



Thriving in the 4-H Horse Project

GRAYS HARBOR 4-H HORSE COUNCIL

2024-2025

Authored by: Horse Council Procedure Committee

Part 1: 4-H Horse Project Introduction

The 4-H Horse Project can be an exciting and worthwhile experience for you and your horse. It's also a project that requires a lot of time and dedication. Let's take a closer look at some of the basics of the project.

I. What will I learn?

A. **Horse Project Objectives**

- How to know and select a good horse.
- How to care for horses properly.
- How to ride a horse.
- How to train and handle horses.
- About horses and the horse industry.
- 1st/2nd year show horse
- Working Rancher
- Costume Contest
- Working Pairs
- Small Equine

II. Your Project Animal

- Your 4-H Horse Project animal may be a horse, pony, mule or donkey.
- Stallions must be of the current year, under 12 months.
- You may own, share, borrow or lease your project animal.
- You should be responsible for the horse's primary care and management.
- If you board, take on as much responsibility for the care of the horse as you can.

III. What if I want to Show?

A. **You may show your horse in a variety of classes including:**

- Showmanship
- Hunt Seat
- Stock Seat
- Saddle Seat
- Trail
- Dressage
- Driving
- Western Games
- Colt Training Project
- Equine In-Hand

IV. How Do I know What's Happening

A. **Attend Meetings**

- Club meetings
- Horse Council meetings
- GH General Council meetings

B. **Go On-line**

- Get on the county email list
- Watch the website:
www.extension.wsu.edu/graysharbor

C. **Read the Rules**

- (<https://pubs.extension.wsu.edu>)
- Washington 4-H Equine Rulebook (Guide number TBD)
- Judging Contest Guide (PNW 575)
<https://pubs.extension.wsu.edu/4h-horse-judging-manual>
- The 4-H Horse Project Guide (PNW 587)
<https://pubs.extension.wsu.edu/the-4h-horse-project>

V. How do I get to County Fair?

A. Meet Enrollment Requirements

- Returning members enroll by December 1st.
- Be enrolled by April 1st.
- Have a Horse Certificate on file by April 30th.
(Required)

B. Meet Showing Requirements

- **Clinic each horse you plan to show at fair and pass 1 clinic in each chosen discipline, including bareback and trail.**
- **Contribute hours of volunteer time at event**

C. Meet Club Requirements

- Check with your club to see if it has additional requirements
- **Your club must be represented at the mandatory Horse Council meetings.**

The 4-H Horse Project is Fun! Remember, the more effort you put in.....
the more enjoyment you'll get out!

Part 2: 4-H Horse Divisions

I. Performance Division

- Performance is a state-wide division.
- The Performance Division includes the following classes:
 - Stock Seat Equitation and Pleasure
 - Hunt Seat Equitation and Pleasure
 - Saddle Seat Equitation and Pleasure
 - Bareback
 - Trail
 - Disciplined Rail
 - Western/English Riding Pattern (County level)

A. Stock Seat

- Commonly known as “Western” riding.
- Works best with horses with a low head set who can jog and lope slowly.

B. Hunt Seat

- Commonly known as “English” riding.
- Works best with horses with a medium head set who move out a little more quickly.

C. Saddle Seat

- A less common form of “English” riding.

- Works best with horses with a high head set who move with more action.

D. 1st / 2nd year show horse

- Grays Harbor division only
- Limited performance classes only. Walk/jog
- Cannot be crossed entered in cantering/loping classes

E. Working Rancher

- Grays Harbor division only
- Western Style Ranch Riding Pattern Class
- Walk/Jog/Canter

F. Working Pairs

- Grays Harbor division only
- Pattern class
- Dress up and music

II. Western Games Division

- Consists of individual timed games on horseback.
- Regular gaming is a state-wide division.
- The gaming classes are:
 - Key Race
 - Pole Bending
 - Texas Barrels
 - Figure 8 Race
 - 2 Barrel Flags
 - International Flags

III. Harness Driving Division

- It is a state-wide division.
- You can use a 2 or 4 wheeled cart, but not a sulky.
- The following classes are offered:
 - Reinsmanship
 - Pleasure Driving
 - Precision Driving

IV. Dressage Division

- Dressage is a state-wide division.
- Exhibitors compete 1 at a time on a pattern they choose from a provided list.
- The lowest level includes walking and trotting.
- The most advanced levels include more difficult maneuvers.
- Dressage Seat Equitation is similar to Hunt Seat Equitation, but with a focus on a dressage riding position and gaits.

