



COLORADO STATE UNIVERSITY
EXTENSION



EL PASO COUNTY

FAIR

JULY 15 - 22 | CALHAN, CO

2023 PREMIUM BOOK

MINIATURE HORSE PROJECT

EL PASO COUNTY 4-H/FFA MINIATURE HORSE SHOW PREMIUM

Superintendent: Randi Hudson
Assistant Superintendent: Kelley Harding

Wednesday June 28, 2023
6:00-8:00 pm Written Test
Kit Carson Riding Club

SUNDAY JULY 16, 2023
10:00 am Miniature Horse Show
Owens Arena

PRE-ENTRY

1. **Pre-entry** is required for all 4-H General, 4-H Consumer Science, 4-H Cloverbud and 4-H Animal exhibits. All exhibits/animals must be pre-entered into the online FairEntry system. FairEntry system opening and entry deadline details will be announced in the El Paso County 4-H Newsletter. 4-H families will use their "4honline.com" username and password to log into the fair entry system. FFA families should contact the CSU Extension, El Paso County Office to be provided a username and password. More detailed information about registering and payment will be posted on the website and in the 4-H newsletter. For help with computer pre-entry, call the CSU Extension Office at 719.520.7698

Exhibits must be entered by Friday June 9, 2023. A late fee of \$25.00 per exhibitor will be assessed for entries received between June 10-13, 2023. **After June 13, 2023, absolutely no entries will be accepted.**

Once registration is complete and submitted by the family for all members participating in County Fair, it will be sent to CSU Extension 4-H staff for approval. Once approved, payment instructions will be sent via email. Payment **SHOULD NOT** be sent until all classes are approved by CSU Extension staff.

Payment must be **received by 4:30 p.m. Thursday June 15, 2023.**

It is the member's responsibility to check with the Extension office to make sure the **entry and payment** was completed by the deadline. There will be no refunds.

1. Entry Fees (No Refunds):

1. \$5 per class
2. \$5 for written test

1. All safety testing must be completed by pre-entry deadline, **May 31, 2023.**

2. Use the Miniature Horse Entry Worksheet to assist you in having the information needed on hand when entering online.

PROJECT EXHIBIT RULES

1. Ownership or leasing of miniature horse(s) must be in the name of the exhibitor and horse ID form must be uploaded to 4H Online by May 1, 2023. If the miniature horse ID is not on file, members may not participate in fair horse events.
2. Exhibitors may enter classes with miniature horses that are identified on the horse ID and in their Horse E-Record book as being part of the individual's 4-H project.
3. An exhibitor may not enter more than one miniature horse per class.
4. If a miniature horse(s) cannot compete for any reason, **no substitutions** will be allowed after the **May 1, 2023** Horse ID deadline.
5. Classes may be dropped, but not added the day of the show. There will be no refunds.
6. Miniature Horse exhibitors are expected to write Thank You Notes to receive their buckle or award.

4-H HORSE DRUG AND MEDICATION RULE

1. No horse may be shown in any class at a 4-H show if it has been administered in any manner a forbidden substance. A forbidden substance is any stimulant, depressant or local anesthetic, which might affect the performance of a horse. Stimulants and depressants are defined as medications, which stimulate or depress the circulatory, respiratory, or central nervous systems.
2. Also prohibited are any drugs, regardless of how harmless or innocuous they might be, which by their very nature might mask or screen the presence of the prohibited drugs or prevent or delay testing procedures. The use of these drugs will be considered physical abuse and the consequences will be enforced according to the general rules and requirements of the Colorado 4-H Horse Book.
3. The full use of modern therapeutic measures including phenylbutazone for the improvement and protection of the health of the horse is permitted, unless the treatment may also stimulate or depress the circulatory, respiratory, or central nervous systems.

HORSE HUMANE POLICY STATEMENT

1. It is the responsibility of every 4-H member to ensure that proper care is taken of their horse according to acceptable methods of good equine husbandry, as set forth by CSU and the Colorado Department of Agriculture. A healthy horse requires sufficient food, water, shelter and correct health care. Cruel and inhumane training methods are not appropriate in the Colorado 4-H Horse Program. Specific equine husbandry guidelines and humane training methods are provided in the Colorado 4-H Horse Project Manual.
2. The management of the El Paso County Fair reserves the right to withhold premium awards for violation of any rule governing this department, and to disqualify an exhibitor from participation at this Fair and/or future County Fairs.

