in the event of a returned check. There is a \$25.00 charge on all returned checks.

LATE ENTRIES

1. Entries postmarked before or on August 30, 2019 will be accepted without question.
2. Entries postmarked after August 30 may be placed by receipt order permanently at the end of the waiting list. Show management will not discuss this with anyone. The secretary will notify the agent and the agent must immediately notify those affected.
3. Any question in regard to the disposition of late entries may only be made in writing by the Extension Agent directly to the Director, 4-H Programs, Hutcheson Hall (0419), Virginia Tech, Blacksburg, VA 24061. The show staff and the state horse specialist may only respond to the application of the rules via the Extension Agent.

QUOTA AND CANCELLATIONS

1. All scratches must be made by **5:00 PM, Monday, September 23, 2019** to be eligible for refund. All scratches and no shows after this deadline automatically forfeit entry fees (regardless of reason). Scratches must be confirmed via letter, email or a phone call to the Virginia 4-H State Fair Horse Show, Animal & Poultry Sciences Department (0306), Virginia Tech, Blacksburg, VA 24061, leonar@vt.edu or 540-231-6345.
2. **Substitution:** If a 4-Her has qualified more than one horse, a second qualified horse may be substituted after the entry deadline until October 4, 2019 at 5:00 PM. Please note that changes at this point will not be included in the printed version of the show program. The horse must also have been declared by May 1 and have met all other qualification criteria. The substitution requires an email from the extension agent stating why the substitution is necessary.

STABLING

Check-In

1. Check-in **will not be before 5 PM on Friday, October 4, 2019. No one will be allowed to check in early.** Saturday only arrivals may check in after 6:30 AM.
2. All exhibitors must check out or make arrangements to leave by 10:00 PM, Sunday, October 7.

3. All stalls will be assigned by random draw per size and fit of contingent. This is a non-protestable assignment. Security and mechanics of stabling are the responsibility of the exhibitor. We request that all buckets and decorations be hung with ties or cords that can be easily applied and removed, and are safe for the horse. **No nails, screws or staples can be used to attach decorations, buckets, hay nets, etc. to any stalls at The Meadow Event Park.**
4. Stalls will be assigned by county groups. County groups will make specific stall assignments. Management reserves the right to alter this if necessary. **Any changes to stall or tack stall assignments must be approved by show management prior to any change. Any changes to stall assignments made without prior approval may result in disqualification for the show!**
5. **4-Hers are required to strip their stall prior to check out and leaving the grounds. If stalls are not stripped, they will be charged a \$50 stall stripping fee.**
6. All stabling problems should be directed to the Show Office.
7. **RV SPACE RENTAL/CAMPING:**
 - **Alternative Camping Facility - Kings Dominion.** Call Kings Dominion directly for your Campground reservation at their campground. It is less than 1 mile from the Meadow Event Park.
 - o Phone: 804-876-5355
 - o Email: kdcamper@kingsdominion.com
 - o Website: kingsdominion.com
8. Exhibitors should attach a local show address and phone number on their stall doors on the backside of the stall card that is given to them.
9. **No dogs allowed on the show grounds.** Show staff reserves the right to have any dogs removed from the show grounds.
10. All electrical extension cords must be twelve (12) gauge, three (3) wire and prong negative ground type.
11. All manure and used shavings removed from stalls or trailers must be placed in specific areas, not in garbage cans.
12. Poster, flyers and other printed material shall not be stapled on any building. They may be posted on designated bulletin boards only. Any signs and the location thereof must be approved by the State Fair 4-H Horse Show Management. Nails may not be driven in the stall walls or masonry sections of the barns.
13. **NO** smoking in any buildings, rest rooms or stable areas.
14. Maintain clean facilities and grounds during scheduled events, placing litter in trash receptacles for removal by The Meadow Event Park personnel.
15. All aisles and roadways around barns must be kept open due to fire regulations. Owners will be asked to move vehicles or risk towing and/or fines. No vehicles are allowed in the barns at any time.
16. Golf carts, bicycles, mopeds, motorcycles, four-wheelers or any such type vehicle ARE NOT PERMITTED on the grounds.
17. Gas, electric or propane heaters, propane tanks and hot plates are not permitted in the stall area.
18. No horse is permitted on the grounds without a current Coggins Test. Bring TWO copies with you to allow the show committee to keep and file one with the VA Dept. of Agriculture, and one to accompany the horse on the return trip home. **DO NOT MAIL COGGINS REPORTS TO VA TECH!**
19. No horse is permitted on the grounds unless it is participating in a scheduled horse activity.

20. No vehicles in the barns at any time.
21. All vehicles must be kept in designated parking areas. Trailers may be pulled to the barns to load and unload only, and then moved to designated areas.
22. Only **one** horse will be allowed per stall.
23. Horses are not to be exercised in the stable area. Horses cannot be ridden under the barn roofing. Horses may only be exercised in designated areas.
24. Horses are to be groomed, tacked, and untacked in the stall (not in walkways).
25. Bedding can be purchased on the grounds.
26. The exhibitor is responsible for their stall and stable area. Proper feeding, care, and humane treatment must be supervised by the adults in charge from each county.
27. Tack Stalls may not be available, so please plan accordingly. Management cannot make that decision until the entries are received.
- 28. NO EARLY ARRIVALS! NO EXCEPTIONS!**
29. No advance special requests for stalls are binding upon the Stable Superintendent.
30. Exhibitors must check in with the show office upon arrival at The Meadow Event Center. A map and entry instructions will be available to exhibitors once entries are finalized.

Stalls must be maintained for the safety of the animals and people. *Please refer to the Virginia State 4-H Championship Horse and Pony Show Rule Book 2019.*

EXERCISE AREAS

1. **Ring monitors will be present near the practice arenas to maintain safety. Practice times will be assigned prior to show for drill teams. Respect must be given to the ring monitors when requests are made of 4-Hers, including all participants to go in one direction or the other for a given time period.** The rings may be used when not in show use or being readied. **THERE WILL BE NO AREAS FOR LUNGING!**
2. Horses must be saddled and bridled when being ridden. Bareback riding, riding with only a halter and/or rope, etc. are prohibited at all times and in all areas. **All riders must wear protective headgear, proper footwear, and their show number whenever mounted.**
3. Horses may only be ridden in designated areas (show rings as indicated by signage). No riding outside the ring or in the barn. Pedestrians have the right-of-way in all areas outside the rings, and it will be the rider's responsibility to beware of pedestrians. Horses should be led at all times outside the exercise area.
4. 4-Hers must wear their show numbers when mounted for **any** purpose.
5. Standard riding equipment and work-attire are required at all times in the exercise areas. Exhibitors using exercise area must be directly supervised by an adult from their county.
6. 4-Hers and riders are not permitted to go bare footed or wear open toed shoes in the stable or exercise areas.
7. Ultimate responsibility for safety in the exercise area is up to the exhibitor, parent or guardian, or leader in charge. If it is too crowded, do not use the area, etc. Exhibitors are responsible for the safe conduct and passage of their animals at all times in all areas.

8. EMT personnel will be on the grounds.

SAFETY AND SAFETY HEADGEAR

Safety

1. Horse work and use is a potentially dangerous activity and assumption of some risk is inherent. Safety is a responsibility of all participants.
2. Neither the show nor sponsors will be responsible for any accident or injury to the person or property of any exhibitor, spectator, attendant, or other person. The exhibitor agrees to indemnify the show and any sponsor against any claim or liability for damage caused by exhibitor or animal. The signing of the entry form signifies acceptance of this agreement. Accidents or injury to member or rider should be reported in writing to medical records chairman at the entry booth as soon as possible.
3. Any exhibitor involved in any activity endangering horse, rider, or spectator is subject to expulsion from the show. Riding double, bareback or without a bridle is not allowed!
4. Accidents should be reported immediately to the rescue squad and/or first aid (medical records) as well as the horse show office.

Safety Headgear

Effective January 1, 2000, protective headgear is required for youth of 4-H age and younger in all mounted equine activities sponsored by VA Cooperative Extension. American Society for Testing and Materials (ASTM) certified protective headgear for equestrian activities is **required**. It is highly recommended that adults participating in VCE sponsored equine activities wear protective headgear. Headgear must have a secured harness.

2019 State Fair of Virginia Scholarships

Three Scholarships will be given out during the State Fair of Virginia 4-H Horse Show.

- 1 \$500 Scholarship to the Senior Ranch Horse High Point
- 1 \$500 Scholarship to the Junior Ranch Horse High Point
- 1 \$2,000 Scholarship to the winning Overall Team in the Drill Team Show
 - Classes that count toward the overall score are:
 - Class 200 Compulsory Presentation
 - Class 201 Freestyle Presentation

STATE FAIR 4-H SHOW SCHEDULE

FRIDAY – OCTOBER 4, 2019

5:00PM- 8:00PM

CHECK IN

SATURDAY – OCTOBER 5, 2019

7:00 AM

10:00 AM

CHECK-IN

CLASS 400 – RANCH GROUND HANDLING

BREAK

CLASS 401 – RANCH RIDING

CLASS 402 – RANCH HORSEMANSHIP

CLASS 406 – RANCH REINING

CLASS 403* – WORKING COW HORSE

CLASS 404* – RANCH ROPING

*Classes will not be
held with less than
5 entries

BREAK

CLASS 405 – RANCH TRAIL

HIGH POINT AWARDS

SUNDAY – OCTOBER 6, 2019

8:00 AM

CHECK-IN

9:30 AM

Coaches Meeting

10:00 AM

CLASS 100 – COLOR GUARD

CLASS 101 – PAIRS DIVISION

CLASS 102 – PAS DE DEUX DIVISION

CLASS 103 – THREE RIDER DIVISION

BREAK

CLASS 104 – NOVICE DIVISION

CLASS 105 – MINI/SMALL PONY DIVISION

CLASS 106 – EXCEPTIONAL RIDER FREESTYLE

CLASS 200 – COMPULSORY DIVISION

CLASS 201 – FREESTYLE DIVISION

High Point Awards

CLASS DESCRIPTIONS

Drill Team

Class 100 – Non-Military Color Guard Presentation: Teams of **four or five members** will display the flags (American, State, Organization, Team or four American) in a preset routine at the walk only. Rules and drill layout follow in this publication.

Class 101 – Pairs Presentation: Teams of two riders perform a musical freestyle. Routine to be determined by participants. Rules follow in this publication.

Class 102 – Pas de Deux Presentation: Teams of two riders perform dressage movements in a musical freestyle. Routine to be determined by participants. Rules follow in this publication.

Class 103 – Three Rider Presentation: Teams of three riders will perform a preset routine at a canter/lope/fast gait only. Rules and drill layout follow in this publication. **This division requires advanced riding skills!** Judges and/or Show Management will halt the performance if any question of skills/abilities is observed.

Class 104 – Novice Presentation: Teams of 4 or more members will perform a preset routine at a trot/jog/pleasure gait. No more than 16 members allowed. Rules and drill layout follow in this publication.

Class 105 – Mini/Small Pony Drill Team Freestyle Presentation: Teams consisting of a mini or small pony (50 inches or smaller) with cart and driver will execute a creative presentation utilizing drill maneuvers. There will not be a required number or type of elements for this drill. However, teams are encouraged to utilize a variety of drill maneuvers which display different degrees of difficulty. This drill will be executed at a trot/jog/pleasure gait only. Teams will be judged on creativity, costumes, and execution of the drill. Teams must consist of at least 2 members, and no more than 6. Teams may be comprised of minis only, small ponies only, or a combination of minis and small ponies.

Class 106 – Exceptional Rider Freestyle: Teams comprised of one exceptional rider and two qualified riders will execute a creative presentation utilizing drill maneuvers that are consistent with the abilities of the exceptional rider. A leader and side walkers may be utilized if necessary for the safety of the exceptional rider. Each team will be judged on precision, execution, and creativity of the drill. Drill will be performed at the walk and/or trot/jog. Rules follow in this publication.

Class 200 - Drill Team Compulsory Presentation: Teams will execute a preset routine consisting of elements performed at the trot/jog/pleasure gait and canter/lope/fast gait using the same selection of music. Performance will be judged on transition, precision, execution, timing and exit. Teams must consist of at least 6 members, and no more than 16. Matching attire is recommended and encouraged (Ref. 1.f under Drill Team Requirements). Rules and drill layout follow in this publication.

Class 201 - Drill Team Freestyle Presentation: Teams will execute a creative presentation utilizing drill maneuvers. There will not be a required number or type of elements for this drill. However, teams are encouraged to utilize a variety of drill maneuvers which display different degrees of difficulty. This drill will be executed at a trot/jog/pleasure gait only. Teams will be judged on creativity, costumes, and execution of the drill. Teams must consist of at least 6 members, and no more than 16.