V. Groom Squad

- Groom Squad is a state-wide division. (Seniors only)
- Team event that demonstrates horse knowledge, grooming, and showmanship.
- Teams should wear coordinating attire.

VI. Open Walk-Trot Division

- Grays Harbor division only
- Limited performance classes only.

- Riders may not cross-enter to canter classes if competing in the Walk-Trot Division

VII. Colt Training Project

- Grays Harbor County division only.
- Exhibitors must meet requirements outlined in the Colt Training project (see Appendix)

VIII. In-Hand Division

- Open to any equine
- Horses entered in in-hand classes can't cross enter into riding classes.
- Grays Harbor County division only.
- Classes include:
 - Showmanship
 - Trail

IX. Small Equine

- Open to any equine 48" or less at the withers.
- Classes are in-hand only.
- Classes offered may be Dressage, Obstacle, or Hunter (over fences)

X. Judging

- Open to any youth.
- Required for youth who would like to qualify for GH State Team.
- Evaluation of equines or equine related materials for placing

Not all divisions may be offered every year

Part 3: 4-H Volunteer Position Descriptions

It takes a lot of people to put on a show. Everyone who helps at our shows is a volunteer. Each exhibitor is required to put in a minimum of 4 volunteer hours to compete at the G.H. County Fair. Volunteer hours will be signed off by a Council member at each approved show/clinic. Below are some general descriptions of various jobs you can volunteer for at shows as well as fair.

I. General Indoor Jobs

A. Show Manager

- Oversee the flow of the show
- Be available for questions
- Make sure the show box is stocked
- Make sure all volunteer positions are filled

B. Announcer 1

- Primary responsibility is to announce for the inside arena the class name/type, and the requests of the judge.
- Performance classes: riders entry speed, direction of travel, arena riding speed (walk, jog, lope or walk, trot canter), may be asked by judge to have riders drop stir-ups, halt, back, line up.
- At the end of classes/event announce placing and riders **FIRST NAME ONLY**.
- Gaming class; name of event, next three riders (up, on deck and in the hole) Announce rider's **FIRST NAME ONLY** and time.

C. Announcer 2

- Primary responsibility is to announce first, second, and third call for classes in the warm up arena and in the

barns documenting the times these calls were made for each class. In gaming announce next five riders. If no third announcer make changes to classes such as add/delete, call for missing riders that have not checked in.

D. Floater

- Be an extra set of eyes for signals given by the judge, relay changes such as add/delete to class list.
- Relieve announcer 1 or 2 if needed for very short period of time.
- Run any errands that need to be done for the arena, judge's food/drink (keep them fed and well-watered).
- Can help pass out awards/ribbons after performance classes.
- Fill in where needed

E. Gate person:

- Opens and closes the gate (white chain if performance class or big metal one for gaming events)
- Be sure to close gate when the horse(s) are in the arena.
- Performance: Riders need to enter the arena single file when gate is open. If they are told to enter they should enter

unless there is a good reason horse acting up, red ribbon in tail, etc.

- Gaming: Remember you cannot help them through the gate.

F. **Awards/out gate person:**

- PERFORMANCE will be double duty with awards and out gate.
- Close the gate when class is going.
- GAMING: If they exit dismounted off their horse; reins need to be off the horses head/neck. Pass out ribbons/awards with the help of Floater.

G. **Paddock Steward**

- Check in the people in the upcoming class.
- Performance: shuffle the next class into the small area inside the indoor arena for the holding area.
- Horses with red ribbons in their tails should be allowed to enter towards the end.
- Gaming: riders need to stay behind the cones to allow horses to move easily in and out of the gate.
- Remember you cannot help a horse enter the gate.

II. Performance Day Jobs

A. **Scribe**

- Performance and showmanship classes only.
- Relay judge's request to the announcer as the judge requests you to do so such as reverse, speeds, drop stirrups, back, and line up.

- Deliver placing to the announcer's booth.

B. **Ring Steward**

- Direct exhibitors where to line up
- May signal to the announcers for gait changes as dictated by the judge
- Some judges like to dictate to someone what they see while a class is going on
- After the class, take the judge's placing to the announcer.

III. Gaming Day Jobs

A. **In-Gate/Out-Gate Keeper**

- Make sure the next rider is ready on-deck, open the gate to let riders onto the course and close behind them.
- Open the gate for riders to exit.