STALLING & FACILITY INFORMATION

1. Horses will be encouraged to stall the duration of County Fair. Exhibitors do have the option to check out of the facility early on Tuesday July 18th by 9 AM with the Superintendent. Exhibitors must request early check out online in Fair Entry Registration ONLY (no exceptions). Please note that if exhibitors opt for the early checkout, they will not be eligible for Overall Division Awards, Master Showman Contest, Mightiest Miniature Horse Award, and Premier Exhibitor Award.
2. All miniature horses will be stalled the first Saturday of County Fair from 9 AM-12 PM, and animal load out will be Sunday July 23rd from 9 AM until 12 PM.
3. Exhibitors must supply their own horse feed, water buckets, tack, shavings, and equipment.
4. A horse trailer parking area will be provided. All trailers and vehicles must be parked in the designated area.
5. All exhibitors and entries received on the Fairgrounds must remain in place until released. Please refer to the fair schedule (for most exhibitors, animals will be released at 9:00 AM on Sunday following the conclusion of fair). If an animal is released it will be at the discretion of the extension agent and Superintendent.
6. All animals must be picked up no later than 12:00 PM on Sunday. There will be a check out list that must be followed before a single animal can leave from the fairgrounds. Please check out with your Superintendent.

BARNs

1. Barns open at 6:00 AM and close at 9:00 PM. Barns may close sooner due to night events held by the Fairgrounds. Make sure your animals are cared for before night events as gates will be shut and locked.
2. All animals must be bedded with shavings. No raw ground will be permitted.
3. Stalls must be cleaned at least twice a day, and animals fed daily by 9:00 AM before the fair opens to the public. The second cleaning, feeding, and watering must be done by 7:00 PM.
4. Superintendents reserve the right to require additional stall cleaning as needed. All stalls must remain in satisfactory condition.
5. Hay and grain shall be stored in such a manner that they are not accessible to any animals.
6. Grain must be stored in closed plastic or metal containers.
7. **SAFETY NOTE:** Exhibitors are reminded to properly secure and store all equipment (pitchforks, tack, shovels, tack boxes, etc.) in a safe place to prevent injury to livestock and/or people.
8. Sleeping in the barns, outside of open barn hours, is strictly forbidden.
9. Smoking/Tobacco/Alcohol use by anyone is prohibited in the exhibit barns and buildings. Violations of this Fair Board rule or other forms of discourtesy or violations of codes of conduct will be grounds for disciplinary action.

HORSE HEALTH REQUIREMENTS

A horse exhibiting any signs of infectious disease will not be allowed on the fairgrounds at the discretion of the show management. All miniature horses MUST be accompanied by an official Health Certificate issued within 14 days to the start of fair. Each animal must be individually identified on the certificate.

MEASUREMENTS

1. To compete in County Fair Classes all miniature horses should have passed their safety test and been officially measured by superintendent and extension office staff. The requirements for obtaining measurements will be followed by the AMHR Rulebook.
2. For miniature horses that are under 3 years old they must be remeasured by the Superintendent and extension office staff every year at safety test day.
3. Miniature Horses must not to exceed 38".
4. If a miniature horse is measured and found to be over 38" the Superintendent shall not allow the horse to show.

SHOW RULES

1. 4-H miniature horse entries, exhibitors, and adults are subject to the 4-H Code of Conduct and the rules published in this document.
2. Miniature horse project members must have shown each project horse they wish to qualify for County Fair in a class and taken the written test at one Horse Advisory Committee sanctioned 4-H miniature horse show during the current 4-H project year or completed the Open Show Qualifier Form before County Fair. (Form included in Horse Project Book and available on the County website).
3. Parents/family members and 4-H leaders may as necessary, assist with harness changes and minor grooming help with the understanding that the 4-H member should do the majority of the work.
4. The show ring will be under absolute control of the show management. Only authorized persons will be allowed in the show ring during judging.
5. The El Paso County Fair requires all exhibitors to wear proper attire in all horse show classes.
 - a. Proper attire includes a long-sleeved shirt (must be tucked in), long pants, and boots with heel.
 - b. Dress: It is the tradition of the show ring that handlers and drivers be correctly attired for their classes. T-shirts, shorts, clothes with logos or monograms are not correct attire and will not be allowed in the show ring. Horse and handler must look their best. No farm, individual or horse's names may be displayed on exhibitor.
13. Showmanship is required by all exhibitors.
14. Showmanship will be held as follows: At the county fair horse show showmanship classes will be held by age divisions. It is encouraged for all first and second place exhibitors in each age division to show in Master Showman unless you have qualified with a different species. Miniature horses used in Master Showman must be the horse the 4-H exhibitor has shown

at fair. Any horse substitutions are at the discretion of the horse Superintendent for Master Showman.

