Horse Division Rules
Superintendents – LeAnn Englin leannenglin@hotmail.com; Tasha Winterfield dtwint@mtcnet.net; Tracy Jacobsma tjacobsma@moc-fv.k12.ia.us
Horses will be exhibited at the Sioux County Youth Fair in Sioux Center on Tuesday evening and Wednesday morning of the fair. Horses may arrive Monday between 6:00 a.m. and 11:00 a.m. Check in will be at 8:00 a.m. Monday morning on the East side of the Horse Barn. The horse you are choosing to be stalled for the week needs to stay Monday night. One show horse (exhibited the current year) per exhibitor will remain on the fairgrounds in the horse barn until Thursday night of the fair and the livestock release time. Exhibitors choosing not to house their horses at the fair will forfeit their right to exhibit at the Sioux County Youth Fair the following year.

1. At the time of show entry one horse will be identified as the horse that will remain on the fairgrounds.
2. Each exhibitor may enter two horses maximum. Additional horses may be identified by the June 1 deadline but only two may be entered. Horses not identified cannot be entered or exhibited – no exceptions allowed.
3. Proper identification will be completed in 4-H Online by June 1.
4. All classes must be specified in FairEntry at https://sioux.fairentry.com by the June 15 deadline to be eligible to show at the Sioux County Youth Fair. NO LATE ENTRIES PERMITTED.
5. Official Iowa 4-H Regulations Pertaining to County, State, and Interstate Shows for Horses (4-H 106C)
   a) Identify a maximum of 5 horses total per 4-H’er
      1. Of those 5, maximum of two may be leased.
      2. No leasing of halter horses (for the Iowa State Fair).
      3. Leased* horses must have a completed lease form, 4H 106C, uploaded into 4HOnline by June 1.
   b) Animal can be identified by more than one 4-H member (immediate sibling or step-sibling only) but cannot be identified as 4-H by one sibling and FFA by another sibling and cannot be entered or shown by both exhibitors. One showman per horse for the entire fair.
   c) 4-H’ers can identify horses in 4-H and FFA as long as they are DIFFERENT horses. Example, horse A and B in 4-H and horse C and D in FFA.
   d) Iowa State Fair exhibitors will still have to choose to show in either the 4-H horse show OR the FFA horse show, not both; but they could show FFA at county and then 4-H at state fair (with different horses).
   e) The horse’s name, sex, height, age and color markings are all required for identification. Photos need to be uploaded into 4HOnline for identification purposes at the Sioux County Fair. *4-H animal projects are required to be in the personal possession and regular care of the 4-H member who owns/leases them. Under certain circumstances, animals can be physically housed at a nearby location and within a reasonable distance of the 4-H’ers place of residence, but the 4-H member must take an active role in the daily care of the project animal(s). 4-H county and/or state staff reserve the right to acquire housing location addresses at the beginning of the 4-H project year and make location visits as deemed necessary to ensure involvement of the 4-H member.
   f) Horses to be exhibited in confirmation (halter) classes must be owned by the 4-H’er or in partnership with a family member.
6. Each exhibitor is responsible for the control of his own animal. Immediate family is allowed to assist the exhibitor with fitting and control. No professional trainers will be allowed to help control or fit the horses at the fair. Only 4-H exhibitors can warm-up or ride 4-H horses before, during and after the 4-H show. Trainers and parents are not allowed to ride the exhibit horse. Parents and responsible siblings are however, allowed to ground exercise, -NOT RIDE- family member horses during exercise times following the 4-H horse show at the discretion of the superintendents. No coaching is allowed from the rail: exhibitors may be disqualified from classes at the judge’s discretion. Riding and hand exercising is only allowed in the arena. Exercise times will be posted by 5 p.m. on Wednesday in the horse barn.
7. Superintendents will determine if a horse is unsafe to show.
8. Exhibitors are allowed to enter only one pony or horse per class.
9. Ponies and horses will be divided as follows: Ponies – 14.1 hands and under; Horses – 14.1 hands and over.
10. NO substituting of horses will be allowed during the show. The exhibitor must ride the horse they identified at check-in as their game or pleasure horse for the appropriate class.
11. There will be strict enforcement of the “enter on” and “exit off” policy with no one leaving the show ring following each class until they have dismounted in timed events only. Performance classes may ride in and ride out.
12. No two-year-old or older stallions will be allowed in any class.
13. Dress for the 4-H/FFA Horse Show: TIMED EVENTS MUST include: current 4-H shirt, denim riding style jeans, belt, and boots. PERFORMANCE CLASSES (showmanship, all pleasure classes, horsemanship classes, and trail) require a solid, plain front button or snap long-sleeved, collared shirt of any color (including white). The following is prohibited: personalized logos or embroidery, zippers, sheer or lace fabric, embellishments or bling of any kind, including, but no limited to, sequins, rhinestones, chains, etc. Shirt must be tucked in.
14. Dark blue jeans must be worn. A belt is required.
15. Western boots must be worn (fashion boots are prohibited).
16. Spurs are permissible. Spurs must be dull and the rowels free moving.
17. Chaps, ball caps, tank tops ARE NOT to be worn.
18. Riders are allowed to wear knee and leg protection at their own discretion. (Timed Events)
19. Failure to wear appropriate attire will result in dropping of a ribbon group.
20. Helmets are REQUIRED for all classes for all riders in riding classes. “Every ride, every time.” English riding classes require a helmet. Showmanship (non-riding class) requires a Western hat.
21. Grade definitions for all horse division’s exhibitors: grade as of September 15 (previous school year)
   - Juniors – 4th through 6th grades;
   - Intermediates – 7th through 9th grades;
   - Seniors – 10th through 12th grades