B. **Rakers**

- 6 needed: wear sturdy closed toe shoes (sneakers work). Smooth out the arena around a gaming event.

C. **Tack Check**

- All 4-H youth must have the accepted tack (Information on approved tack is in the PNW Horse Contest Guide) for the appropriate event. Handled at the club level.

D. **Back up timer**

- Sit in the stands or on a chair at the start line running a stop watch in case the automatic timers fail and relaying your time to the announcer.

Part 4: Understanding the Horse Project Beyond the Arena

I. Why have 4-H Record Books?

- Record Books serve a variety of purposes:
 - Reflection
 - Goal setting
 - Record keeping
 - Scholarship application
- Educational Objectives:
 - To help the member realize what has been learned during the year
 - To help the leader realize what the member has learned during the year
 - To help the member learn how to figure costs (time & money)
 - To help the leader determine how members can best be helped

II. Record Book Awards

- A. Submit current book with Fair enrollment to receive a ribbon and be judged for Posse Award. (Top Record book in each division receives a monetary award at the Fair Awards Ceremony)
- B. County Level Year End Awards:
 - Each year a ribbon is given to the top record book entry from each age division.
 - Completed books are also up for special awards from General Council
 - Exact due date is announced by the 4-H office and Achievement Night is held in the Fall.

III. Record Book Forms to Use

- Grays Harbor uses 2 record book forms, available at (<https://pubs.extension.wsu.edu>):
 - 4-H Record Book (C0932)
<https://pubs.extension.wsu.edu/4-h-record-book-level-1-pdf> (C0934)
<https://pubs.extension.wsu.edu/4h-record-book-level-2>
 - 4-H Permanent Record book (C0933)
<https://pubs.extension.wsu.edu/permanent-4h-record-level-1> (C0935)
<https://pubs.extension.wsu.edu/permanent-4h-record-level-2>
- Record books come in two levels:
 - Level One: Form (C0932) & (C0933) to be used by Juniors
 - Level Two: Form (C0934) & (C0935) to be used by Intermediates and Seniors

IV. Additional Educational Opportunities

- A. Educational poster turned in at fair
- B. Public Presentations (Optional)
- C. 4-H Year Pins (See Appendix)
 - Members need to complete 5 out of 7 items to receive pin: Complete the project in which the member is enrolled, attend at least 50% of their club's general and project meetings, give a public presentation, complete the 4-H record book, exhibit at a fair or other designated activity, participate in a 4-H community project, or serve as a club officer.

V. Additional Awards

- A. Snooks, Randall, Zembal Memorial Awards
- Nominations will be completed and returned with Fair enrollments and each award will be given at the Fair Awards Ceremony. (Appendix)
- B. Versatile Horseman and Outstanding Gamer Awards
- Complete the application (Appendix) and submit at the end of Fair.
 - Will be awarded at the Fall Awards Ceremony.
- C. Herdsmanship Awards
- D. Judging Awards
- Top 10 will be awarded at Fair Awards Ceremony.
 - Junior, Intermediate, and Senior Top 10 will earn a position on the State Judging Team.

VI. Where to go if you have a question or a concern:

- A. Club Leader
- B. Horse Superintendent
- C. Horse Council
- D. General Council
- E. WSU Extension

Part 5: Important Dates and Deadlines

- I. Important Deadlines
 - A. Horse Certificates Due April 30th.
 - B. Fair Entries Due (June/July date to be announced)
- II. County Sponsored Horse Shows and Clinics
 - A. Hairy Horse Show #1
 - B. Pre-Fair Horse Show (Last weekend of June)
 - C. July Ride Nights
 - D. Grays Harbor County Fair (July/August)
 - E. Additional Learning Opportunities
 - a. Showmanship workshops
 - b. Judging Workshops

Part 6: Appendix

1. Grays Harbor 4-H Horse Project Versatile Horseman and Outstanding Gamer Awards form
2. Snooks, Erin Randall, and Susan Zembal Memorial Awards application
3. Horse Clinic Form
4. 4-H Year Pin Request Form
5. Colt Training Project

VERSATILE 4-H HORSEMAN AWARD APPLICATION

NAME: _____

(PLEASE WRITE IT LEGIBLY)

JR INT SNR (Circle one)

CLUB NAME: _____

Contact number () _____

Shirt or Jacket Size: _____

Favorite Color: _____

In order to receive this award, you must have 10 (ten) Blue ribbons, 3 (three) must be:

1. A Blue in Showmanship at the County level.
2. A Blue in Herdsmanship at the County level.
3. A Blue in a Public Presentation at the County level, a Blue in your Record Book (due at Fair) at the County level, OR a Blue in Judging.