15. Any behavior that is considered negative on the part of the exhibitor, family members of the exhibitor, or leaders, directed toward any show official, Fair Board member, fair staff, 4-H staff, 4-H exhibitor or their parents will result in disqualification and awards forfeited.
16. All classes must be pre-registered in Fair Entry.
17. **All judges' decisions are final.**
18. Exhibitors must display a back-tag number while in the show ring.
19. Any exhibitor may wear protective headgear (Certified ASTM/SEI Equine Helmet) in any division or class without penalty from the judge(s).
20. For safety reasons any unruly horse or unsafe equipment may be excused from the ring by the judge, or Superintendent. An exhibitor cannot protest this action.
21. Excessively large classes may be divided by Superintendent or Judge, as conditions warrant.
22. No entry may leave the ring after judging has begun without the permission of the Judge or Superintendent.
23. A horse must be handled and shown through an entire class by the same person. Should an additional handler be required due to physical limitation or emergency, approval must be obtained from the Show Superintendent.
24. Horse may be shown with full mane or mane with bridle path clipped and full tail.
25. Disqualifications: Height more than 38 inches, dwarfism, and unsoundness.
26. All animals must be a year old by October of the current 4-H year for show purposes only. Some classes will have higher age limits.
27. Extension staff and Superintendents have the discretion and reserve the rights to amend rules based on need and circumstance.
28. Please refer to the El Paso County Miniature Horse Show Rulebook for more in-depth information about the rules of the show, classes and expectations.

SHOWMANSHIP DIVISION

1. Showmanship at Halter – Showmanship is designed to evaluate the exhibitor's ability to execute, in concert with a well-groomed and conditioned horse, a set of maneuvers prescribed by the judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional, and fundamentally correct body position.
2. In Showmanship classes, exhibitors are to show to the presiding (call) Judge only. Only the handler is judged, the horse is merely a prop to show the showmanship ability of the handler.
3. Show management and/or judges define the showmanship pattern.
4. Class Procedures – All exhibitors may enter the ring and then work individually, or each exhibitor may be worked from the gate individually (show and go).
5. The following maneuvers are acceptable for use in the pattern: lead the horse at a walk, trot, extended trot, or back; execute any of the gaits (including back) in straight and/or curved lines or a combination of straight and curved lines; stop; turn 90, 180, 270, 360 degrees or any combination or multiple of these turns. The pull turn is an unacceptable maneuver. The pattern must require the exhibitor to set the horse up squarely for inspection sometime during the class.

6. Equipment – When showing in Western tack and attire, Western style show halters with lead are to be used. A chain under the chin is allowed, no lip chains or chains over the nose are allowed. When showing in English tack and attire, appropriate English bridle or English style show halter are to be used. Showmanship whips, war bridles or like devices or any type of wire or rope over a horse's head are not permitted.
7. Showmanship is required by all exhibitors
8. .

IN HAND WORKING PERFORMANCE DIVISION

General Rules

All Obstacle, Jumping and Hunter Classes

1. Horse can only be shown by one exhibitor per class.
2. The judge and/or Superintendent have the right to alter the course for safety or to meet rule requirements after the course is set and prior to the beginning of the class. Once the first exhibitor has completed the course, no changes may be made. If the same jump set up is used for different classes, and only jump order and/or heights are changed, the judge and Superintendent only need to walk the course one time.
3. Exhibitors will be allowed to walk the course after it has been set and verified by the judge and Superintendent.
4. A hunter/jumper horse must be 3 years and older.

Halter Obstacle

1. To be shown in halter with appropriate lead, chain on lead permitted under the chin of the horse.
2. Horse to be penalized for any unnecessary delay or excessive time at an obstacle. Judge can advance an exhibitor to the next obstacle if a horse is taking excessive time at an obstacle. Maximum time of thirty (30) seconds or two (2) attempts per obstacle.
3. Edible treats to encourage an animal to perform one of the obstacles are not allowed.
4. Whips are not allowed.
5. There must be a minimum of 5 and a maximum of 8 obstacles.

Hunter & Jumper in Hand

1. Horses are to be shown in halter or bridle with appropriate lead. Chain on lead permitted under chin of horse.
2. Hunters and Jumpers may show with braided manes and tails in the manner of their larger counterparts.
3. Exhibitors are not permitted to go over jumps.
4. Whip may not be carried.
5. A practice jump of similar construction to the jumps on course will be provided in the warmup area.
6. Jump standards may not be taller than 40".
7. Jumps must be at least 5 feet wide but no wider than 6 feet.
8. There will be a minimum of 4 fences and a maximum of 6 fences.

9. Jumper Courses

- a. Jumper courses should be technically challenging. Jumper courses may consist of lines of fences or single fences, and fences may be placed on straight or curved lines. Multiple turns or changes of direction are encouraged.
- b. Fence Heights for Jumpers are: Minimum height 18" Maximum height 33"
- c. Jumpers Scoring: Jumpers are scored mathematically on accumulated faults, and on time to complete the course in case of ties. There will be one round which will be both scored for faults and timed. Exhibitors will be placed in order of least faults to most faults, with time utilized to break any ties (i.e. scoring by faults and then by time). There will be no additional rounds. Timing starts when the horses nose passes the starting line and finishes when the horses nose passes the finish line.