Ranch Horse

Class 400 – Ranch Ground Handling: This class tests the handler's ability to communicate with the horse from the ground by judging a series of maneuvers that require the horse to yield to pressure – forward, backward, and laterally. Maneuvers are selected to be realistic in their application to everyday training. Exhibitor movements should be workmanlike and efficient and the horse should be obedient and cooperative. Evaluating safe and effective ground handling will take priority to the quality of attire or tack.

Class 401 – Ranch Riding: Ranch Riding serves to measure the ability of the horse to be functional and a pleasure to ride at a working speed while being used as a means of conveyance from one western stock horse task to another. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be responsive to the rider, yield to contact, and make all required transitions smoothly, timely and correctly. The horse should perform with reasonable speed, and be obedient, well-mannered, free, and easy moving. Class consists of pattern work which is ridden individually. For each maneuver, the horse is judged on quality of gaits, response to the rider, manners, and disposition.

Class 402 – Ranch Horsemanship: This class is designed to test the rider's ability to control and maneuver their mount through a prescribed pattern of movements utilizing all three gaits. Judging focuses on the rider's body position, seat in the saddle, and ability to control the horse.

Class 403 – Working Cow Horse (Boxing Only): This class consists of two parts scored separately. The exhibitor shall perform the designated cow horse pattern (reined work) and then call for their cow for the boxing portion (cow work). An exhibitor's final score will be the sum of the two portions. ***Will not be held if there are less than 5 entries.**

Class 404 – Ranch Roping: The idea of this class is to show the ability of the horse and rider's skill in handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her. Entry does not have to separate the cow from herd and should not receive credit for separation from herd. If the cow is separated from the herd there should be no excessive running or cutting of the cow. ***Will not be held if there are less than 5 entries**

Class 405 – Ranch Trail: This class is designed to show the horse's ability to navigate and cope with the various situations and obstacles encountered in everyday ranch work. It is designed to show a horse's ability to perform these obstacles with a willing attitude. The horse is judged on cleanness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course

Class 406 – Ranch Reining: This class measures the ability of the stock horse to perform basic handling maneuvers. Patterns may be chosen from any of the ranch reining patterns or other approved patterns by the show management and judge.

DRILL TEAM RULES AND REGULATIONS

The objective of the drill team is to provide educational experiences for 4-H horse project members to learn and demonstrate the fine points of good horsemanship and proper execution of basic maneuvers; to learn to develop club activities through a team effort; and to learn to be a good competitor and good sportsman.

I. Drill Team Requirements

- a. Number of riders is dependent upon chosen drill division:
 - a. **Compulsory:** at least 6 and no more than 16
 - b. **Freestyle:** at least 6 and no more than 16
 - c. **Non-Military Color Guard:** at least 4 and no more than 5
 - d. **Three Rider:** only have 3
 - e. **Pas de Deux:** only have 2
 - f. **Pairs:** only have 2
 - g. **Novice:** at least 4 and no more than 16
 - h. **Mini/Small Pony Freestyle:** at least 2 mini or small pony/driver pairs and no more than 6 mini or small pony/driver pairs
 - i. **Exceptional Rider Freestyle:** one exceptional rider and two qualified riders.
- b. Gaits:
 - a. **Trot/jog/pleasure gait throughout the performance except entry to or from a salute where a walk will be permitted.**
 - b. The performance will not include a halt, except as part of a salute or completion of a routine as indicated.
 - c. Cantering/loping/fast gait as a planned part of the routine is not permitted, **except where designated in the Compulsory Drill and Three Rider Drill**; however, individual horses may adjust their gait to any gait in order to assume the required position in any element.
- c. Signals:
 - a. A whistle or voice command may be used to signal change of formation and execution of movements, if desired by a mounted member. The drill may be directed from the ground or from a non-participating rider.
- d. Music:
 - a. **APPROPRIATE MUSIC ON CD/FLASH DRIVE MUST BE SUPPLIED BY EACH TEAM FOR THE FREESTYLE, PAS DE DEUX, PAIRS, MINI/SMALL PONY AND EXCEPTIONAL RIDER AND PAIRS COMPETITION.**
 - i. CDs for the Freestyle, Pas de Deux, Pairs, Mini Small Pony and Exception Rider Divisions must be turned into the show office upon check-in with proper identification. **No other music should be on the CD.**
 - b. The music should not be repetitive and should match the performance and changes in elements therein.
 - c. Music for the Compulsory, Color Guard, Novice, and Three Rider Competition will be supplied by the show.
- e. Flags
 - a. The National Flag **should not** be presented during team competition.
 - i. **Except for the Non-Military Color Guard Division.**
 - b. Flags may only be used in the Freestyle competition and should not be the National Colors. No additional points will be awarded
- f. Dress for presentations:
 - a. Compulsory, Color Guard, Three Rider, Pas de Deux, and Novice performance team members should be conservative in dress, e.g., matching shirts/polos and jeans/breeches/jodhpurs (no costumes).

- g. Equipment
 - a. Each rider is encouraged to use the safest and most efficient equipment for their skill level and their horse.
 - b. Pas de Deux division: USEF regulation dressage whips may be carried.
 - c. **NO CROP** may be carried in all other classes. **SEVERE POINT PENALTIES WILL BE INCURRED.**
Driving whips may be used in the mini/small division.
 - d. Spurs and martingales are permitted.
- h. An unruly horse should withdraw from the ring. Team penalties will apply.
- i. An injured horse or rider may be withdrawn from the ring with no penalty nor time penalties. The routine and time should be restarted from that point forward.
- j. Time begins when the first horse enters the arena and stops when the last horse leaves the arena. If a salute is included in the routine, it must be at the end, and time will end with the salute.
- j. Presentation, precision, and entertainment are being judged. Neither credit nor penalty will be assessed for:
 - The ages of the contestants
 - The size, breed or mixed composition of horses in any team
 - Cantering/fast gait as required to assume correct position

II. Judging

- a. Judges' decisions are FINAL.
- b. Judges are responsible for knowing and scoring the 4-H rules for Drill Team Competition.
- c. There will be a judges meeting to discuss the rules, scoring, and judging procedures prior to the event. All judges must attend this meeting.
- d. Each judge will complete a score card as each team performs the drill.
- e. There will be three judges. The show committee reserves the right to change the number of judges if conditions prevent the presence of all three judges.
- f. The official score shall be the average of the score cards completed.
- g. The official score cards for each team may be examined at the conclusion of the competition by representatives of that team. No one may examine scorecards for teams other than their own.

SPECIAL NOTES FOR DRILL ROUTINES:

1. Designated arena area is based on a dressage ring utilizing letter markers A (entry gate), K, F, E, B, H, M, and C. All routines will use this layout. Letter markers will NOT be in place for the competition. Freestyle and Pairs Pas de Deux performers may choose to use letter markers/cones and must provide them. Ring size is 125 x 250.
2. The solid dot in the routine indicates the beginning point of the maneuver, while the arrow indicates the direction. Moving between the end of the last maneuver and the beginning of the next is each team's responsibility. The transition should be smooth and well executed.

CLASS 200 - COMPULSORY DRILL COMPETITION

1. **Size of team:** minimum of 6, maximum of 16.
2. **Time:** Compulsory drill will be performed as described with no minimum or maximum time limit.
3. Teams will perform an identical drill pattern using the same drill music. This music is for background purposes only.
 - a. The music will be available on CD from the State Office. Contact 540-231-6345 for your team's copy.
 - b. Neither the drill nor the music can be altered in any manner.
 - c. Emphasis will be placed on performing the drill exactly as indicated on the drill diagram.
 - i. Please note the following change: "Each element must be completed in its entirety. However, no penalty will be imposed on teams who need to increase aspects of each element in order to allow a smooth transition to the next element."
4. Arena size is 125 X 250.
5. Smoothness of maneuvers and pace consistent throughout the drill will be important.
6. Lines should be straight and circles should be evenly rounded and centered.
7. Basic horsemanship, equitation, and horse manners as a group will be judged.
8. All elements will be executed at a trot/jog/pleasure gait
 - a. Except for maneuvers as indicated in the routine, which will be at the canter/lope/fast gait.
 - b. No other elements are to be performed at the canter/lope/fast gait.
 - c. One may canter/lope/fast gait, without penalty, to adjust speed, line, or formation

Compulsory Routine Score Card

Version 2019

4-H Drill Team Competition

TEAM: _____

COUNTY: _____

NUMBER: _____

JUDGE #: _____

Instructions:

1) Score 1-30 Points per required element based on: (30 equals no faults deduct three points per fault)

- Precision (spacing, tracking, distance between riders, alignment of riders)
- Speed (individual riders may vary speed to maintain position; not to impact drill speed)
- Execution of transitions and elements as well as exit from elements

2) Score 0 Points for:

- failed elements
- elements not performed

ELEMENT

SCORE

Star _____

Circle _____

Bubble _____

Four Reverses _____

Pin Wheel Fan _____

Opposing Carousel _____

Z _____

Heart _____

Interlocking Lines _____

Salute _____

_____ Judging Score _____

Deductions

Broken equipment or uniforms (-5 _____

points) Fall of horse and/or rider (-20 _____

points) Use of crop (-100 points) _____

Deductions Score _____

TOTAL SCORE _____

D6. Starlight Express ♦♦

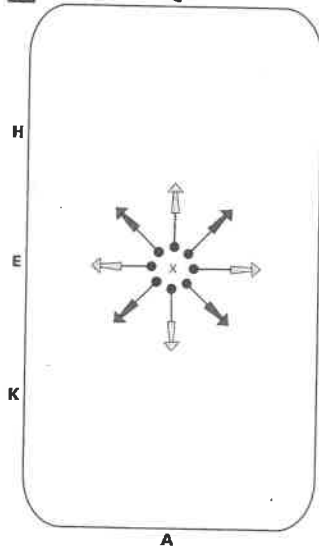
Instructions

Diagram		Exercise
1	Stand in the center in a circle with tails toward X .	setup for 75
2	When music starts, 1s move forward to large circle and halt. Number 2s do not move.	setup for 75
3	When the guitar begins, form a Star : 1s circle right and 2s move to perimeter of large circle and turn left.	75
4	Ride a large circle between B and E when the music picks up trot. At E , follow the fence toward F .	8
5	Ride straight ahead toward C . Turn in pairs and form a Bubble . Between K and F , merge into a single-file line. At A , turn right and follow the fence.	10
6	At E , turn right and ride to B . At B , 1s turn left and 2s turn right. Number 1s do a reverse and stay to the inside as they approach B . Number 2s do a reverse and stay to the outside as they approach B .	27
7	Do one revolution of an Opposing Carousel Turn-Through with 2s on the outside and 1s on the inside.	23
8	Number 1s do a Turn through the Circle and pair up with a partner from line 2.	8
9	At B , ride straight ahead in pairs. Ride The Z in pairs. Ride straight ahead along K-E .	3
10	Ride along the fence from H to C . At C , turn down the centerline in pairs toward A . In the center of the arena, form a Heart .	18
11	Split at C . Number 1s turn right and 2s turn left. At E and B , turn toward X . Form Interlocking Lines between B and E . Halt and salute.	85