Please initial the following to indicate your 7 Blue ribbon qualifying classes:

4. Western Pleasure _____

5. Stock Seat EQ _____

6. Western Discipline Rail _____

7. Western Bareback _____
8. Saddle Seat Pleasure _____
9. Saddle Seat EQ _____
10. English Pleasure _____
11. Hunt Seat EQ _____
12. English Discipline Rail _____
13. English Bareback _____
14. Driving Pleasure _____
15. Driving EQ _____
16. Driving Reinsmanship _____
17. Trail _____
18. Western/English Riding (Pattern) _____
19. Dressage _____
20. Dressage EQ _____
21. Colt Training _____
22. Colt Training-Halter _____
23. One Gaming/Alt. Perf. Class _____

**THIS APPLICATION MUST BE TURNED IN BY
SUNDAY, AUGUST 3rd, TO THE 4-H HORSE COUNCIL
EXECUTIVE BOARD OR THE WSU EXTENSION OFFICE.**

OUTSTANDING 4-H GAMING AWARD APPLICATION

NAME: _____

(PLEASE WRITE IT LEGIBLY)

JR INT SNR (Circle one)

CLUB NAME: _____

Contact number () _____

Shirt or Jacket Size: _____

Favorite Color: _____

In order to receive this award, you must have 8 (eight) Blue ribbons
3 (three) must be in:

1. A Blue in Showmanship at the county level.
2. A Blue in Herdsmanship at the county level.
3. A Blue in a Public Presentation at the county level, a Blue in your Record Book due at Fair, OR a Blue in Judging

In Addition:

4. Pole Bending _____
5. Idaho Figure Eight _____
6. Key Race _____
7. 2-Barrel Flags _____

8. International Flags

9. Texas Barrels

10. Any one Performance Class

**THIS APPLICATION MUST BE TURNED IN BY
SUNDAY, AUGUST 3rd, TO THE 4-H HORSE COUNCIL
EXECUTIVE BOARD OR THE WSU EXTENSION OFFICE.**

SNOOKS MEMORIAL AWARD

Please nominate a **JUNIOR** member who you feel is the most improved rider in the junior age division. Snook was an aged pinto pony. She has a head the size of a horse and a mid-sized pony body. When she was brought to our home she was already in her thirties, but sometimes had more cunning and energy than her young riders. Many kids went to fair on Snooks, some of whom are now grown and have children of their own. Snooks passed away in 1989 and we, in her memory and the memory of all other horses in 4-H that have been loved and lost, would like to present a small memento to the most improved Junior rider.