10. Hunter Courses

- a. Hunter courses are designed to allow the exhibitor to present the horse to its best advantage. Longer distances and wide corners are utilized to enable a smooth presentation. Exhibitors will not be asked for tight turns. Angled jumps must be approached from the long corner, not the short corners.
- b. Hunter courses consist of two or three straight or gently curved lines of jumps that do not require turns between them, or single jumps, with room for wide corners between lines and jumps.
- c. Fence heights for Hunters are: Minimum height 18" Maximum height 27".
- d. Hunters are not scored mathematically by faults nor by time. Hunters are judged on style and form over fences, manners, way of going and pace in that order. Judge must penalize unsafe jumping (i.e., charging, refusals) and poor form over fences.
- e. Circling once upon entering the ring and once upon leaving the ring is permissible.

GYMKHANA DIVISION

General Rules

- 1. All gymkhana events will be timed.
- 2. Horses must be under control at all times.
- 3. Horses must be at least 1 year old for in-hand.
- 4. Horses to be shown in a halter with appropriate lead (when in-hand). Chain on lead permitted under the chin or over the nose of the horse. A chain is optional. Western, Cable, nylon and Draft style halters are permitted. Bridles are not allowed.
- 5. Horses can trot, canter or gallop for in-hand events.
- 6. Disqualifications – Any of the following infractions will disqualify an entry.
 - a. Running through the chute or gate to enter the arena.
 - b. Failure to begin the course within 1 minute after the ready signal is given.
 - c. A stop or willful refusal to move forward (loss of forward motion).
 - d. Off course, which includes negotiating obstacles in other than the specified order or in the wrong direction. This includes circling, backing or reversing the direction of movement.
 - e. Horse is behaving in an unruly manner or out of control.
 - f. Any kind of cruelty to the horse whether or not specifically mentioned in these rules will disqualify the competitor.
 - g. Striking or beating the horse in any manner whatsoever after entering the arena. Touching the horse will not be considered striking or beating the horse.

- h. Fall of horse or exhibitor while in the arena.
 - i. Carrying a whip.
- 7. Timing Procedure – Electric timers are preferred over stopwatches. If an electric timer is used, at least one official should take the time using a stopwatch in case the electric timer fails. If an electric timer is not available, three stopwatches will be used. The median time of the three readings will be the official time. (The median time is the time indicated by two of the three stopwatches if two agree. If no two watches agree, the median time is the time indicated by the watch which indicated neither the fastest nor the slowest time.) All stopwatches must be calibrated to at least one-tenth of a second. The start/finish timing line must be a minimum of 10 feet from the end of the arena. The timing line must be visibly marked in the arena. Contestants are allowed running starts.

In-Hand Barrel Racing

Barrel racing classes can be performed in-hand or driven. These are to be separate classes. Three 55-gallon barrels in safe, usable condition should be used.

1. The size of the pattern (see fig. 22) should be 35 feet between barrels 1 and 2, 40 feet between barrels 2 and 3, 40 feet between barrels 1 and 3, and 25 feet from the timer to the first barrel. The course must be measured exactly. If the course is too large for the available space, then each measurement of the pattern should be reduced 5 feet from the fence. If the course specified in this rule book is too big for the available space, the distance from barrel 3 to the finish line need to be reduced 15 feet at a time, as long as there is enough room for the horse to stop safely.
2. Knocking Down a barrel will result in a 5 second penalty.

In-Hand Pole Bending

1. The pole bending pattern is run around six poles. The poles are placed in a straight line 10 feet apart. The first pole is to be 10 feet from the starting line. Poles are 6 feet high and set on top of the ground, with bases 10 inches to 14 inches in diameter.
2. Contestants may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 180-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6.
3. A 5-second penalty will be assessed for each pole knocked down.

COSTUME CLASS

1. General - Costumes must be considered safe.
2. Costume classes are to be judged 75% on originality of costume and 25% on presentation.
3. To be shown at a walk both ways of the arena and lined up in the middle of the arena for final judging.
4. If exhibitor and horse have passed Mastery Test Two, horses may be driven in costumes. Costumes must be safe for ground driving

