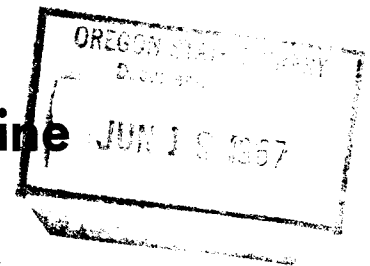


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4-H Horsemanship Contest Outline

Requirements and Procedures

General Requirements—All Divisions

1. You must have passed Step 1 of the Advancement Program to enter the Junior Division at a show. You must have passed Steps 1 and 2 for Intermediate Divisions and Steps 1, 2, and 3 for Senior Divisions.
2. The 4-H member, horse, and equipment will be inspected. This may be done before entering the arena or at any time during the arena performance.
3. You will be judged on how effectively you use aids and how you control your horse. Emphasis will be given to correct posture and how you sit your horse. Keep a light hand. Use leg pressure and body weight for control.
4. The judge may request you to do other maneuvers (taken from the Potter Award) to demonstrate additional use of aids and controls.

English and Western—Junior Horsemanship

1. From a standing position, start the horse at a walk, walk several steps, and stop the horse.
2. Trot several steps; stop the horse.
3. Execute turns at walk and trot.
4. Execute two figure 8's at lope or canter, using "interrupted change." Western riders will do a simple change (drop to a trot). English riders may choose to do a simple change *or* may halt and start at canter.
5. Back straight—two lengths.

English—Intermediate Horsemanship

1. Work in groups on the rail at a walk, trot, and canter.
2. Canter from walk and execute a balanced stop.
3. Back straight—two lengths.
4. Execute two figure 8's at trot and two figure 8's at canter, using interrupted change.
5. Dismount; take the reins down and check the cinch; mount.

English—Senior Horsemanship

1. Work in groups on the rail at a walk, trot, and canter.
2. Canter out, execute a balanced stop, and back straight—two lengths.
3. Execute two figure 8's at trot, posting outside diagonal; two figure 8's at canter, using interrupted change.
4. Dismount; take the reins down and check the cinch; mount.

Western—Intermediate Horsemanship

1. Work in groups on the rail at a walk, trot, and lope.
2. Lope from the walk and execute a balanced stop.
3. Back straight—two lengths.
4. Execute two figure 8's at lope; interrupted change allowed.
5. Dismount, take the reins down and check the cinch; mount.

Western—Senior Horsemanship

(Compete in either Option A or B, but not both)

Option A

Work in groups on the rail at a walk, trot, and lope, or as instructed. Line up. When given your signal, execute the following pattern as a continuous sequence, without interruption:

1. Ride two figure 8's, using "flying change." (A flying change is a complete change in front and back without dropping to a trot.)
2. On a left lead, lope past the marker.
3. Make a balanced stop. (A sliding stop is optional but will receive no extra credit.)
4. Make a small left turn. (About on haunches is desired.) Start on a left lead; lope past the marker.
5. Make a balanced stop. (Same as 3 above.)

6. Make a small right turn. (About on haunches is desired.) On a right lead, lope to midway between markers.

7. Make a balanced stop; stand 10 seconds; back two lengths; walk to the judge.

8. Execute a $\frac{1}{4}$ turn right, $\frac{1}{2}$ turn left, and $\frac{1}{4}$ turn right. These turns should be "about on haunches."

9. Walk to the judge and stop for inspection. Dismount and mount. When dismissed, return to position in line.

Option B

Work in groups on the rail at a walk, trot, and lope, or as instructed. Line up. When given your signal, execute the following pattern as a continuous sequence, without interruption:

1. Gallop past the marker. (The run should be at least 20 feet from any existing fence or wall.)

2. Stop and back, two or three lengths in a straight line.

3. Stand the horse for 10 seconds.

4. Ride a small figure 8 at a slow lope.

5. Ride a large figure 8 faster.

6. Execute a left inside roll—*or* a roll back over hocks. (Markers are mandatory at points marked X on the pattern.)

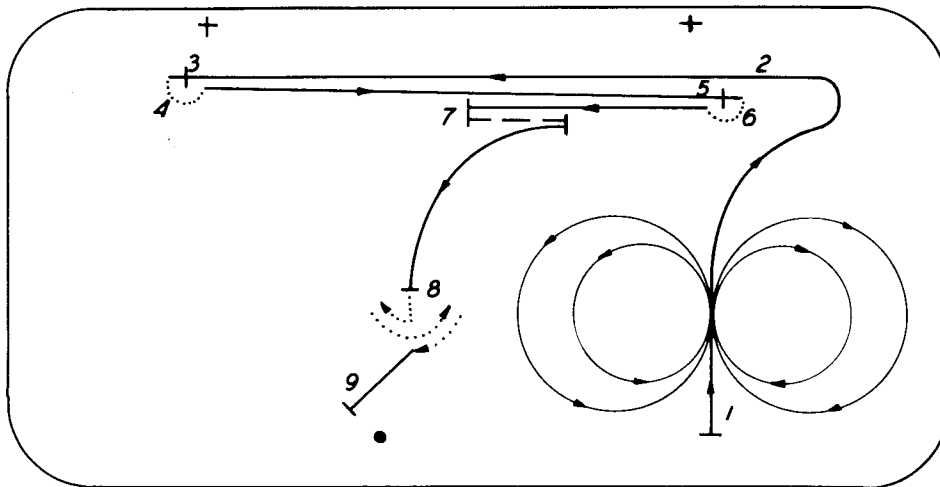
7. Execute a right inside roll—*or* a roll back over hocks.

8. Make a balanced stop.

9. Execute a $\frac{1}{4}$ turn left and a $\frac{1}{2}$ turn right. These turns should be "about on haunches."

10. Walk to the judge and stop for inspection. Dismount and mount. When dismissed, return to position in line.

OPTION A



OPTION B