The Cozads and Brown Families

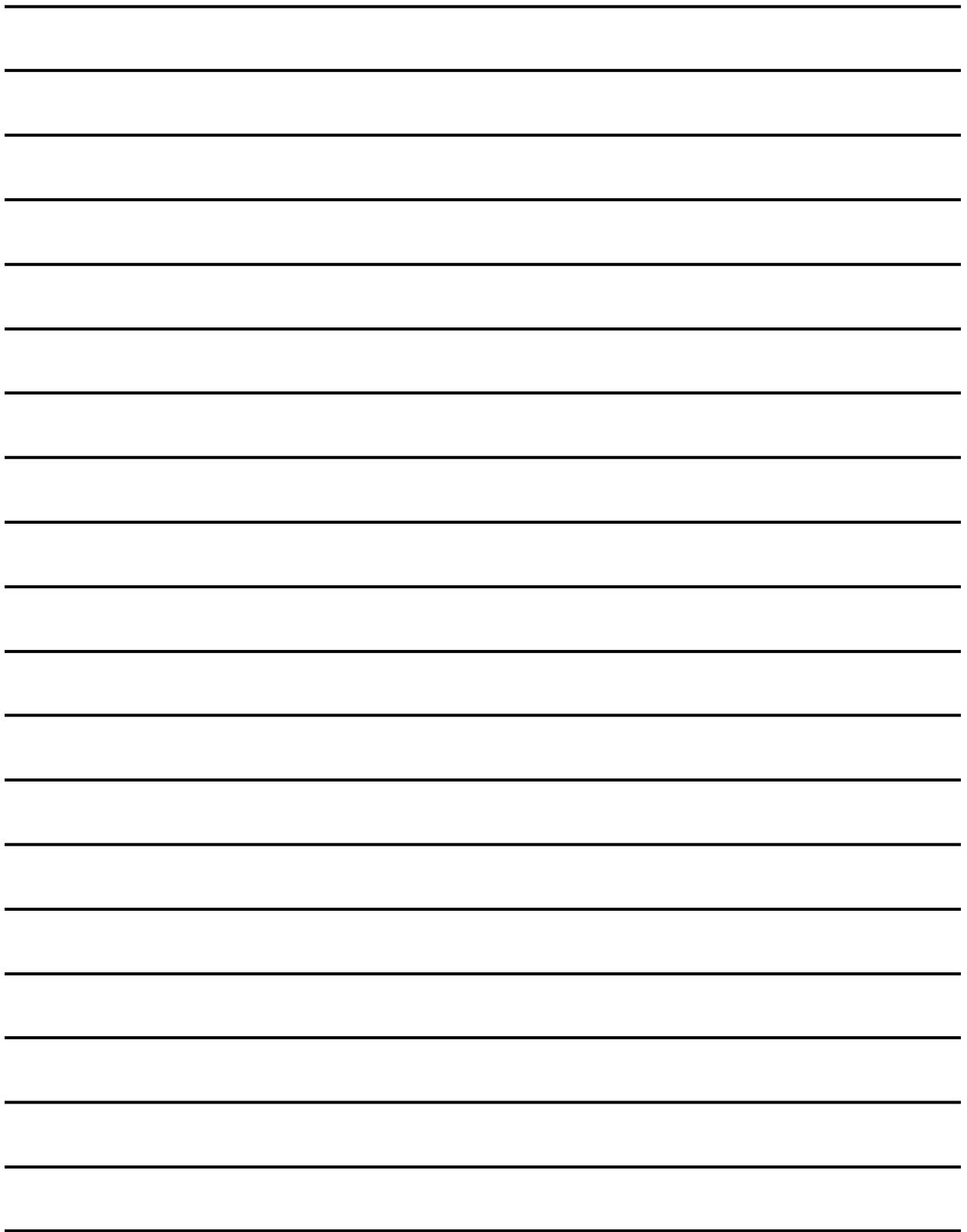
ERIN RANDALL MEMORIAL AWARD

Erin Randall was an all around 4-H member. She participated in many aspects of 4-H, along with her horse project. The recipient of the Erin Randall Award must be an **INTERMEDIATE** member of the 4-H Horse Program and should be an all around 4-H Member who participates in many areas such as camp, record keeping, and public presentation.

SUSAN ZEMBAL MEMORIAL AWARD

Please nominate a **SENIOR** member in the 4-H Horse Program who has a love for 4-H and horses. The 4-H member has tried extremely hard to help other 4-H members. This award will be presented in loving memory of Susan Zembal, a caring and loving 4-H teen who was tragically killed in an automobile accident.

(Nominations due at June meeting of GH 4-H Horse Council)





Grays Harbor County 4-H Equine Clinic Form

4-H Youth Name:		Horse Name:	
Age group:		Parent Name:	
Club Name:		Leader Name:	
Name of Clinic:		Date Of Clinic:	
Walk/trot Performance	Performance	Gaming	In-Hand / no riding

Rider and Horse	YES	NO	Notes
Does the rider have control of speed?			
Does the rider have control of direction?			
Can the rider halt their horse?			
Can the rider settle their horse after a halt?			
a. Can the rider remain in control in a group? b. When passed and passing? c. At the appropriate gate?			
Can the rider ride a basic pattern? A circle and a line			
Does the rider maintain a respectful distance from other riders?			
If rider is bucked off, after cleared, are the able to get back on and calmly take control?			
If the horse rears, does the rider remain calm and ride through it to a safe space?			
Does the rider ride at their skill level?			