GROUND DRIVING DIVISION

General Rules

1. For exhibitors to participate in Ground Driving classes, horses must have passed the Mastery Test Two by May 31, 2023.
2. **Headers Required:** All youth exhibitors in any ground driving class must have a header 13 years or older. Headers are to enter the ring when the line-up is called, may assist in setting up the animal and then step back two-paces where they are to remain, except in an emergency, until the judge's card is turned in.
 - a. Note: Judges are cautioned that this rule in no way negates the requirement in youth classes that animals must display good manners, stand quietly in the line-up and back readily.
3. Horse must be 2 years of age or older old by October of the current 4-H year.
4. **Timeout:** The breakage of equipment can be handled in accordance with Current USEF Rule Book, General Rule (GR) 833, which is in part as follows: "An exhibitor is entitled to request suspensions of judging for a period not to exceed five minutes in aggregate (but no more than one time in a class) in order to repair broken equipment, rectify a similar condition." The exhibitor must go to the center of the ring for any such emergency which will constitute a request for time out. Time shall be taken from the moment the exhibitor goes to the center of the ring. If at the expiration of five minutes the repair has not been made, the contestant may proceed as is or be eliminated. The Steward shall be held responsible for timing unless an official timer is present. Any exhibitor not involved in a "timeout" may make minor adjustments that can be performed with the assistance of one of the superintendents and not be charged with a "timeout".
5. During the class, minor adjustments to harness may be made upon permission from the Judge. A superintendent may assist with the adjustment without penalty (a time out). See Current USEF Rule Book, General Rule (GR833).
 - a. The time-out shall be clocked, and the adjustment or repair is not to exceed 5 minutes.
 - b. Only one time-out per class per entry is allowed and must not exceed the 5 minutes allowed.
6. The only person to handle the reins, under penalty of elimination, is the driver. No change of driver is permitted during any class.
7. Drivers will be allowed time to walk the course prior to the start of ground driving obstacle and cone class.
8. It is permissible for a driver to talk to a horse in a subdued tone of voice, although a driver should strive to control the horse's movement with a minimum of vocal aids. Talking loud, whistling, or shouting at a horse is not acceptable.
9. Harness must be clean and properly fit to the horse. Exhibitor can be dismissed from the class by the judge or Superintendent if it is not properly fit before entering the arena.
10. The harness must have blinders (round or square) and the check must be hooked.
11. Driving whips are required and must be of suitable style, and the tip of the lash must not reach past the shoulder of the horse.
12. **Dress Code:** Headers and Drivers should be dressed appropriately. Dress in the show ring is to complement the overall appearance of the unit, not take away from the appearance. (Refer to Page 4 Statement 5 for more information)
13. No farm, individual, or animal names may be displayed.

14. Horses must be serviceably sound.
15. Drivers must follow behind horse through obstacles, may not pass over obstacles, split cones, or poles.
16. Equipment
 - a. Cavessons or nosebands are optional in the Driving Division.
 - b. Boots, wraps, etc. of any description are prohibited.
 - c. Breeching is optional with all straps secured.
 - d. Martingales are optional.

Ground Driving Obstacles

The purpose of Ground Driven Obstacle Class is to be judged on performance and way of going with emphasis on manners throughout course. Entries will be evaluated on responsiveness and willingness, plus general attitude. The course will test the skill of the driver and the obedience and handiness of the animal without being hooked to a cart.

Horse to be penalized for any unnecessary delay or excessive time at an object. Judge(s) can advance an exhibitor to the next obstacle if a horse is taking excessive time at an obstacle. Maximum time of sixty (60) seconds per obstacle. Scoring begins at a 70. Cantering must be penalized in Obstacle Driving.

Obstacles should reflect what a horse and driver might experience when driving on a trail. Examples include bridges, mailboxes, tarps, cones, etc. The course should include maneuvers that would be used while hooked to a vehicle such as: Backing, serpentine, figure eights, sharp turns, etc.

Judge _____	Class _____	Date _____
Obstacle Scores: -1 1/2 Extremely Poor, -1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, +1 Very Good, +1 1/2 Excellent		
Penalty 2: Each tick of log, pole, cone or obstacle		
Penalty 1: Hit or step on; Incorrect gait at walk or trot two strides or less; Both feet in space; Skip space		
Penalty 3: Break gait at walk or trot over 2 strides; Knockdown; Step out or jump off with 1 foot; 1 wheel going outside obstacle		
Penalty 5: Drop object; Each refusal, balk or evade; Loss of control at gate; Touching horse with hand; Step out or jump off obstacle with more than one foot; Blatant disobedience; Failure to complete obstacle; 2 wheels going outside obstacle		
Penalty 10: Horse leaving designated ground tie area		
Disqualification: Taking an obstacle in the wrong direction; Negotiating an obstacle from the wrong side; Off pattern; Sidepass the wrong end of horse in the obstacle; Baiting; Skipping an obstacle unless directed by judge; Negotiating obstacles in the wrong sequence; Chain in the mouth or over the nose; Horse going outside course boundary; Failure to follow the correct line of travel between obstacles.		

**Please disregard mention of wheels in above diagram as this is not applicable in this class

** Break of gait into lope/canter for more than 2 strides will be disqualification

Obstacle Requirements

1. There must be a minimum of 5 obstacles and maximum of 8 obstacles. The course will designate a walk or trot between obstacles.
2. Tires and stairs are prohibited.
3. Jumps are prohibited.
4. All obstacles should be safe for exhibitors as well as horses.