All exhibitors must enter the age appropriate Showmanship class (31101, 31102, 31103). There will be no limit to the number of classes entered by an exhibitor, with the exception Western Pleasure and Ranch Horse Pleasure or Horsemanship and Reining, an exhibitor can only show one of these two classes with the same horse.

A Junior, Intermediate and Senior High Point Pleasure Horse and a Junior, Intermediate and Senior High Point Games horse will be recognized for those exhibitors entering with only ONE horse for each type of classes entered. Class Points will be scored as follows: Purple – 5 points, Lavender – 4 points, Blue – 3 points, Red – 2 points and White – 1 point. Ties will be broken by a question/answer session with the judge. If no purple or lavender ribbons are awarded in a class, the maximum number of points awarded to a rider will be 3 points, regardless of placement in the class.

**Trail Classes will be judged in a separate area with a separate judge.**

Class 31101 Senior Showmanship – a halter class judged on the ability of the 4-H’er to command his/her horse on a lead. This is judged on accuracy of responses to commands. This class is based on a predetermined pattern designated by the judge.
Class 31102 Intermediate Showmanship
Class 31103 Junior Showmanship

Class 31201 Senior Walk/Trot – a riding class that focuses on beginning balance on a horse at two gaits. This is judged on the rider’s ability to communicate with the horse as well as their balance and seating.
Class 31202 Intermediate Walk/Trot
Class 31203 Junior Walk/Trot

Class 31301 Senior 2 & 3 year-old Horse Western Pleasure (this horse cannot be used in any other Western Pleasure class, depending on the number of entries, superintendents have the option for all ages to compete as one class).
Class 31302 Intermediate 2 & 3 year-old Horse Western Pleasure
Class 31303 Junior 2 & 3 year-old Horse Western Pleasure

Class 31304 Senior Western Pleasure – a riding class judged on the ability of the rider to command the horse’s gait at a walk, trot, extended trot and lope. This is judged on the accuracy of the gait and the balance of the rider. This class is run along the rail. (Horse cannot be entered in Ranch Horse Western Pleasure)
Class 31305 Intermediate Western Pleasure
Class 31306 Junior Western Pleasure
Class 31307 Pony Western Pleasure