Did Not Pass		Passed	
Notes			
Clinician Name		Clinician Signature	
Secondary Name		Secondary Signature	
Rider Signature		Parent Signature	

Framework for Foal and Colt-Training Project Grays Harbor 4-H Horse Council

Foal of the current year – optional (shown with or without mare)

Lead at a walk

Pick up front foot

Wipe with rag

Colt Training – Weanling

Lead at walk and trot

Pick up front feet and demonstrate cleaning

Groom with brush

Wipe down with dry rag

Colt Training – Yearling

Lead at walk and trot

Back up

Lunge at a walk and trot both directions

Groom with brush

Spray with fly spray

Clean all 4 feet

Colt Training – 2 years

Demonstrate saddling and bridling

Move sideways from pressure

Lunge at a walk, trot and canter/lope both directions

Colt Training -3 years (possible colt completion)

Demonstrate walk, trot, lope/canter/halt both directions on the rail

Demonstrate backing up

Demonstrate mounting and dismounting

Colt Training -4 years (colt completion)

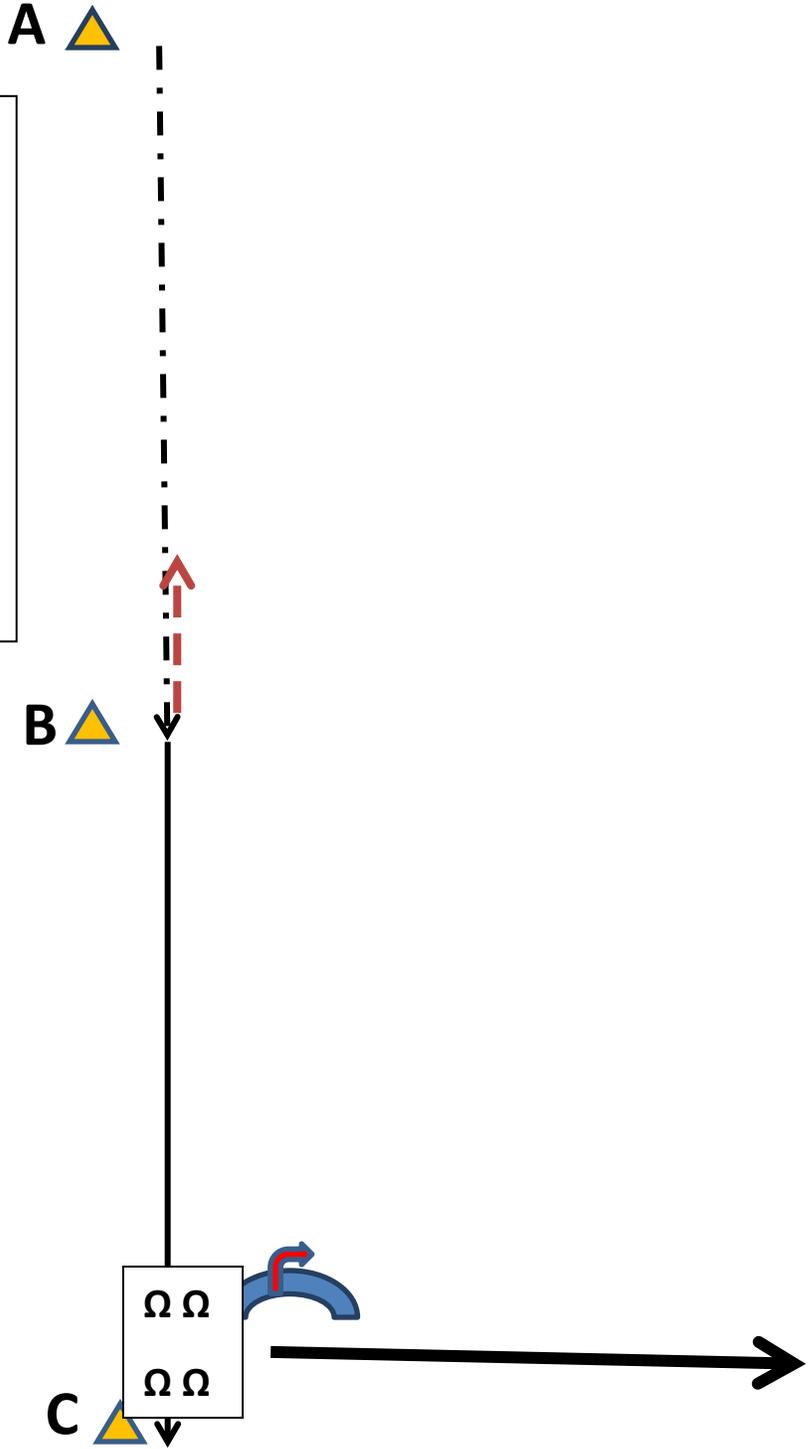
Demonstrate walk, trot, lope/canter/halt both directions on the rail