Suggested Obstacles (this is not a complete list)

1. Walk or trot over tarp
2. Walk or trot between poles
3. Walk or trot through poles, Weave poles
4. Parking space (U shape) – back into

5. Back through poles
6. Drive through L

Ground Driving Cones

Cones courses are designed to test the ability of both the horse and driver to execute precision movements. It may include obstacles such as “L,” serpentine, or “U.” A ball is placed on top of each cone. A penalty of 5 seconds is added to the final time for each ball or obstacle dislodged. Placings then are determined on low total time plus penalty points.

General Requirements

The driver navigates up to 15 sets of cones.

Cones should be placed at least 36 inches apart (interior width).

Drivers must start and end by driving through the start/finish cones.

A number should be attached to each obstacle.

Disqualifications

1. If the driver is off course or takes a set of cones from the wrong direction, they will be disqualified.
2. Loss of forward motion or backing up will result in disqualification
3. Major disobedience of the horse such as rearing, bucking, or running away will result in disqualification at the judge’s discretion.
4. Any kind of cruelty to the horse whether or not specifically mentioned in these rules will disqualify the competitor.
5. Break of gait into lope/canter for more than 2 strides.

Super Reinsmanship

This class is designed to test the knowledge and ability of the driver. May be shown at a walk, trot, and extended trot. To be judged primarily on the ability and skill of the driver. To be judged 75% on the handling of the reins and whip, control, posture and overall appearance of the driver and 25% on the condition of the harness and the neatness of attire. The course pattern will start and finish with a salute to the judge. Competitors enter the ring individually and drive a short course of defined elements in order at prescribed paces.

Specifications

1. To be judged on the driver’s skill: use of aids, control of the horse, accuracy, quality of transitions and gaits, with additional consideration of impressions of the driver.
2. Tests – All the entries will complete a number of prescribed elements from memory and in order (between 8 and 12 elements are recommended).
3. Entries must follow the designated track without numbered or lettered markers, such as posts or single cones. Cones set at minimum 80 inches. Unless otherwise specified, elements begin when the horse’s nose reaches the marker.
4. Management may use one of the Super Reinsmanship Tests 1-3 or may design a suitable test to be used.
5. The use of the whip and the voice are important aids in driving and should be used effectively and discreetly.

Scoring

1. The entry receives numerical scores between 0-10 for:
 - a. Each element – on use of aids, control of the horse, accuracy, quality of transitions and gaits. (Maximum total score = 10 x number of elements)
 - b. Overall Impression – of the turnout on the condition and fit of the harness, neatness of attire. (Maximum total score = 10)
 - c. General Impression – of the driver on posture, relaxation, confidence and effectiveness. (Maximum total score = 10)
 - d. Perfect Score = 10 x total number of elements + 10 for General Impression + 10 for Overall Impression.
 - e. Ties are decided by the total of Overall Impression and General Impression scores.
 - f. The scale of marks: 10 – Excellent 9 – Very Good 8 – Good 7 – Fairly Good 6 – Satisfactory 5 – Marginal 4 – Insufficient 3 – Fairly Bad 2 – Bad 1 – Very Bad 0 – Not Executed * **“Not executed” means that nothing of the required movement has been performed.
 - g. The judge may state the reason on the score sheet for each mark.
 - h. Scoring: half-points may be used for scoring all elements.

Penalties

2. Off-Course
 - a. Failure of the turnout (all horses and driver) to pass on the correct side of a marker or dislodging any parts of a marked gate: 5 points subtracted from total score. Significant deviation from the designated track: 5 points subtracted from total score per occurrence.
 - b. When an element is driven out of sequence, the judge will signal the entry and indicate the error. Drivers should resume the test from where the error occurred. 10 points subtracted from total score per occurrence.
3. Entries will be disqualified for:
 - a. Outside assistance
 - b. Failure to carry a whip in hand
 - c. Failure to start the test within one minute of the signal to proceed or starting before the signal
 - d. Break of gait into lope/canter for more than 2 strides

Suggested Pattern Components

1. Back.
2. Drive a circle of a designated size, at judge's discretion.
3. Drive a figure eight.
4. Extended trot.
5. Navigate simple obstacles, e.g., drive between two obstacles.
6. Stop and stand.
7. Drive with one hand.
8. Unsafe animals or equipment can be disqualified from the class at the judge's discretion.

LIBERTY DIVISION

Liberty is demonstrating the natural beauty of the horse. Horses are to be judged on style, grace, animation, gaits, presence, and ease of catching. The Liberty animal is expected to perform at both a canter and a trot.