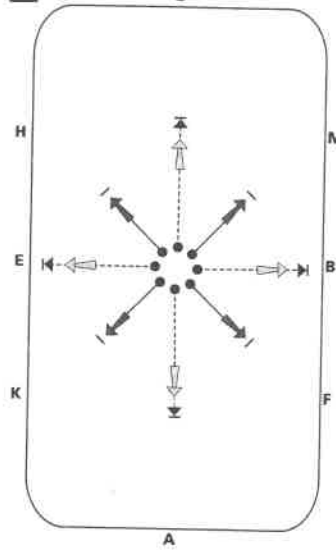
DRILL 6 ♦♦♦

Starlight Express

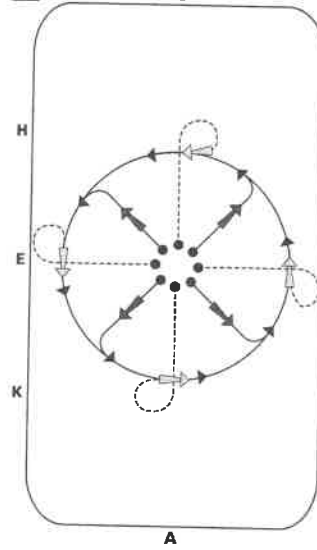
1 Exercise 75 ^s c



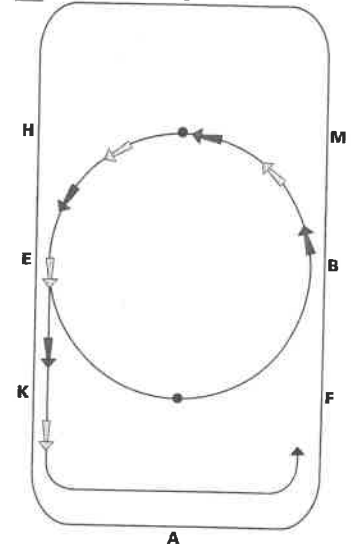
2 Exercise 75 c



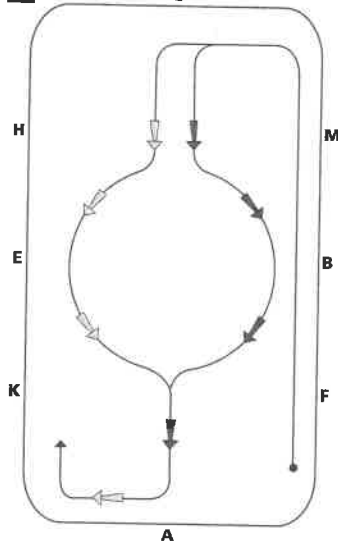
3 Exercise 75 c



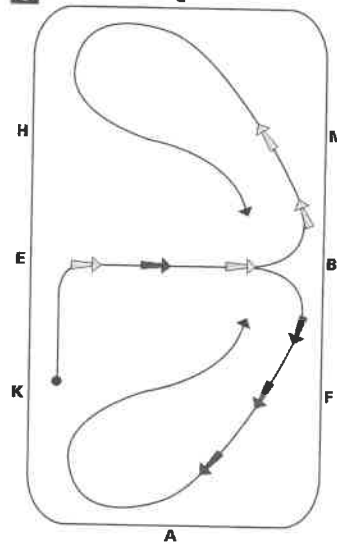
4 Exercise 8 c



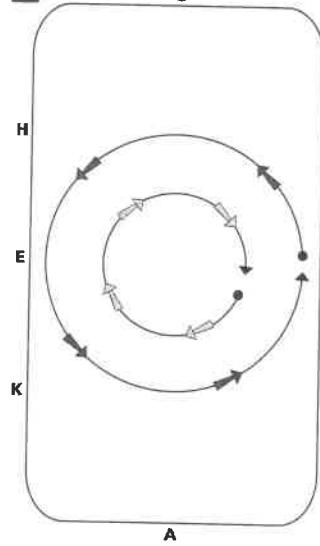
5 Exercise 10 c



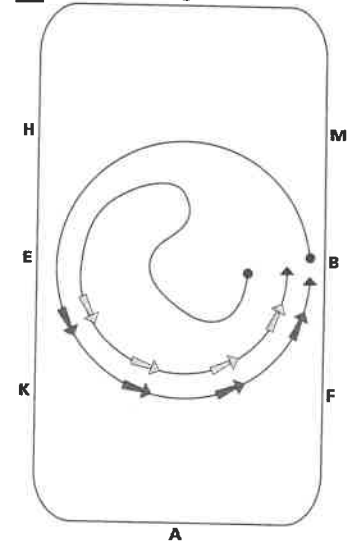
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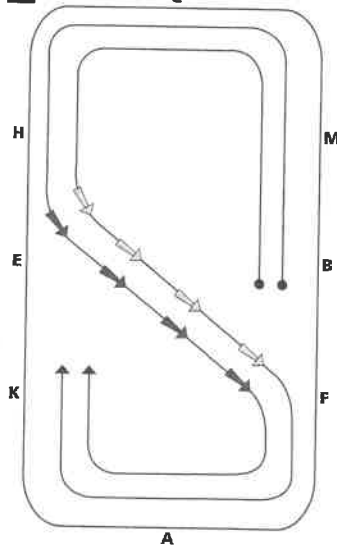
7 Exercise 23 c



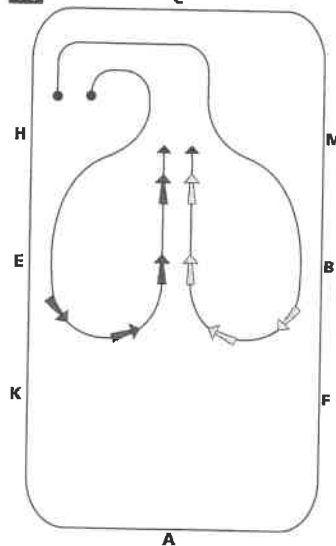
8 Exercise 8 c



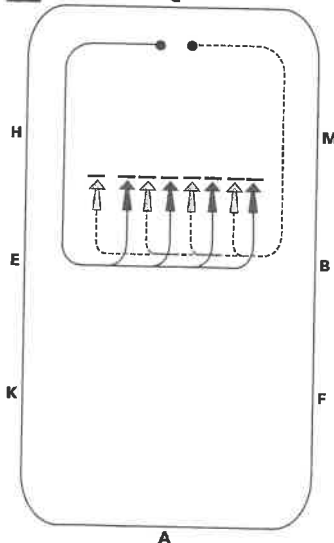
9 Exercise 3 c



10 Exercise 18 c



11 Exercise 85 c



CLASS 201 – FREESTYLE DRILL COMPETITION

1. **Size of team:** minimum of 6; maximum of 16.
2. **Time:** Minimum of 5 minutes and a maximum of 7 minutes
3. **Music:** Music of choice. Must provide music on CD/Flash Drive only – no other music should be on the CD.
4. **Maneuvers:** emphasis on safety and appropriate to ability of drill riders and horses. **No cantering/loping/fast gait is allowed as a planned part of the routine.**

Freestyle Routine Score Card

Version June 10, 2009

4-H Drill Team Competition

TEAM: _____

COUNTY: _____

NUMBER: _____

JUDGE #: _____

JUDGING CRITERIA

SCORE

Spacing, Alignment, Timing, Coordination, and Briskness (300 points)

Performance and Manners of Horses (40 points)

Originality, Variety, and Attractiveness of Patterns (75 points)

Crowd Appeal (50 points)

Degree of Difficulty (75 points)

Horsemanship (30 points)

General Impression (30 points)

Judging Score _____

Deductions

Broken equipment or uniforms (–5 points)

Fall of horse and/or rider (–20 points)

Over or under allotted time (–20 points)

Use of crop (–100 points)

Deductions Score _____

TOTAL SCORE _____

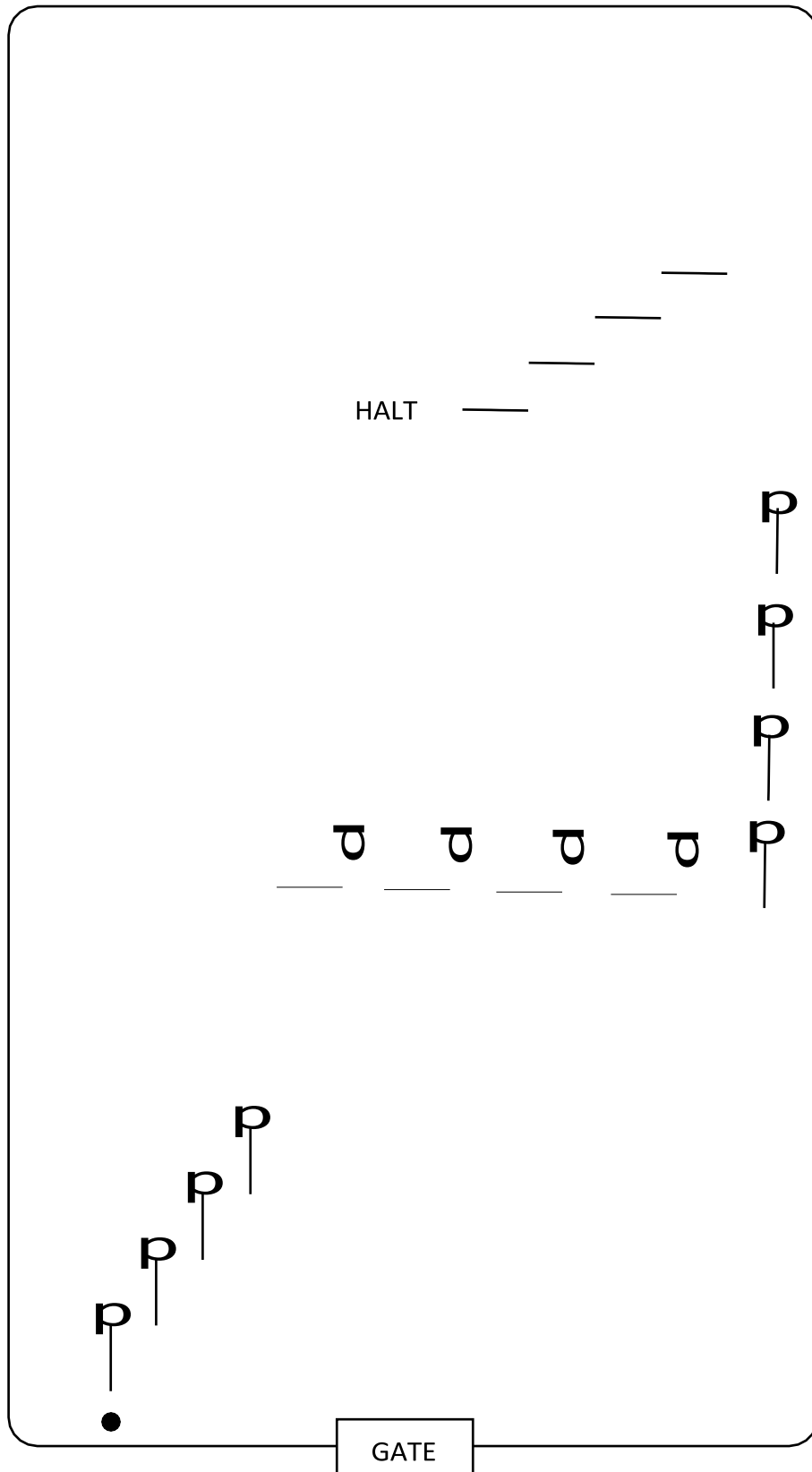
CLASS 100 - NON-MILITARY COLOR GUARD DRILL COMPETITION

1. **Size of team:** minimum of 4, maximum of 5.
2. **Time:** Non-Military Color Guard drill will be performed as described with no minimum or maximum time limit.
3. Teams will perform an identical drill pattern using the same drill music. This music is for background purposes only. The music will be available on CD from the State Office. Contact 540-231-6345 for your team's copy. Neither the drill nor the music can be altered in any manner. Emphasis will be placed on performing the drill exactly as indicated on the drill diagram.
4. Arena size is 125 X 250.
5. All elements will be executed at a **walk only**.
6. **General Criteria:**
 - a. The purpose of a mounted Non-Military Color Guard unit is to present and/or post the colors. It is of the utmost importance that a Non-Military Color Guard present the colors with respect for the status due each of the flags it carries. This includes the over-all appearance of each rider and mount.
 - b. **Mounts:** Mounts should be healthy, well-groomed and well mannered.
 - c. **Attire:** attire should be clean, pressed and appropriate to the event.
 - d. **Tack and equipment:** Tack and equipment should be clean, in good repair and properly applied.
7. **Flags:** flags should be clean and in good repair, with all flag staffs properly adorned as outlined below. For the sake of the over-all appearance of the color guard, an effort should be made to match mounts, attire, tack and equipment, flag staffs and staff ornaments. This gives a finished and respectful appearance to the team.
 - a. Flags carried, from right to left, should be:
 - i. National, (country flag)
 - ii. State or Province, (within that country)
 - iii. Organization/Institution, (if team is representing their affiliation with an organization or institution),
 - iv. Other; i.e.: their own team or club flag, or a sponsor flag.
 - v. It is also acceptable for a team to carry four or five National flags.
 - b. All flag staffs carried should be adorned with the same figure at the top.
 - c. **Flag Staffs:** All flag staffs should be of like kind material, (wood or metal, of same color and type).
8. **Flag Protocol:** The protocol for the order in which the flags are placed is based on respect for the status of each flag.
 - a. A team's own National flag should always be carried to the extreme right.
 - i. National flags should never be lowered or dipped in a salute.
 - ii. No other flags in the color guard should be larger, carried at a higher level, nor precede the National flag.
 - iii. All flags should be approximately the same size, clean and in good condition.
9. **Flag carriage:** Flags should be carried with the staff, (pole) straight up and down, not leaning, (regardless of the speed of the gait being executed), with the rider's forearm perpendicular, (equitation style: elbow bent and close to the body), to the ground. The flag should be held steady, not wobble from front to back or side to side.

Judging Criteria

- A. **General appearance:** neatness & cleanliness of riders and mounts.
- B. **Attire or uniforms:** attractive, distinctive, clean and pressed.
- C. **Uniformity of mounts:** matching as to size and color, conformation, physical condition and manners.
- D. **Uniformity of tack and equipment:** amount of effort made to match saddles, bridles, breast collars, flag staffs, flag boots, flag staff ornaments, etc.
- E. **Alignment and manners of mounts:** Show of mounts to work together in harmony as a team.
- F. **Maneuvers:** alignment and spacing of the flags, riders and mounts when in the forward motion.
- G. **Horsemanship:** The show of knowledge, by the riders, of the proper care and use of the horse and equipment.
- H. **Equitation:** Show of riders to maintain the correct position of the head, shoulders, back, seat, legs, feet, arms and hands. This applies to all disciplines.