Demonstrate backing up

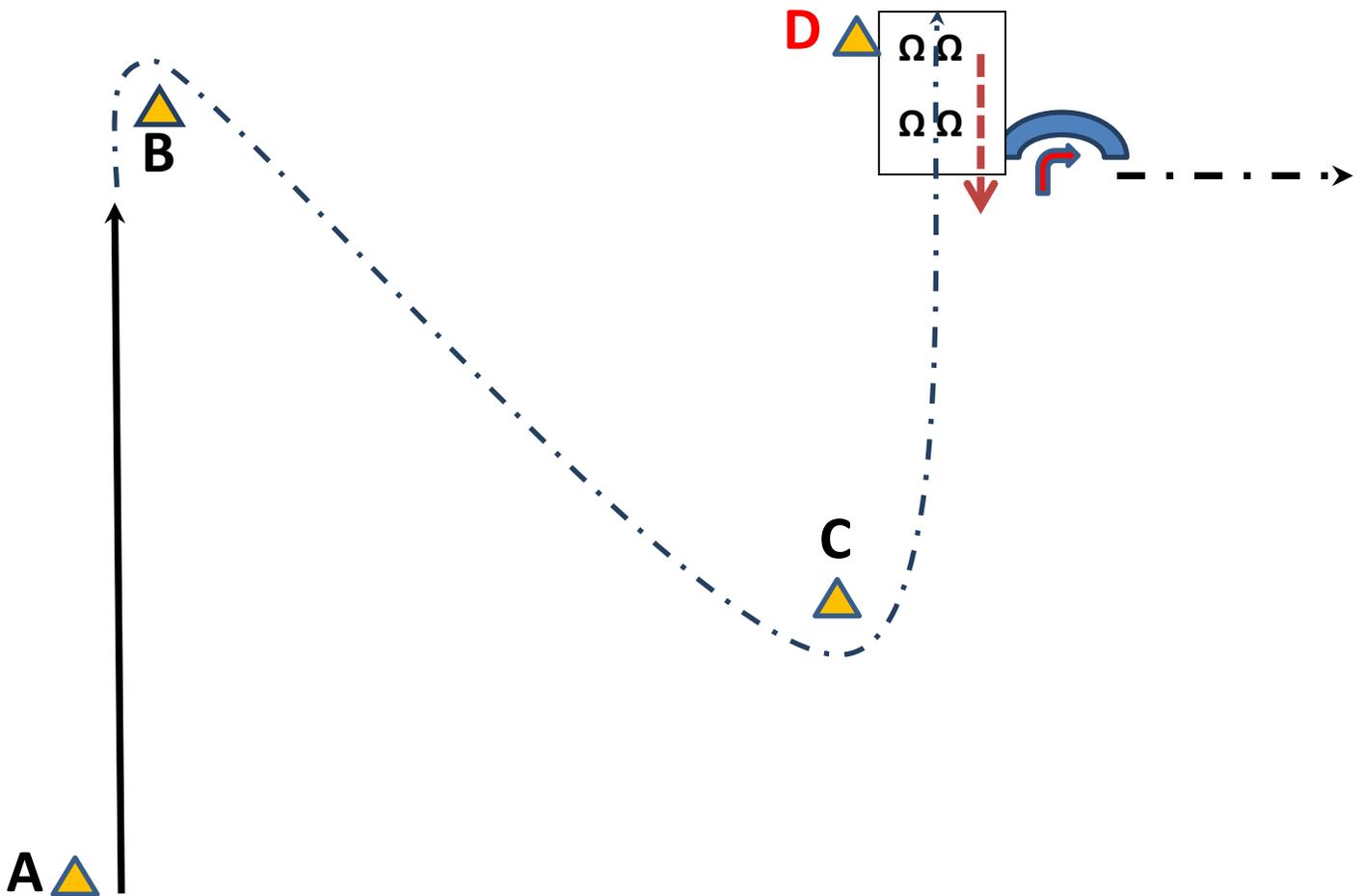
Demonstrate mounting and dismounting

Colt Training Showmanship Patterns Yearlings

1. Start at cone **A**
2. Trot to cone **B**
3. Stop at cone **B**
4. Back 1 (one) horse length
5. Walk to Judge cone **C**
6. Set up for inspection
7. 90* right turn
8. Walk to line