General Rules

1. Horses will be judged beginning when the halter is removed by the exhibitor (the individual wearing the number) and until caught and haltered by the exhibitor. Time of Liberty shall be 1½ minutes; time to catch shall be 2 minutes.
2. Timing will begin when the halter is removed, not when the music starts, and the show announcer will announce TIME when the 1½ minutes performance has ended to signal the exhibitor that they can begin the catch. Continue to time the catch. When the 2-minute catch time has elapsed, the show announcer will announce TIME to signal the end of the catch if the animal has not been caught. If the catch is not completed in the 2-minute allotted time frame, the exhibitor is disqualified.
3. Only the exhibitor can touch the animal during the catch. The horse must be caught and haltered by the exhibitor only within 2 minutes or be disqualified. The assistant may not touch the horse at any time. There will be "No Baiting" (no use of hay, grain, clickers, etc.) of Liberty horses during the catch or it will be disqualified.
4. Music is required. Music must not contain any profanity or reference to material that goes against 4-H guidelines.
5. No deliberate interference with the horse from outside the ring. Announcement should be made prior to the class to specify that no outside assistance is allowed.
6. Exhibitor and assistant should wear appropriate, tasteful attire. A safe costume or theme outfit within the 4-H Dress Code is allowed for the exhibitor and assistant only. Horse will not be allowed to wear anything once the halter has been removed: no costume, ribbons or glitter.
7. If a horse should fall during its performance, the entry is disqualified.
8. Entry will be disqualified if horse leaves the ring during competition or catch time.

POINT SCORING SYSTEM

1. Points per class are figured on a 7-2 scale no matter how many exhibitors are in a class. Example: A child placing 1st in a class of three will receive 7pts, a child placing 2nd would receive 6pts, and so on...

PREMIUMS AND AWARDS:

1. Premiums for 4-H horse classes will be:

<u>Placing</u>	<u>Premiums</u>
1st	\$5
2nd	\$3
3rd	\$1

2. Premiums will be awarded only on those classes listed in the fair book.
3. Ribbons will be given 1st-6th place in each class.

AWARD WINNERS

1. To qualify for Overall and Reserve Overall High Point in Junior, Intermediate, and Senior age divisions, competitors must take the written test, compete in showmanship, enter two (2) or more classes in their division, and stall the entirety of county fair.
 - a. Overall High Point and Reserve Overall High Point winners will receive awards.

MIGHTIEST MINIATURE HORSE AWARD

1. The Mightiest Miniature Horse Award will be a “high point” award given to a one horse/one handler combination.
2. All contestants are automatically entered for this award if they meet the requirements of the contest outlined below.
3. The contestants must stall through the entirety of fair (no early checkout)
4. The more classes entered in each division, the higher the chance the horse has to win this title.
5. To calculate the Mightiest Miniature horse award
 - a. An exhibitor will receive 5 points for every class completed
 - b. The horse with the highest total score wins
 - c. If there is a tie in scores, then the showmanship placings will be used as the tiebreaker
 - d. If still tied, then the score of the written test will be used as the tiebreaker with the highest score determining the winner
 - e. If there is still a tie, then tie breaker questions on the test will be used, and the first exhibitor to miss a tiebreaker question will be moved to second place
6. The winner will receive an award at the Achievement Awards

SPORTSMANSHIP AWARD

This award is created to recognize and encourage sportsmanship among our County Fair exhibitors. The focus of this award to recognize positive acts of encouragement, team building, and sportsmanship. The outline of the process for this award will go as follows:

- The youth will be nominated at the County Fair horse show using a form provided by the extension office.
- The extension agent will then review the nominations after County Fair and group them by contestant, and then remove the contestant’s name for unbiased assessment by a panel.
- The panel will consist of a HAC committee member, superintendent, and a horse project leader that does not have current enrolled youth in the horse project. If an additional panel member is needed, a club leader will be selected.
- The award will then be given out at Achievement Awards.

PREMIER EXHIBITOR CONTESTS

All exhibitors are encouraged to enter! All entries should be made in Fair Entry as this is a county fair contest. This award will be given to the outstanding 4-H member (ages 8-18) in each age division: junior, intermediate, and senior. The focus of this award is on rewarding excellence in comprehensive areas such as equine science components (written test), life skills (interview), range of disciplines (divisional points), and record keeping (record books). Contestants will be evaluated on five areas:

- a) Division Points (In Hand, Gymkhana, Ground Driving, Liberty, and Costume)
- b) Record book (including detailed health and nutrition records)
- c) Showmanship
- d) Knowledge based test
- e) Interview Youth

The Premier Exhibitor Award will be based on the following criteria and scoring system:

- a) **Class Entries** (0-25 points)- 5 points per division, must enter at least one class in each division. The divisions include In Hand, Gymkhana, Ground Driving, Liberty, and Costume. Entering showmanship does not meet the requirement for competing in a division.
- b) **Record Book** (0-25 points) –points must achieve a Blue award to be eligible.
 - 100=25 points,
 - 99=24 points
 - 98 points=23 points
- c) **Showmanship** (0-25 points) –
 - 1st place = 25 points
 - 2nd = 23 points
 - 3rd = 21 points
- d) **Knowledge Test** (0-25 points) –Score will reflect the points scored on the test i.e., 23 questions correct will earn 23 points. Test will be given at County Fair.
- e) **Interview** (0-25 points)- Sign up for interview times with the Extension Agent prior to the County Fair Miniature Horse Show

An exhibitor will forfeit their eligibility for the Premier Exhibitor Award if it is deemed by Rules Committee that a member exhibited poor sportsmanship or engaged in unethical behavior during the County Fair Horse Show.