2019 COLOR GUARD



Color Guard Score Card

Version 2019

4-H Drill Team Competition

TEAM: _____

COUNTY: _____

NUMBER: _____

JUDGE #: _____

Instructions:**1) Score 1-30 Points per required element based on – (30 equals no faults, deduct three points per fault)**

- **Precision (spacing, tracking, distance between riders, alignment of riders)**
- **Speed (individual riders may vary speed to maintain position; not to impact drill speed)**
- **Execution of transitions and element and exit**

2) Score 0 Points for:

- failed elements
- elements not performed

ELEMENTS**SCORE**

Stagger

Straight Across

Straight

Stagger

Judging Score _____

Deductions

Broken equipment or uniforms (-5 points)

Fall of horse and/or rider (-20 points)

Use of crop (-100 points)

Deductions Score _____

TOTAL SCORE _____

CLASS 101 – PAIRS DRILL COMPETITION

1. **Size of team:** 2 members **only**
2. **Time:** Minimum of 4 minutes and a maximum of 6 minutes
3. **Music:** Music of choice. Must provide music on **CD/Flash Drive only** – no other music should be on the CD.
4. **Maneuvers:** emphasis on safety and appropriate to ability of drill riders and horses. **No cantering/loping/fast gait as a planned part of the routine.**
5. Competitors may use costumes and will not be required to salute at the beginning and ending of their routine. Competitors are encouraged to utilize basics of Pas de Deux freestyle maneuvers to enhance their drill but will not be judged according to the Pas de Deux rules in the USDF rulebook.

Pairs Routine Score Card

Version February 2, 2011
4-H Drill Team Competition

TEAM: _____
COUNTY: _____
NUMBER: _____
JUDGE #: _____

ELEMENTS

SCORE

Technical:

Performance as a Pair (Spacing, Alignment, Synchrony) (100 points)

Quality of Execution of Elements (100 points)

Impulsion and Submission (100 points)

Artistic:

Harmony between horses and riders (50 points)

Choreography (Balance, Creativity, Difficulty, Construction (50 points)

Musicality (50 points)

Judging Score _____

Deductions

Broken equipment or uniforms (-5 points)

Fall of horse and/or rider (-20 points)

Time Penalty (-20 points)

Deductions Score _____

TOTAL SCORE _____

CLASS 102 – PAS DE DEUX DRILL COMPETITION

The routines will be judged by our officiating drill team judges using the score card below. Scores will be based on accumulated and subtracted points only. Participants will enter the ring and salute at the beginning and the end of the routine. Music will begin after the salute and upon a nod from one of the riders. No bell will indicate the start and no time penalties will accrue for the beginning only. Refer to the handbook noted below for time guidelines for performances.

Pas de Deux Rules and Guidelines may be found at <http://www.usdf.org/docs/education/other/PDDRGD.pdf>

Pas de Deux Routine Score Card

TEAM: _____

Version March 23, 2010

COUNTY: _____

4-H Drill Team Competition

NUMBER: _____

JUDGE #: _____

ELEMENTS

SCORE

Technical:

Performance as a Pair (Spacing, Alignment, Synchrony) (100 points)

Quality of Execution of Elements (100 points)

Impulsion and Submission (100 points)

Artistic:

Harmony between horses and riders (50 points)

Choreography (Balance, Creativity, Difficulty, Construction (50 points)

Musicality (50 points)

Judging Score _____

Deductions

Broken equipment or uniforms (–5 points)

Fall of horse and/or rider (–20 points)

Deductions Score _____

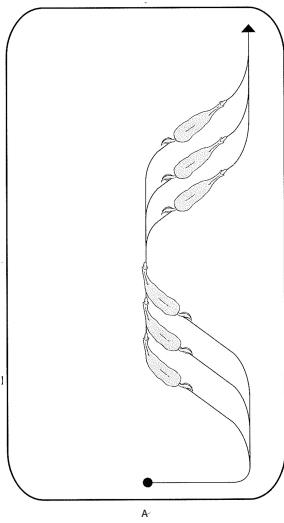
TOTAL SCORE _____

CLASS 103 – THREE RIDER DRILL COMPETITION

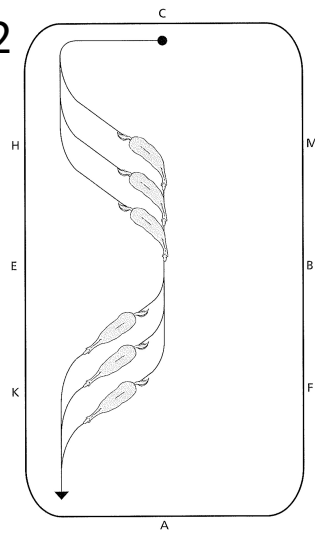
1. **Size of team:** 3 Riders only
2. **Time:** no minimum or maximum time limit.
3. Teams will perform an identical drill pattern using the same drill music. This music is for background purposes only. The music will be available on CD from the State Office. Contact 540-231-6345 for your team's copy. Neither the drill nor the music can be altered in any manner. Emphasis will be placed on performing the drill exactly as indicated on the drill diagram.
4. Arena size is 125 X 250.
5. Smoothness of maneuvers and pace consistent throughout the drill will be important.
6. Lines should be straight and circles should be evenly round and centered.
7. Basic horsemanship, equitation, and horse manners as a group will be judged.
8. **All elements will be executed at a canter/lope/fast gait only.**
9. Drill Elements on following page

'THREE RIDER DRILL

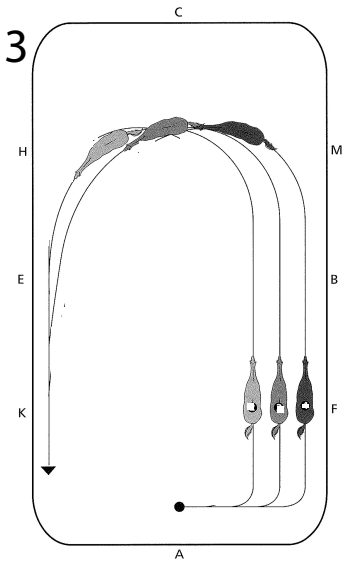
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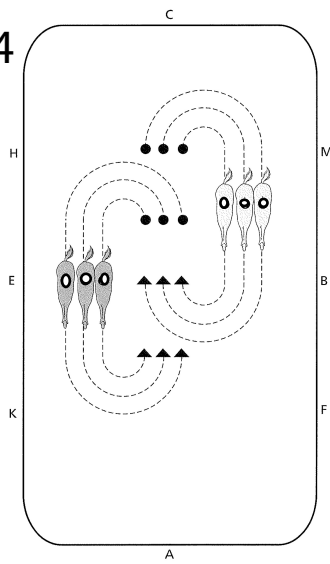
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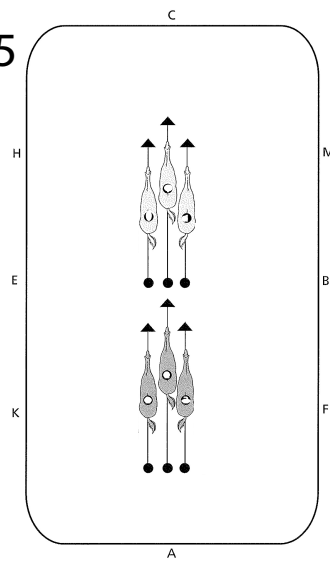
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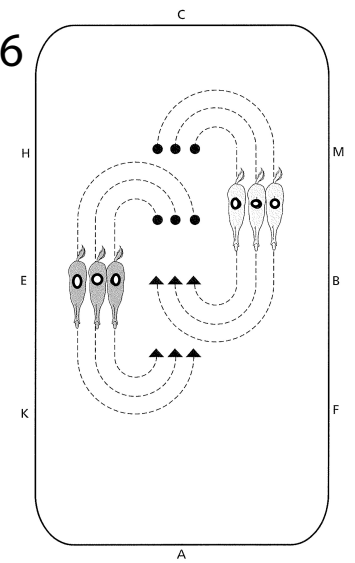
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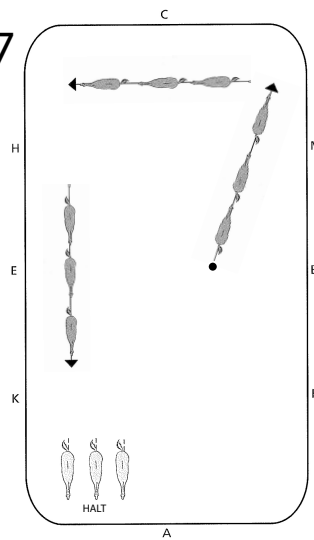
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6



7



Three Rider Score Card

Version April 2017

4-H Drill Team Competition

TEAM: _____

COUNTY: _____

NUMBER: _____

JUDGE #: _____

Instructions:

1) Score 1-30 Points per required element based on – (30 equals no faults, deduct three points per fault)

- Precision (spacing, tracking, distance between riders, alignment of riders)
- Speed (individual riders may vary speed to maintain position; not to impact drill speed)
- Execution of transitions and elements as well as exit from elements

2) Score 0 Points for:

- failed elements
- elements not performed

Elements

This Way n That

This Way n That

Tumble n Sweep

Posse Roll

Double Arrow

Posse Roll

Straight to Halt Line-Up

SCORE

Judging Score _____

Deductions

Broken equipment or uniforms (-5 points)

Fall of horse and/or rider (-20 points)

Use of Crop (-100 points)

Deductions Score _____

TOTAL SCORE _____

CLASS 104 - NOVICE DRILL COMPETITION

1. **Size of team:** minimum of 4, maximum of 16.
2. **Time:** no minimum or maximum time limit.
3. Teams will perform an identical drill pattern using the same drill music. This music is for background purposes only. The music will be available on CD from the State Office. Contact 540-231-6345 for your team's copy. Neither the drill nor the music can be altered in any manner. Emphasis will be placed on performing the drill exactly as indicated on the drill diagram.
4. Arena size is 125 X 250.
5. Smoothness of maneuvers and pace consistent throughout the drill will be important.
6. Lines should be straight and circles should be evenly round and centered.
7. Basic horsemanship, equitation, and horse manners as a group will be judged.
8. All elements will be executed at a trot/jog/pleasure gait only. No elements are to be performed at the canter/lope/fast gait. **One may canter/lope/fast gait, without penalty, to adjust speed, line, or formation.**
9. Drill Elements on next page

Novice Routine Score Card

Version 2019

4-H Drill Team Competition

TEAM: _____

COUNTY: _____

NUMBER: _____

JUDGE #: _____

Instructions:

1) Score 1-30 Points per required element based on – (30 equals no faults, deduct three points per fault)

- Precision (spacing, tracking, distance between riders, alignment of riders)
- Speed (individual riders may vary speed to maintain position; not to impact drill speed)
- Execution of transitions and element and exit

2) Score 0 Points for:

- failed elements
- elements not performed

ELEMENT

SCORE

Square Corner	_____
Turn through circle	_____
Closed and Open Formation	_____
Synchronized Circle Pairs	_____
Serpentine	_____
Columns	_____
Add and Subtract	_____
Serpentine with Gopher holes	_____
Reverse	_____
Whip	_____
Salute	_____
_____	_____

Judging Score _____

Deductions

Broken equipment or uniforms (-5 points)	_____
Fall of horse and/or rider (-20 points)	_____
Use of crop (-100 points)	_____

Deductions Score _____

TOTAL SCORE _____

D2. The Accordion ♦♦

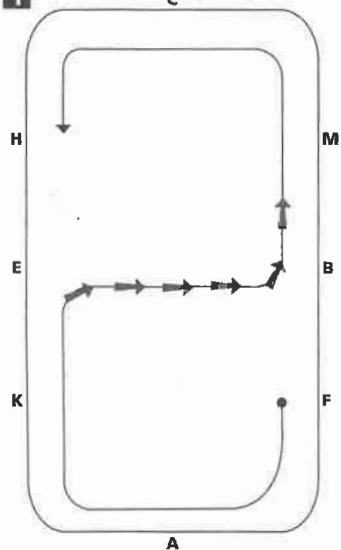
The purpose of this in-line drill is to help you learn to rate your horse. You will be challenged to open and close the line, ride side-by-side, and watch your partners as your group turns as a whole.