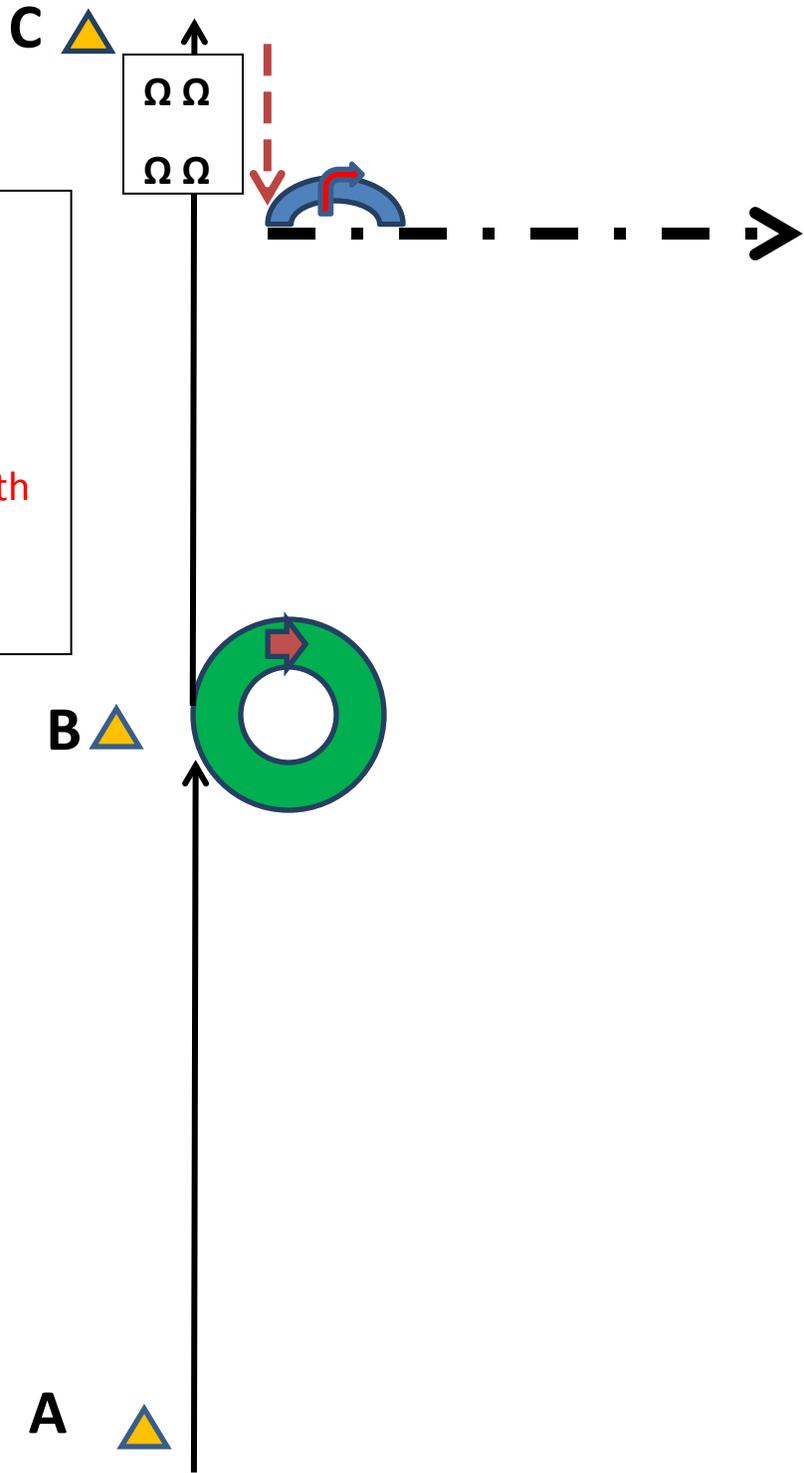
Colt Training
Showmanship Patterns
2-Year Olds



1. Start at cone A
2. Trot around cone B and cone C then straight to Judge at cone D
3. Set up for inspection
4. When dismissed back 1 (one) horse length
5. Perform a 90 *degree turn
6. Trot straight away to line

Colt Training
Showmanship Patterns
3 year old

1. Start at cone A
2. Walk to cone B
3. Trot a right circle
4. Walk to Judge cone C
5. Set up for inspection
6. Back 1 (one) horse length
7. 90* right haunch turn
8. Trot to line



Colt Training
Showmanship Patterns
4 year olds to Completion

1. Start at cone **A**
2. Walk to cone **B**
3. Trot a right circle
4. 360* right haunch turn
5. Walk to Judge cone **C**
6. Set up for inspection
7. Back 1 (one) horse length
8. 90* right haunch turn
9. Trot to line