Accommodations Section for Miniature Horse Premium:

The El Paso County Fair and Colorado State University 4-H Youth Program through its curriculum, programs, and events, provides a supportive environment for diverse population

groups with over-arching respect for individual's personal values and ideas. We take it seriously the responsibility to offer educational programming opportunities equitably to all qualified persons who can be reasonably accommodated.

Persons with disabilities have the right to request and receive reasonable accommodation. Each youth and event must be evaluated individually, assessing whether the youth is qualified for the event and whether he or she would be able to participate in the event with or without accommodation. So long as the youth meets essential requirements of the activity, participation should be welcomed.

Definitions:

- Essential Functions: Essential functions/requirement means the skill, experience, education, and other requirements of the activity desired. The term "essential functions" does not include the marginal functions of the activity.
- Person With a Disability: Person with a disability means:
- Under 42 U.S.C. 12102, a person with a physical or mental impairment that substantially limits one or more major life activities; or
- Under RCW 49.60, a person who has an abnormal condition that is medically cognizable or diagnosable, and who is denied reasonable accommodation or is discriminated against on the basis of that condition.
- Qualified Individual With a Disability: Qualified individual with a disability means an individual with a disability who meets the skill, experience, education, and other requirements of the activity desired, and who, with or without reasonable accommodation, can perform the essential functions of the activity.
- Reasonable Accommodation: Reasonable accommodation means modification or adjustment to a job, work environment, policies, practices, or procedures that enables a qualified individual with a disability to enjoy equal opportunity to participate in the benefits of the program and that does not impose an undue hardship on the program sponsor.
- Undue Hardship: Undue hardship means an excessively costly, extensive, substantial, or disruptive modification, or one that would fundamentally alter the nature of the activity or event or operation of the institution or program.

Referenced from: Washington State 4-H Program

4-H/FFA MINIATURE HORSE SHOW CLASSES

WRITTEN TEST

Wednesday June 28, 2023, at Kit Carson from 6:00-8:00 pm

HORSE SHOW

Sunday July 16, 2023, in the Owens Arena starting at 10:00 am

LIBERTY

1. Senior Liberty
2. Intermediate Liberty
3. Junior Liberty

IN HAND WORKING PERFORMANCE

4. Senior Halter Obstacle
5. Intermediate Halter Obstacle
6. Junior Halter Obstacle
7. Senior In Hand Hunter
8. Intermediate In Hand Hunter
9. Junior In Hand Hunter
10. Senior In Hand Jumper
11. Intermediate In Hand Jumper
12. Junior In Hand Jumper

IN HAND GYMKHANA

13. Senior In Hand Barrel Race
14. Intermediate In Hand Barrel Race
15. Junior In Hand Barrel Race
16. Senior In Hand Pole Bending
17. Intermediate In Hand Pole Bending
18. Junior In Hand Pole Bending

LUNCH BREAK

SHOWMANSHIP

(English or Western Attire)

19. Senior Showmanship
20. Intermediate Showmanship
21. Junior Showmanship

GROUND DRIVING

22. Senior Reinsmanship
23. Intermediate Reinsmanship
24. Junior Reinsmanship
25. Senior Obstacles

- 26. Intermediate Obstacles
- 27. Junior Obstacles
- 28. Senior Cones
- 29. Intermediate Cones
- 30. Junior Cones

COSTUME

- 31. Senior Costume Class
- 32. Intermediate Costume Class
- 33. Junior Costume Class

Appendix A

Specialty Master Showman

- Grand Champion and Reserve Grand Champion junior, intermediate and senior specialty showman will be determined through a Master Showmanship Contest.
- The Champion and Reserve Champion junior, intermediate and senior showmen from each of the specialty divisions (llama/alpaca, miniature equine, pygmy goat, dairy goat and utility/fiber goat) will be eligible to compete for Grand Champion and Reserve Grand Champion honors.
- A 4-H exhibitor who wins Champion or Reserve Champion in more than one species must select which species they will represent in the Master Showmen Competition by Thursday at 6:00 PM
 - The species which the multiple champions does not select to represent in Master Showmen will then be offered to the third or fourth place overall in that species to compete.
- Separate Master Showmen contests for juniors, intermediates, and seniors will be held.
- Show order will be Senior, Intermediate, and Junior. In addition, it will be posted by 7:00 PM the night before the show.
- Competitors will have 15 minutes to get their animals to the proper location.
- If an animal is determined to be unable to be shown by judgment of the Species Superintendent, the Superintendent will choose an alternate animal.