Class 31401 Senior Ranch Western Horse Pleasure – a riding class judged on the ability of the rider to command the horse’s gait at a walk, trot, extended trot, and lope. This is judged on the accuracy of the gait and balance of the rider. This class is run along the rail. (Horse cannot be entered in Western Pleasure)
Class 31402 Intermediate Ranch Horse Pleasure
Class 31403 Junior Ranch Horse Pleasure

Class 31501 Senior English Pleasure – a riding class judged on the ability of the rider to command the horse’s gait at a walk, trot, extended trot and lope. This is judged on the accuracy of the gait and the balance of the rider. This class is run along the rail. This is a premium only, non-points class.
Class 31502 Intermediate English Pleasure
Class 31503 Junior English Pleasure
Class 31601  Senior Horsemanship – a riding class judged on the ability of the rider and the horse to communicate. This class is judged primarily on the speed and accuracy with which the horse takes the commands from the rider. This class is based on a predetermined pattern designated by the judge. (Horse cannot be entered in reining)

Class 31602  Intermediate Horsemanship
Class 31603  Junior Horsemanship
Class 31604  Pony Horsemanship

Class 31605  Senior Reining – Reining is a judged event designed to show the athletic ability of a ranch type horse in the confines of a show arena. In reining competition, exhibitors are required to run one of several approved patterns. Each pattern includes small, slow circles; large, fast circles; flying lead changes; rollbacks over the hocks; a series of 360 degree spins done in place; and the exciting sliding stops that are hallmark of the reining horse. (Horse cannot be entered in horsemanship)

Class 31606  Intermediate Reining
Class 31607  Junior Reining

Class 31701  Senior Trail Class – a riding class around a series of obstacles. This is judged on the cooperation of the rider and horse to successfully manipulate obstacles. This class is based on a predetermined pattern designated by the judge.

Class 31702  Intermediate Trail Class
Class 31703  Junior Trail Class

Class 31801  Senior Egg in Spoon – a riding class judged on the rider’s ability to maintain a smoother ride – smooth enough to balance a raw egg on the end of a plastic spoon. The horses take various gaits as the riders try to adjust their balance on the move. Riders are eliminated when they drop the egg.

Class 31802  Intermediate Egg in Spoon
Class 31803  Junior Egg in Spoon

Class 31804  Senior Keyhole – a gaming class where the horse and rider leave the time line, running straight down the arena, spinning around inside a rope circle or maneuvering between four poles making a “keyhole” before spinning around, then returning down the arena to the time line. This class is judged on time with five second penalties from knocking over poles and stepping out of the circle. Broken patterns cause disqualification.

Class 31805  Intermediate Keyhole
Class 31806  Junior Keyhole

Class 31807  Senior Poles – a gaming class where the horse and rider leave the time line, running straight down the arena next to a long line of poles. After turning the corner around the farthest pole, the rider weaves around the remaining poles until they circle the last one, returning back through the poles in the opposite weaving pattern. After weaving the last pole, the horse and rider sprint back across the time line. This class is judged on time with five second penalties for each knocked down pole. Broken patterns cause disqualification.

Class 31808  Intermediate Poles
Class 31809  Junior Poles

Class 31810  Senior Barrels – a gaming class where the horse and rider leave the time line, running a clover leaf pattern around three barrels placed in a triangular shape. The rider must cross his/her path as the horse exits each barrel area, or the pattern is broken and the ride disqualified. The course is complete as the horse crosses the time line. This class is judged on time with five second penalties for knocking over barrels.

Class 31811  Intermediate Barrels
Class 31812  Junior Barrels

Class 31813  Senior Flags – a gaming class where the horse and rider leave the time line running an oval path around the rail of the arena. The object is to pull a flag from the nearest barrel and stick it into the farthest barrel, then returning across the time line. This class is judged on time with disqualification for knocked over barrels, sand buckets, missed flags and broken patterns.

Class 31814  Intermediate Flags
Class 31815  Junior Flags

Junior, Intermediate, Senior, High Point Horse Pleasure
Junior, Intermediate, Senior High Point Horse Games