Diagram	Instructions	Exercise
1	Start in closed formation. Trot from F toward A when music starts. Turn right at E and turn left at B . Ride Square Corners . Ride along the rail.	4
2	Ride straight ahead from E toward K . Turn through the Circle . Ride a curving line from K toward M as if doing a Figure 8 . Turn through the Circle again.	8
3	Beginning at M , ride along the rail in open formation .	2
4	Ride Synchronized Circle Pairs at each letter.	15
5	Ride a Serpentine to Centerline . Repeat the Serpentine to Centerline , making a mirror image. At H , ride straight ahead along the rail in closed formation .	39
6	When riders are centered on the long side near B , make an abreast turn right. Ride straight ahead toward the opposite rail. Turn right when you reach the opposite rail.	62
7	Ride Add & Subtract : When the caller signals, number 2 horses pull up to form pairs along the M-F rail. Ride straight ahead along the rail at A . When the caller signals, number 2 horses move behind number 1 horses along the H-K rail, forming a single-file line.	17
8	From C to A , ride a Serpentine with Gopher Holes . From A to M , ride along the rail in open formation .	44
9	Do simultaneous reverses at each letter. Ride along the rail to C .	27
10	Ride along the rail to H . At H , ride to X in a single-file line. Halt when the first rider reaches X . When the caller signals, turn to face E .	N/A
11	When the caller signals, do the Whip .	45
12	Halt and salute facing the audience.	63

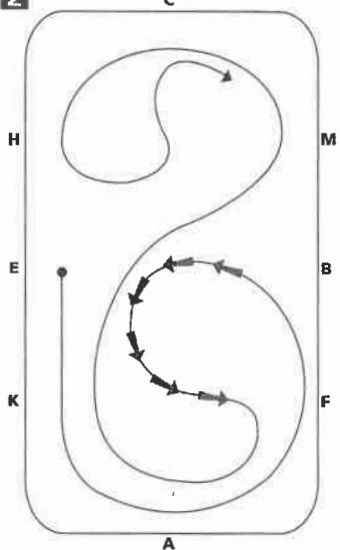
DRILL 2 ♦♦

The Accordion

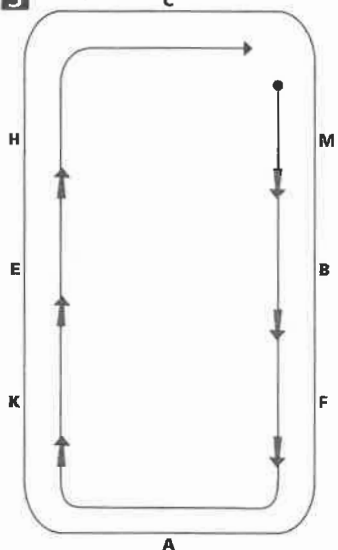
1 Exercise 4 c



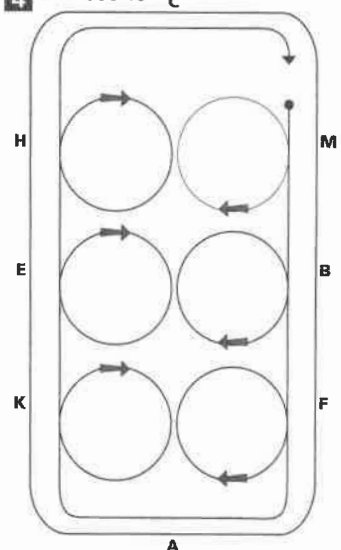
2 Exercise 8 c



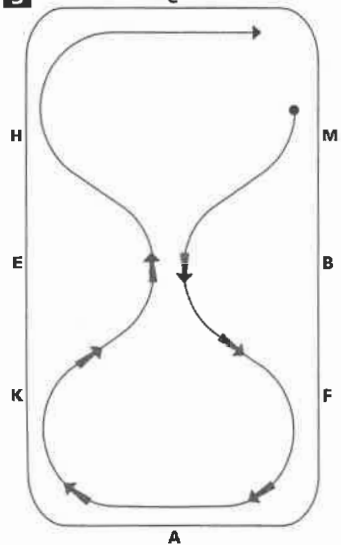
3 Exercise 2 c



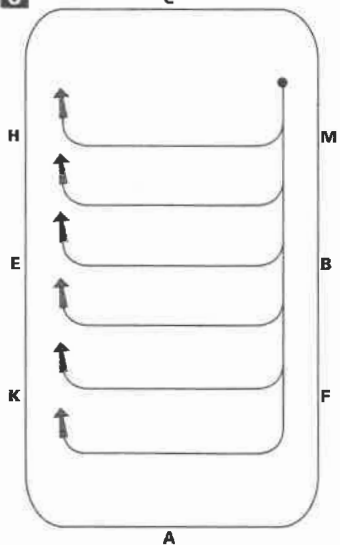
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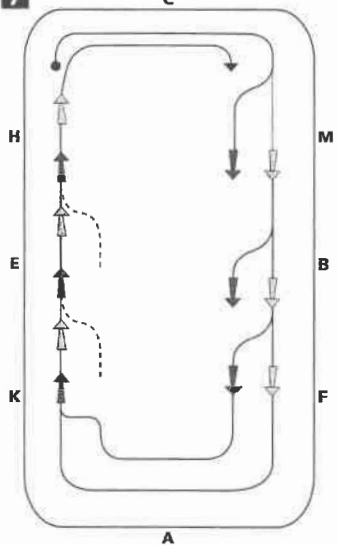
5 Exercise 39 c



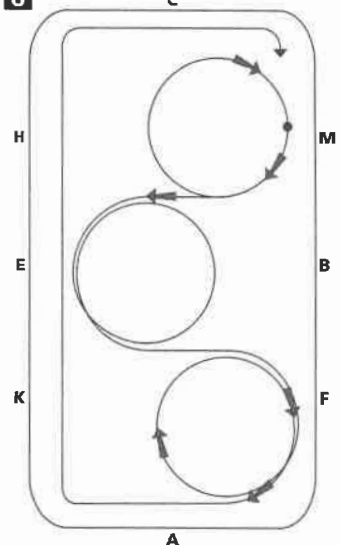
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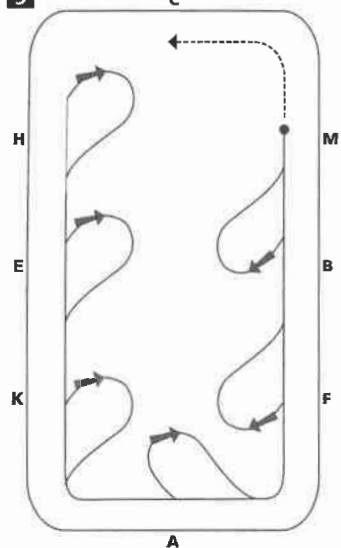
7 Exercise 17 c



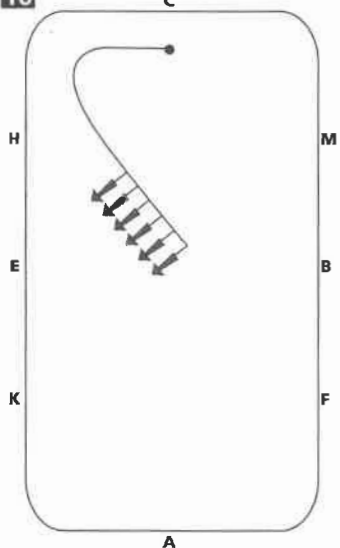
8 Exercise 44 c



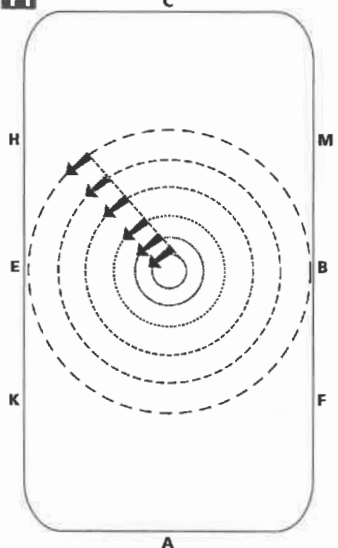
9 Exercise 27 c



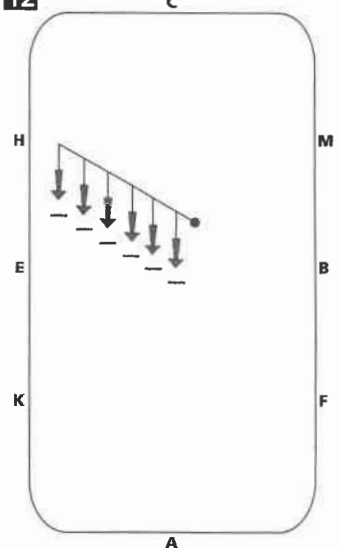
10



11 Exercise 45 c



12 Exercise 63 c



CLASS 105 – MINI/SMALL PONY FREESTYLE DRILL COMPETITION

1. **Size of team:** minimum of 2 mini or small pony/driver pairs; maximum of 6.
2. **Time:** Minimum of 4 minutes and a maximum of 6 minutes
3. **Music:** Music of choice. Must provide music on CD/Flash Drive ONLY – no other music should be on the CD.
4. **Maneuvers:** emphasis on safety and appropriate to ability of drill drivers and minis. No cantering/loping/fast gait as a planned part of the routine.

Mini/Small Pony Freestyle Routine Score Card

Version February 2011

4-H Drill Team Competition

TEAM: _____

COUNTY: _____

NUMBER: _____

JUDGE #: _____

JUDGING CRITERIA

SCORE

Spacing, Alignment, Timing, Coordination, and Briskness (300 points)

Performance and Manners of Minis/Ponies (40 points)

Originality, Variety, and Attractiveness of Patterns (75 points)

Crowd Appeal (50 points)

Degree of Difficulty (75 points)

Horsemanship (30 points)

General Impression (30 points)

Judging Score _____

Deductions

Broken equipment or uniforms (–5 points)

Fall of mini/pony or cart (–20 points)

Over or under allotted time (–20 points)

Deductions Score _____

TOTAL SCORE: _____

CLASS 106 – EXCEPTIONAL RIDER FREESTYLE DRILL COMPETITION

1. **Size of team:** total of 3 which includes 1 Exceptional Rider and 2 qualified riders.
2. **Time:** Minimum of 3 minutes and a maximum of 6 minutes
3. **Music:** Music of choice. Must provide music on CD/Flash Drive ONLY – no other music should be on the CD.
4. **Maneuvers:** emphasis on safety and appropriate to ability of Exceptional Rider. Drill will be performed at a walk and/or trot. **No cantering/loping/fast gait as a planned part of the routine.**

Exceptional Rider Freestyle Routine Score Card

Version April 2015

4-H Drill Team Competition

TEAM: _____

COUNTY: _____

NUMBER: _____

JUDGE #: _____

JUDGING CRITERIA

SCORE

Spacing, Alignment, Timing, Coordination, and Briskness (300 points)

Performance and Manners of ponies/horses (40 points)

Originality, Variety, and Attractiveness of Patterns (75 points)

Crowd Appeal (50 points)

Horsemanship (30 points)

General Impression (30 points)

Judging Score _____

Deductions

Broken equipment or uniforms (–5 points)

Fall of mini/pony or cart (–20 points)

Over or under allotted time (–20 points)

Deductions Score _____

TOTAL SCORE: _____

RANCH HORSE RULES & REGULATIONS

1. Tack & Attire

- a. Working Western attire required for all classes: long-sleeved shirt, helmet, and boots. Chaps and spurs are optional. Exhibitors must wear properly fitting ASTM/SEI approved riding helmets at all times when mounted. Helmets **WILL NOT** be discriminated against in ANY class.
- b. Plain attire suitable for ranch work is desired; flashy show-type attire is discouraged and will be penalized by the judge.
- c. Western working tack should be used. Silver conches are accepted, but excessive silver on tack is discouraged and will be penalized by the judge.

Class Rules

1. Ranch Ground Handling

- a. Each exhibitor will perform a pattern that will consist of no less than seven (7) of the maneuvers listed in the class procedures section. Exhibitors may be asked to work from both the left and right side of the horse during any of the listed maneuvers (switching hands on the lead is permitted).
- b. Eligible Maneuvers:
 - i. Square horse for inspection: Judge will only walk in front of the horse.
 - ii. Walk a straight line
 - iii. Trot a straight line
 - iv. Walk a curve*, either direction
 - v. Pivots, moving the forehand: Ground handling: up to 270°
 - vi. Stop
 - vii. Back straight
 - viii. Answer questions from the judge
 - ix. Trot a curve*, either direction
 - x. Back a curve*
 - xi. Extension of walk or trot.
 - xii. ***Curve** = any non-straight line including, but not limited to: any change of direction from gradual turns to distinct turns, circles or portions of circles, or multiple curves to create a shape.
 - xiii. Step away from the horse to the end of the lead while horse remains still
 - xiv. Lower the horse's head (pulling down on the lead or pressure on the poll)
 - xv. Demonstrate a sidepass
 - xvi. Move the hindquarters, up to 270° (turn on forehand)
 - xvii. Back the horse while handler remains stationary
- c. Scoring will be on the basis of **0 to 100 with 70 denoting an average performance**. Judges will assess each maneuver on a scale from -1 ½ to +1 ½ with ½ point increments in between. In addition to the maneuver score, exhibitors can incur penalty points as listed below.
- d. Penalties
 - i. One-half (½) point
 1. Break of gait (walk or trot) up to 1 full stride
 - ii. One (1) point
 1. Touching horse other than when allowed. It is acceptable to touch the horse to sidepass, move the hindquarters, and lower the head.
 - iii. Two (2) points
 1. Freeze up: complete loss of forward, backward or lateral movement within a maneuver
 2. Break of gait (walk or trot) for more than 1 full stride
 3. Use of hand on halter in any manner
 4. Touching horse with lead (first offense)
 5. Incorrect or incomplete answer to the judge's question
 6. Artificial or overdone showing
 - iv. Five (5) points
 1. Inappropriate Body condition score: Clearly below a 4 or clearly above a 7
 2. Balking, continued spooking, kicking, biting, rearing, striking

3. Failure to complete a maneuver
4. Leaving out a maneuver
5. Touching horse with end of lead (second offense)
- v. Zero (0) score
 1. Consistent Lameness
 2. Illegal attire
 3. Illegal tack
 4. Abuse

2. Ranch Horsemanship

- a. Individual workouts/patterns will be used in all Ranch Horsemanship classes. May be asked to back and stand for dismounting and mounting. Horsemanship only to count. Horses and ponies (entire class or finalist) to be ridden at a walk, jog, and lope, at least one way of the ring. Chaps and spurs optional. The pattern will be posted at least one hour prior to the start of the class.
- b. Seat & Hands
 - i. Exhibitor will be judged on seat, hands, ability to control and show horse, and suitability of horse to rider. Results as shown by performance of horse are not to be considered more important than the method used by the rider to obtain them.
 - ii. Upper arms to be in a straight line with body; hand(s) holding reins should be bent at the elbow. Only one hand on the reins may be used on horses shown in a curb bit. If showing a horse (5 years of age or younger) in a snaffle orosal, two hands may be used to hold the reins.
 - iii. Exhibitor should sit in the saddle either with legs hanging straight and slightly forward to the stirrups or with knees bent slightly and weight directly over the balls of the feet. In either position the stirrups should be just short enough to allow the heels to be lower than the toes. Body should always appear comfortable, with heels relaxed and flexible. Feet should be placed in stirrups with weight on the balls of the feet. Consideration should be given to width of stirrups, which may vary on Western saddles. If stirrups are wide, foot may give the appearance of being “home” when in reality the weight is being carried properly on the ball of the foot.
- c. Class Routine
 - i. The judge must first ask each exhibitor to work individually using a designated pattern. The pattern may include any maneuvers that are normally required in any stock horse class, such as figure eights and square stops. Individual pattern work must include all three gaits. Exhibitors must also be required to back in a straight line. It must be remembered that, above all, a stock horse is expected to respond instantly and smoothly to all aids.
 - ii. After each exhibitor has been worked individually, the judge may recall all exhibitors or finalists to work on the rail, or the class may be placed.
 - iii. Exhibitors recalled for rail work shall enter the arena at a walk and be judged on the rail at a walk, jog, and lope. They shall be worked both ways of the ring and should always be on the correct lead at the lope. The reverse is to be executed by turning away from the rail. The horse should be in perfect balance at all times, working entirely off of its haunches. The head and neck should be in a direct line with the body, with the mouth closed and the head at a natural height for the horse’s conformation.

3. Ranch Riding

- a. Horses will be shown at three gaits: walk, jog, and lope. Rider will also be asked to reverse away from the rail, to stop, and to back. The judge may ask for an extended trot. Extended trot may be ridden by sitting in the saddle posting, or standing in the stirrups.
- b. A good ranch riding horse has a free-flowing stride of reasonable length (in keeping with his conformation) and covers a reasonable amount of ground with little effort. The motion should be balanced and flowing, with the head carried in a natural position (in keeping with the horse’s conformation). The horse should be shown on a reasonably relaxed rein but with light contact and control. Responsive, smooth transitions should be shown when changing gaits.
- c. The walk and jog should be free-moving and void of peggy, short-strided motion. The lope should be a definite three-beat gait, performed on the proper lead and showing good use of the hindquarters.
- d. Horse’s expression should be alert and mannerly, without the appearance of a dull, sullen, lethargic, drawn, or overly tired attitude. Maximum credit will be given to the flowing, balanced, and willing horse that gives the appearance of being fit, alert, and a pleasure to ride.

- e. Horses 6 years of age and older must be ridden in a curb bit and shown with one hand. Horses 5 years of age and younger may be shown 2-handed in a snaffle bit or bosal.
- f. Credits:
 - i. Natural, ground-covering gaits
 - ii. Consistency at all gaits
 - iii. Smooth upward and downward transitions
 - iv. Working off hindquarters when turning
 - v. Working on reasonably loose rein without excessive cueing to maintain moderate pace
- g. Faults to be penalized according to severity:
 - i. Lack of ground-covering gait
 - ii. Excessive speed or slowness of gait
 - iii. Wrong lead
 - iv. Failure to make upward or downward transition when called for
 - v. Opening mouth excessively
 - vi. Stumbling
 - vii. Head carried with tips of ears lower than withers for less than 3 strides
 - viii. Exhibitor should sit the jog and not post. At the lope, rider should be close to the saddle. All movements of the horse should be governed by imperceptible use of the aids. Exaggerated shifting of the rider's weight is not desirable.

4. **Ranch Roping**

- a. The idea of this class is to show the ability of the horse and rider's skill in handling cattle as if they were doctoring injured or sick cattle. Cattle should be handled as calmly and slowly as possible. The judge should judge this class as if the cattle belonged to him or her.
- b. This is a judged event with a **2 minute time limit**. There shall be a 30 second warning given prior to the end of the run. The rope must be thrown and the contestant may rebuild and throw an unlimited number of loops. No credit will be given for additional loops after a successful catch of any part of the animal. The honda on the rope used must be of a breakaway design.
- c. The contestant must make a legal catch (both horns, half head or around the neck) of the designated roping dummy and dally up.
- d. Scoring will be on the basis of 0 to 100, with 70 denoting an average performance.
- e. Each maneuver will be scored from a plus three to minus three in ½ point increments.
- f. Maneuvers:
 - i. Ability to sort
 - ii. Stopping
 - iii. Dallying
- g. Penalties
 - i. Ten (10) point penalty
 - 1. Roping any portion of the cow/roping dummy other than the head/neck.
 - ii. Five (5) point penalty
 - 1. Multiple loop run (penalty may be assessed for each rebuild with a maximum of 15 points taken)
 - 2. Blatant disobedience including kicking, biting, rearing or striking
 - iii. One (1) point penalty
 - 1. Loss of working advantage
 - iv. Zero (0) score / DQ
 - 1. Running into or over cattle
 - 2. Schooling
 - 3. Whipping or hitting horse with rope
 - 4. Thrown from horse
 - 5. Fall to ground
 - 6. Loss of rope
 - 7. Bucking

5. Ranch Trail

- a. This class is designed to show the horse's ability to navigate and cope with the various situations and obstacles encountered in everyday ranch work. It is designed to show a horse's ability to perform these obstacles with a willing attitude. The horse is judged on cleanness and promptness with which the obstacles are negotiated, ability to negotiate obstacles correctly, and attitude and mannerisms exhibited by the horse while negotiating the course.
- b. Whenever possible, realistic or natural obstacles should be used. The course can be laid outside of the arena using natural terrain. However, if a ground tie is specified in the course, the course must be set up in an enclosed arena.
- c. The judge must walk the course and has the right and duty to alter the course in any manner. The judge may remove or change any obstacle he deems unsafe or non-negotiable prior to the start of the class. If at any time a trail obstacle is deemed to be unsafe by the judge, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted from all previous works for that class.
- d. At least two or three obstacles will be designated as tie breakers and shall be selected prior to the beginning of the competition. One of the mandatory obstacles should be used as the first tie breaker.
- e. Tack and Equipment:
 - i. Ranch work equipment and attire is recommended, but show equipment and attire will not be penalized.
 - ii. Wearing gloves, leather or fabric, is optional. Roping gloves may be worn for the duration of the class or may be worn only for the roping and log drag obstacles.
 - iii. Roping reins or reins with romal are permitted, but must be used with a snap attachment if a ground tie is in the course.
- f. Use of hands: Only one hand may be used on reins and hands must not be changed, except to work with an obstacle. Reins may be held in any manner. Two hands may be used when using a snaffle bit or bosal on a horse or pony 5 years of age or younger.
- g. The horse will be shown at a ground-covering walk, trot (or natural gait), and lope between the obstacles and credit will be given for performing these gaits on the correct lead with an alert attitude. The walk may be judged as part of an obstacle. Between obstacles, at least 30 feet should be allowed for the trot, and at least 50 feet for the lope. Gaits between obstacles will be scored as part of the next obstacle.
- h. Extending the trot or natural gait may also be asked. The extended trot may be ridden with the rider either posting or standing in the stirrups to the front of the saddle. Holding the saddle horn is permissible, at this gait, as might be done in open terrain.
- i. No additional credit will be given for unnecessary/additional maneuvers (such as sidepassing to and from an obstacle).
- j. The judge may ask a rider to move on to the next obstacle if the horse/rider is unable to complete the maneuver in a reasonable time or if the judge deems that the rider is, or will be, in an unsafe situation. The judge may also ask the rider to move on after a third refusal at an obstacle.
 - i. A rider will lose 15 points if an obstacle is attempted and not completed.
 - ii. The maximum points a rider can lose on any one attempted obstacle is 15 points.
- k. A rider may elect to skip an obstacle without disqualification. He/she may do so with the judge assigning a 20 point penalty.
- l. Scoring will be on the basis of 0-infinity, with 70 denoting an average performance. Each obstacle will receive an obstacle score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each obstacle will be scored on the following basis, ranging from plus 1 ½ to minus 1 ½: -1 ½ extremely poor, -1 very poor, -½ needs improvement, 0 correct, +½ good, +1 very good, +1 ½ excellent. Obstacle scores are to be determined and assessed independently of penalty points.
- m. Penalties should be assessed per occurrence as follows:
 - i. One-half (½) Point
 - 1. Each tick of log, pole, cone, plant, or any component of the obstacle.
 - ii. One (1) Point
 - 1. Each bite of or hit of or stepping on a log, cone, plant or any component of the obstacle.
 - 2. Incorrect or break of gait at walk or jog for two strides or less.
 - 3. Both front or hind feet in a single-strided slot or space at a walk or jog.

4. Skipping over or failing to step into required space. With the nature of the uneven/random spacing of some step-overs, if the horse can navigate the obstacle cleanly without stepping into every little space, that is fine. I.e., not every space in a step-over is a “required” space.
5. Split pole in lope over.
6. Incorrect number of strides, if specified.
7. Each step, up to three steps, moved during ground tie or picking up hooves.
- iii. Three (3) Points
 1. Incorrect or break of gait at walk or jog for more than 2 strides.
 2. Out of lead or break of gait at lope (except when correcting an incorrect lead).
 3. Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.
 4. Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with one foot,
- iv. Five (5) Points
 1. Dropping slicker, log rope, or object required to be carried on course.
 2. Dropping lariat anywhere on course other than after completion of roping obstacle.
 3. Each refusal, balk, or evading an obstacle by shying or backing.
 4. Letting go of gate.
 5. Use of either hand to instill fear or praise.
 6. Stepping outside the confines of, falling or jumping off or out of obstacle, with designated boundaries, with more than one foot.
 7. Blatant disobedience (including kicking out, bucking, rearing, striking).
 8. Moving more than 3 steps during ground tie or picking up hooves.
(Note: “Holding the saddle with either hand” is a 5-point penalty in Western Trail but is not a penalty in Ranch Versatility Trail.
- v. Faults, which occur on the line of travel between obstacles, are scored according to severity:
 1. Head carried too high
 2. Head carried too low (tip of ear below the withers)
 3. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical
 4. Excessive nosing out
 5. Opening mouth excessively
- vi. Fifteen (15) points
 1. Use of two hands (except for junior horses shown with hackamore or snaffle bit) or changing hands on reins. But it is permissible to change hands to work an obstacle.
 2. Excessively or repeatedly touching the horse on the neck to lower the head.
 3. Failure to ever demonstrate correct gait between obstacles as designated.
 4. Failure to complete an obstacle once attempted.
 5. Maximum number of points that can be lost on any one attempted obstacle.
- vii. Twenty (20) points
 1. No attempt to work an obstacle.
- viii. Disqualified 0 – Score
 1. Use of romal other than as allowed in Contest Rules, Regulations, and Procedures.
 2. Performing the obstacle incorrectly or other than in specified order.
 3. Equipment failure that delays completion of pattern.
 4. Entering or exiting an obstacle from the incorrect side or direction.
 5. Working obstacle the incorrect direction.
 6. Riding outside designated boundary marker of the arena or course area.
 7. Significant deviation from correct line of travel between obstacles.
- n. Six to ten obstacles will be used. Three will be mandatory, and the remaining will be selected from the optional list.
 - i. Mandatory Obstacles:
 1. Opening, passing through, and closing a gate. This gate may not be a rope gate.
 2. Log Drag – Horse must be willing to drag a log for a short distance in a straight line. Rider to pick up rope while mounted at point A, and drop rope at point B. Rope may not be tied hard and fast to the saddle horn; dallying is optional. Log size should be roughly the size of

a small fence post, suggested maximum weight ~30 lbs. Rope should be securely attached to one end of the post by either drilling a hole through the post and tying a bowline (or other non-slip knot), or attaching an O-ring and tying a non-slip knot through the ring.

3. Stationary Steer – This obstacle is used to show the willingness of the horse to have a rope thrown from its back. The judge will give credit to the horse that stands quietly while the contestant makes the swing and throw at the stationary steer. Shying from the rope will be penalized, but missing the stationary steer will not be penalized. Rider must provide the rope for this obstacle; rope may be carried in hand, over saddle horn, or affixed to saddle. At the completion of this obstacle, contestant may coil rope and keep for remainder of class, or drop rope at obstacle without penalty.

ii. Optional Obstacles:

1. Mailbox – Rider will open and close a mailbox when mounted.
2. Bridge – Horse should walk willingly over a stationary bridge.
3. Slicker – The rider shall show the ability to handle the horse while simulating putting on a slicker. The rider may also be asked to carry the slicker from point A to point B.
4. Walk-over log-L obstacle – Walk over 90° log “L”. Log should be no less than 6” and no more than 12” in diameter. Riders should negotiate this obstacle in a straight line.
5. Step-overs at a walk, trot, or lope – Natural branches, logs, fence posts, etc. which are laid out in seemingly random angles and distances. Distances should be measured only so the set-up is repeatable, but not for uniform spacing or stride length. Obstacles may not be raised and the maximum height of any step-over is 8”.
6. Water hazard – The horse should enter and exit the water hazard in a quiet manner.
7. Back through obstacle – Straight, “L”, or into/out of a marked location.
8. Sidepass – Straight, one direction, may or may not be elevated.
9. Ground Tie – Rider must be able to dismount and walk a minimum of 5 paces away with the horse in a designated spot. If used, this must be the last obstacle of the course (no remount) and class must be held in an enclosed arena. If a rider is using a one-piece rein (romal, roping rein, etc.), it should be unsnapped from the bit on one side while ground-tying.
10. Pick up front feet – The rider must be able to dismount and pick up both front feet in an easy, time efficient manner. If used, this must be the last obstacle of the course (no remount). May be used in succession with ground tie so rider only dismounts once per course.
11. Any other safe and negotiable obstacle which could reasonably be found in everyday ranch work and meets the approval of the judge.

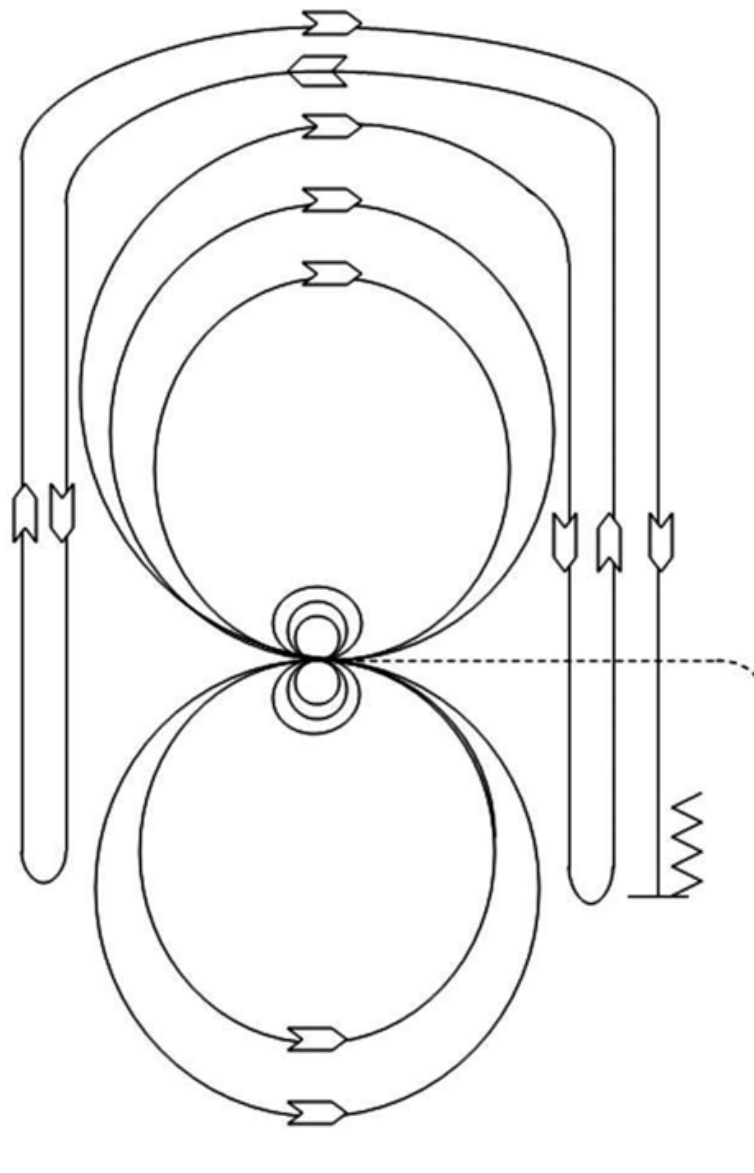
- iii. If disrupted, the course shall be reset. In the case that an obstacle is used in combination, the obstacle cannot be reset until the contestant finishes the entire combination.

6. **Ranch Reining**

- a. The ranch reining class measures the ability of the stock horse to perform basic handling maneuvers. Patterns may be chosen from any of the ranch reining patterns listed in this rulebook or other approved patterns by the show management and judge. Attire rules follow other judged western events.
- b. **CREDITS AND PENALTIES.** All runs begin upon entering the pen and any infractions are subject to penalty at that time such as two hands on the reins, using either hand to instill fear or praise, etc. To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control and therefore a fault that must be marked down according to severity of deviation. The horse/rider team’s overall performance should be credited for smoothness, finesse, attitude, quickness and authority of performing various maneuvers while using controlled speed which raises the degree of difficulty and makes the horse/rider team more exciting a pleasing to watch.
- c. **PENALTIES:**
 - i. **One-half (1/2) Penalties:** Starting a circle or exiting a roll-back at a fog for up to two (2) strides; delayed change of lead by one stride where the lead change is required by the pattern description; failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or roll-back; over-spin or under-spin up to 1/8 turn.

- ii. **1 Point Penalties:** Out of lead in the circles, figure eights or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead); Over or under spinning 1/8 to 1/4 turn. Slip-ping rein.
- iii. **2 Point Penalties:** Break of gait; freeze up in spins or roll-backs; failure to stop or walk before executing a lope departure on trot-in patterns; failure to be in a lope prior to the first marker on run-in patterns; failure to completely pass the specified marker before initiating a stop position.
- iv. **5 Point Penalties:** Spurring in front of cinch; blatant disobedience; use of either hand to instill fear/praise; use of two hands per maneuver; more than one finger between split reins or any fingers between romal reins per maneuver (except two rein).
- v. **Off-Pattern:** breaking pattern; inclusion of maneuver (e.g. over or under-spinning, backing more than two (2) strides, etc.); leaving arena before pattern is complete; repeated blatant disobedience; fall of horse/rider (run ends and credit will be given for work done). Exhibitors cannot place above others who complete the pattern correctly.
- vi. **Disqualification:** Lameness; abuse; illegal equipment; disrespect or misconduct; improper western attire.

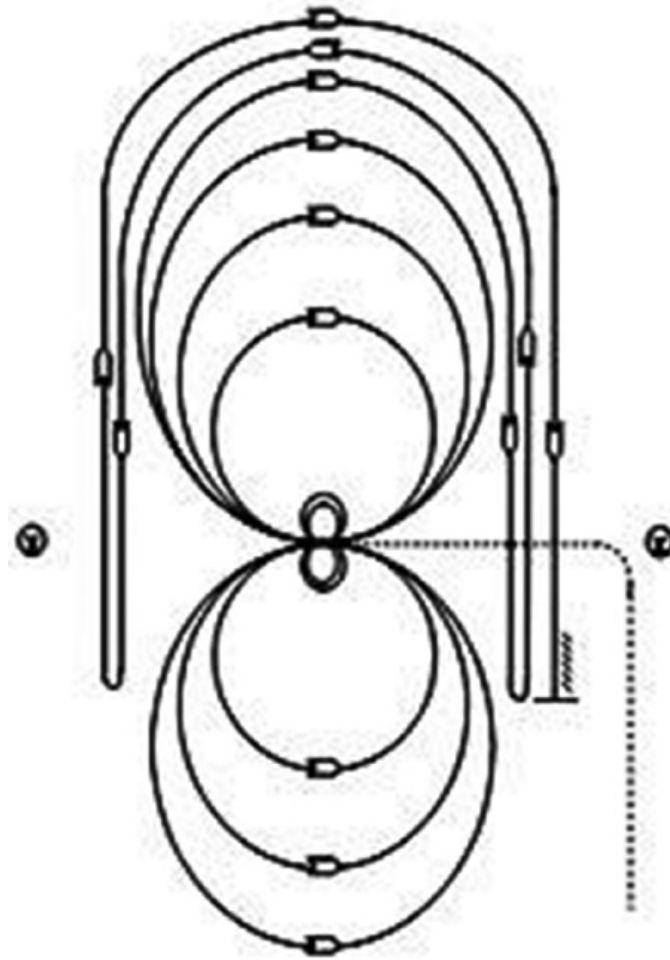
Ranch Reining Pattern 1



Mandatory Markers: The judge shall indicate with markers on arena fence the center of the pattern. Ride pattern as follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction.
3. Begin on right lead and lope two large fast circles to the right, change leads.
4. Lope two large fast circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

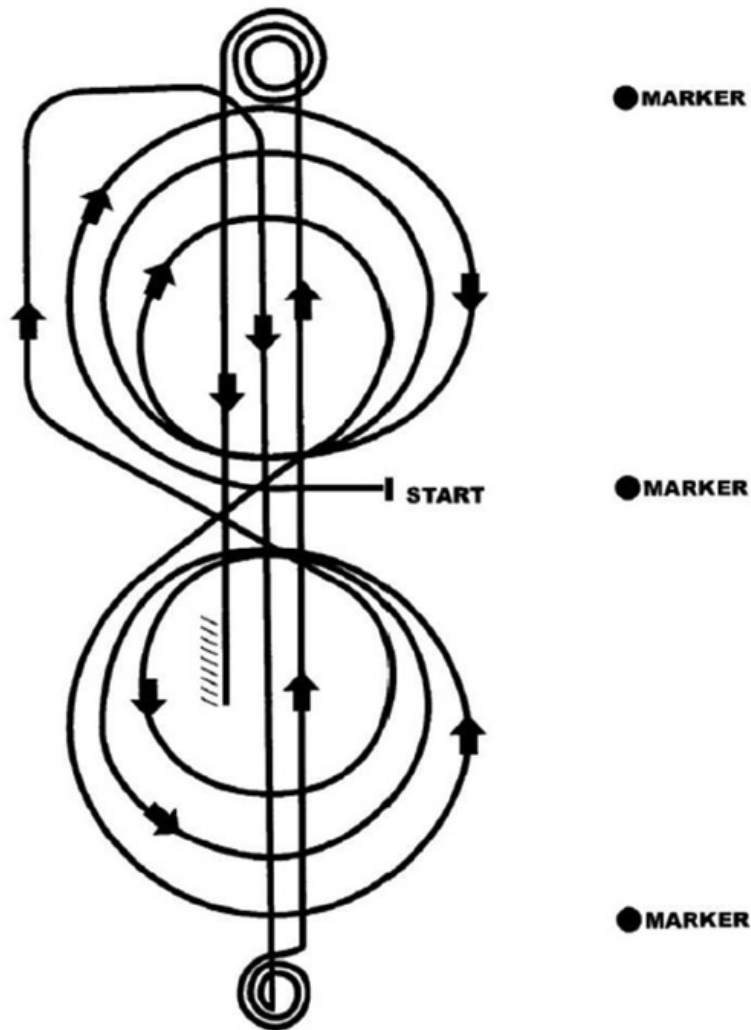
Ranch Reining Pattern 2



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

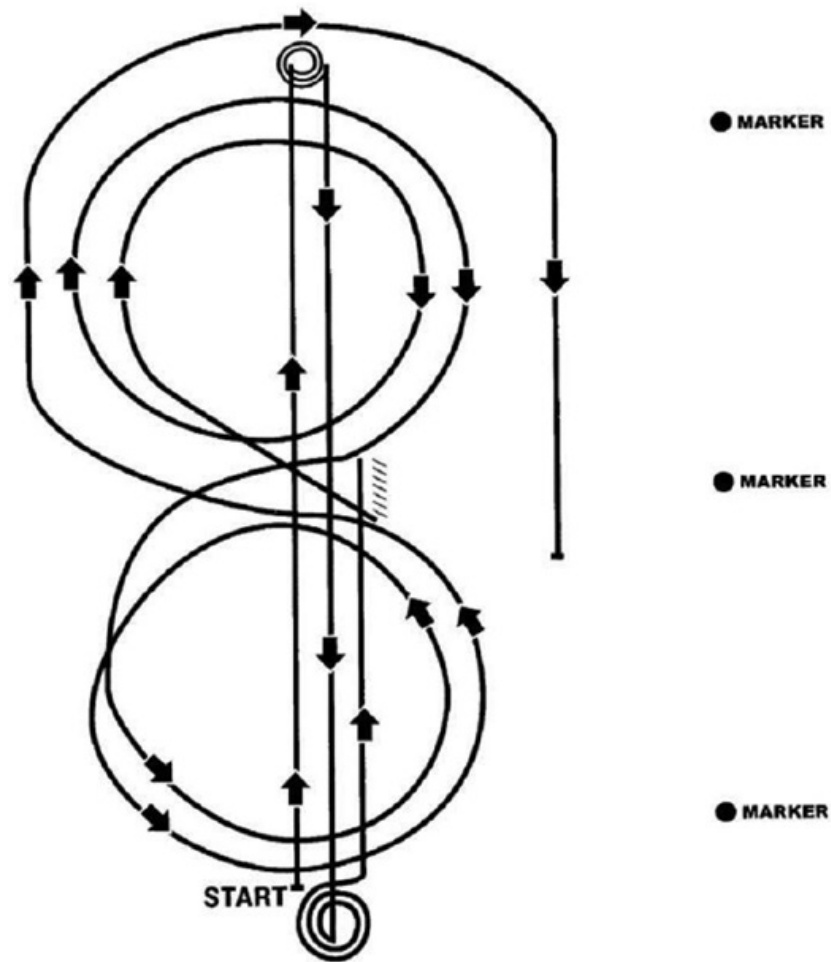
Ranch Reining Pattern 3



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
3. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
4. Continue loping around end of arena without breaking gait
5. Run up center of arena to far end past the end marker and come to a sliding stop.
6. Complete 3 1/2 spins to the right
7. Run up center of arena past the end marker, come to a sliding stop.
8. Complete 3 1/2 spins to the left
9. Run back to the middle of the arena past the center marker and come to a sliding stop
10. Back at least 10 feet in a straight line

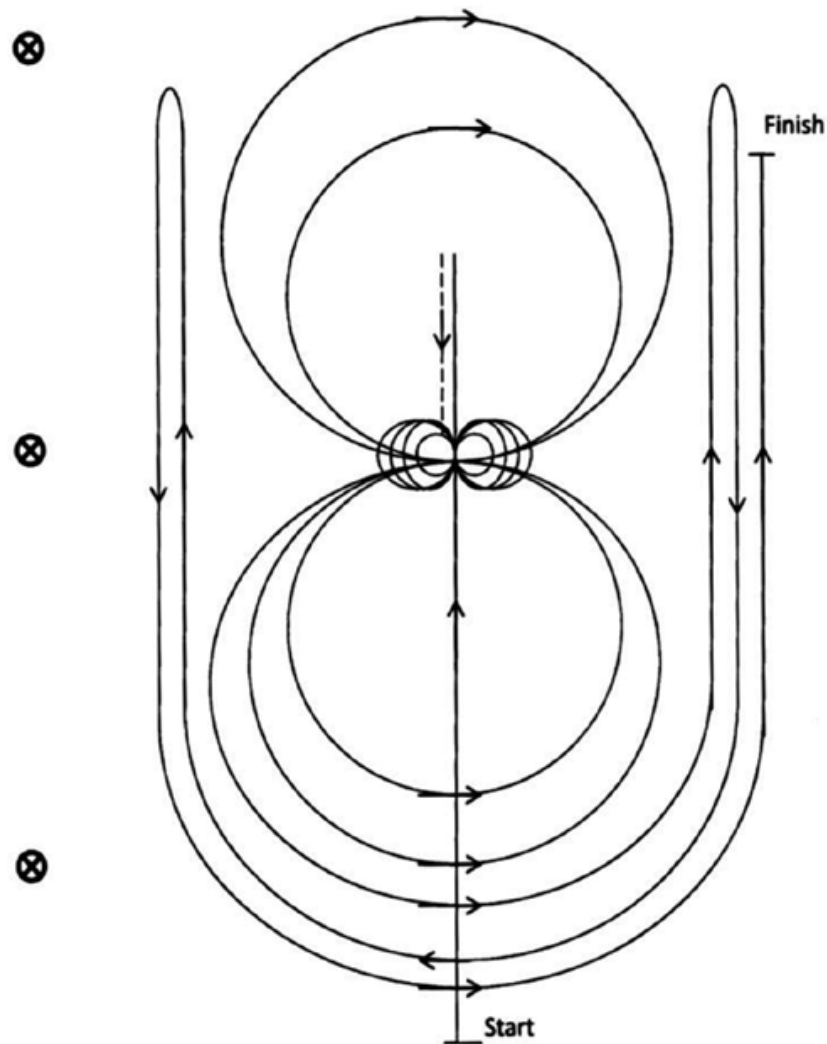
Ranch Reining Pattern 4



Mandatory Marker along Fence or Wall. The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight line
7. Complete 1/4 turn to the left, hesitate. Begin on right lead. Complete two circles to the right, the first one small and slow, the second large and fast. Change to left lead
8. Complete one small and slow circle then one large and fast circle. Change to right lead.
9. Run around end of arena to the other side, past the center marker, at least 20 feet from the fence and come to a sliding stop
10. Hesitate to complete pattern

Ranch Reining Pattern 5



Mandatory Markers along Fence or Wall. The judge shall indicate the area for the pattern with six markers on arena fence. Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins.
3. Complete four and 1/4 left spins. Horse to be facing left fence at completion. Hesitate.
4. Beginning on the left lead, complete two circles to the left. First circle to be small and slow and second circle to be large and fast. Change leads at the center of the arena.
5. Complete two circles to the right. First circle to be small and slow and second circle to be large and fast. Change leads at center of arena.
6. Begin a large fast circle to the left. Do not close this circle. Run up the right side of the arena past the center marker and at least 20 feet from the fence. Do a right rollback.
7. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a left rollback.
8. Continue back around previous circle. Run up the right side of the arena at least 20 feet from the fence and past the center marker. Do a sliding stop. Hesitate to show completion of pattern.

Virginia 4-H State Fair Horse Show
Ranch Horse Entry Form

Exhibitor Name: _____ Exhibitor DOB: _____

Exhibitor Age as of 9/30 of current year: _____ Choose Age Division: _____ Junior _____ Senior _____

Phone: _____ Contact Email: _____

Address: _____

City: _____ State: _____ Zip: _____

Club Name: _____ 4-H County: _____

Horse Name: _____

Horse Height: _____ Horse Breed: _____ Horse Age: _____

Classes Entering (circle class)

400 – Ranch Ground Handling

404 – Ranch Roping

401 – Ranch Riding

405 – Ranch Trail

402 – Ranch Horsemanship

406 Ranch Reining

403 – Working Cow Horse

Class Fees

_____ # of classes x \$20/class = _____ Total Owed

Stall Fees (\$35/night)

_____ # of Stalls x _____ # of Nights x \$35/night = _____ Total Owed

Grounds Fee (NO STALL)

_____ # of days x \$25/day = _____ total owed

_____ **Show Fee Total**

Checks payable to: Virginia 4-H Foundation: Horse _____

Mail Entries by August 30th to: 388 Litton Reaves, Virginia Tech, Blacksburg VA 24061

Please continue to the next page for signatures and to verify entry information

CERTIFICATION: This is to certify that this is a bona-fide enrolled 4-H member with respective project animal in my unit. The birthdate is correct; the 4-H member with animal qualified at our own respective show, and this entry meets all requirements of the show rules and is approved by my local selection committee. The rules and the entry system have been explained to the participant and parent or guardian. We are all aware that there is to be no request for replacement for this entry. Horses not meeting health regulations per show rules will be denied stabling and removed from the grounds. Any questions about eligibility will be resolved by me and the exhibitor and representatives agree to abide by the show rules and decisions without protest or extended argument, oral or written.

Signature of 4-H Agent

RESPONSIBILITY: Neither the show nor sponsors will be responsible for any accident or injury to the person or property of any exhibitor, spectator, attendant, or any other person. The exhibitor agrees to indemnify the show and any sponsor against any claim or liability for damage by the exhibitor or animal. The exhibitor and/or representatives hereby agree to abide by all rules and decisions of the show including the entry system. Exhibitor and parent or guardian hereby attests that they have read the rules for this event including the code of conduct. See page 14, Equine activity liability release, waiver of right to sue and assumption of all risks.

Please check one of the following items

☐ I grant permission for any photograph, digital image, videotape or other pictures to be used for promotion purposes by Virginia Tech.

☐ I decline permission for any photograph, digital image, videotape or other pictures to be used for promotion purposes by Virginia Tech.

Signature of 4-H Exhibitor

Signature of Parent/Guardian

DRILL TEAM ENTRY FORM TO BE SUBMITTED BY TEAM COACH**Coaches - Please fill out both pages for all of your riders and classes.**

Send **ONLY** entries for special arrangements due to disabilities to Leona Ransdell, APSC (0306), VA Tech, Blacksburg, VA 24061 in writing by August 15.

Name of Drill Team / Club _____ County _____

Name of Coach _____ Email _____ Phone # _____

Address _____

Classes offered: **100** – Color Guard **101** – Pairs **102** – Pas de Deux **103** – Three Rider **104** – Novice **105** – Mini/Sm Pony **106** – Exceptional Rider **200** – Compulsory **201** – Freestyle

Name of Rider	Name of Horse	Address & Contact Email	Date of Qualifying Show	Date of Skills Level Passed	List all Drill Team Class #s	Total # of drill team classes
					Total Number of Classes Entered →	

[illegible]
$$\frac{\text{X}_{\$20}}{\text{No. of Participants}} = \$ \frac{\text{Total \$ Owed}}{\text{Total \$ Owed}}$$

Mail Entries to:
Virginia 4-H State Fair Horse Show
APSC (0306), Virginia Tech
Blacksburg, VA 24061

_____	X	_____	X \$35/Stall Nights	= \$ _____
No. of Stalls		No. of Nights		Total \$ Owed

_____ X \$25/per day = \$ _____
No. of Participant Total \$ Owed

**ALL SIGNATURES MUST BE ON
THIS FORM. IF SIGNATURES ARE
MISSING THIS FORM IS INVALID
AND MAY BE RETURNED.**

_____ I decline permission for any photograph, digital image, videotape, or other picture to be used for promotional purposes by Virginia Tech.

CERTIFICATION: This is to certify that this is a bona-fide enrolled 4-H member with respective project animal in my unit. The birthdate is correct; the 4-H member with animal qualified at our own respective show, and this entry meets all requirements of the show rules and is approved by my local selection committee. The rules and the entry system have been explained to the participant and parent or guardian. We are all aware that there is to be no request for replacement for this entry. Horses not meeting health regulations per show rules will be denied stabling and removed from the grounds. Any questions about eligibility will be resolved by me and the exhibitor and representatives agree to abide by the show rules and decisions without protest or extended argument, oral or written.

RESPONSIBILITY: Neither the show nor sponsors will be responsible for any accident or injury to the person or property of any exhibitor, spectator, attendant, or any other person. The exhibitor agrees to indemnify the show and any sponsor against any claim or liability for damage by the exhibitor or animal. The exhibitor and/or representatives hereby agree to abide by all rules and decisions of the show including the entry system. Exhibitor and parent or guardian hereby attests that they have read the rules for this event including the code of conduct. See page 14 Equine activity liability release, waiver of right to sue and assumption of all risks.

Signature of Parent or Guardian (if youth under 18 years old)

Make Check Payable To: Virginia Tech
Foundation - Horse

Deadline for entry postmark to State Office is August 30th!!