

HORSE SHOWMANSHIP

ROUND ROBIN SHOWMANSHIP

The following divisions can participate in this contest: Beef Cattle, Goats, Sheep, Horses, and Swine.

OBJECTIVES

The goal of the Round Robin is for the top showmen in each of the age divisions to compete for top overall showman awards in a fun and safe manner. Members will learn to work with other 4-H members, and gain showmanship skills for the other species.

RULES FOR PARTICIPATION

1. Entrants are the Best Junior, Intermediate and Senior Showmen selected by the showmanship classes of the ten divisions listed above.
2. A Junior participant is defined as a member aged 7-9, Intermediate aged 10-13, and Senior aged 14-19 prior to January 1 of the current fair year.
3. The first place individual in the Junior, Intermediate, and Senior Showmanship classes must be the person to represent that division UNLESS:
 - A. They qualified in more than one division and they will represent another division, OR
 - B. They wish to forfeit participation this year to allow another member the opportunity to compete.

In these cases the Division Chair will pass the honor on to the second place person. The third place person may only be used if the division chair deems that person to be qualified to compete.

4. If the first through fourth place showman for a division and grade category forfeit participation in the Round Robin, then the division is not eligible to participate that year in that grade category.
5. If a member's club leader or Round Robin Division Chairperson determines after practice that a member cannot safely show each of the animals, the member will not be able to show in the Round Robin. The next eligible member will represent that Division in the Round Robin grade category.
6. All showmen will wear clean, neat jeans, boots, and a button-up shirt (see current Fair Book rules). Safety is the primary concern. Club leaders should be responsible for ensuring proper footwear and attire is worn before participants enter the ring. All entrants must follow the directions of the Chairperson(s) once they have entered the ring.
7. Each entrant will be judged on his/her showmanship skills with each of the different animals brought into the ring for his/her age category. Participants will receive a score from each station; those scores will be totaled to determine the Round Robin Champion for each age division. Showmen will exhibit all the animals, including their own specie. Round Robin information packets will be available online to anyone who wants to view them.
8. Animals should be those used by the entrants, except if deemed unruly or unfit by the division chair, round robin co-chairs, or judges; in that case a similar animal will be substituted.
9. In the event of a tie both individuals will be recognized.

AWARDS

Grand Champion and Reserve Champion will be announced for the Junior, Intermediate and Senior exhibitors. All participants will receive ribbons, with Top Showmen receiving trophies.

Guide to Showmanship

Horse Edition

Produced by the members of: Somerset County 4H Teen Horse Council

Purpose of Showmanship

The purpose of showmanship is to encourage members to show their animals properly and at the animals' best. The exhibitor shows the horse "in-hand", meaning the exhibitor is not riding the horse but showing and controlling the horse while on the ground.

It is the exhibitor's appearance and how well the horse responds to the exhibitor's commands while performing the expected patterns that are judged.

Apparel: Handler should wear closed toed, hard shoes whenever horses are present. Be clean and presentable, hair up and other attire appropriate for Round Robin.



Safety: A horse is handled differently than other 4H project animals. Special attention is required at all times. Horses react as prey animals and can be unpredictable at times. Be on guard.



Basics:

- 🐾 Right hand is to be placed approximately one fist length under the chin, holding the reins or lead. Keep your hand level with your abdomen.
- 🐾 Left hand is to hold excess rein or lead folded neatly not wrapped. This hand should be slightly lower than the right.
- 🐾 Horses should be handled on the left side while in motion.
- 🐾 Do not touch the horse.



Possible Occurrences in a Pattern:

- 🐾 *Stop*: Keep your shoulders square and be relaxed. Apply slight pressure to the reins or lead to encourage the horse to stop.
- 🐾 *Walk*: Move even with your horse, keeping a steady forward pace.
- 🐾 *Trot/Jog*: Give a slight tug but do not drag or pull the horse, if needed make a clucking noise.
- 🐾 *Back*: Face the horse and use a stronger pressure than when squaring up and be sure to keep your horse straight. A clucking noise may be necessary as well.

Time to Show:

Steps:

1) While properly holding the horse, and you on the left side, the judge will be waiting for you to perform the pattern. Wait for a signal to begin. The pattern will be given to you ahead of time, so be sure to learn it.



2) Proceed with pattern, stay on the left side of the horse. Stay slightly in front of the shoulder but behind the neck. Again, do not drag the horse and don't let it pull you.



3) At end of pattern, set up for inspection near the judge. (If cones are present be sure to stop when the horse's shoulder is even with the cone.)

4) Square up your horse. Turn to face your horse but do not touch with any body part. Put slight pressure on the reins until the horse squares/evens up his/her feet. Not much movement is needed and it should stay within three steps.

5) Set yourself. Place yourself at a diagonal to your horse's feet. Your feet should be together and pointed to the outside hoof.



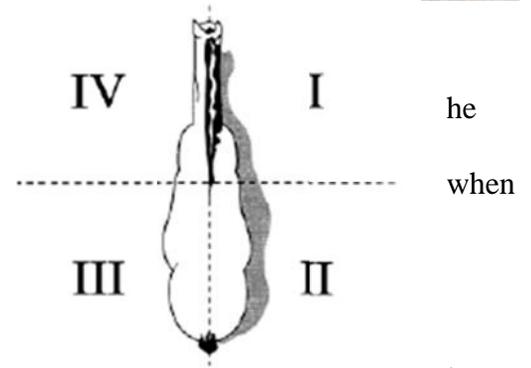


6) Quarters. Your judge will walk completely around your horse. Your horse's body is divided into four sections. Two of which are in front of the shoulder and the other two are behind the shoulder. Speaking of the front two quarters, you should always be in the opposite quarter from the judge, and speaking of the back two quarters you should always be on the same side of the judge. When crossing quarters you should take no more than 3 steps. Your outside foot crossed in front of your inside foot as you move to the other side, then step together and point.



For example:

If the judge is in quarter 1 you should be in quarter 4. When he moves to quarter 2 you should move to quarter 1. When he moves to quarter 3 you should move back to quarter 4 and he moves to quarter 4 you should move to 1.



7) After inspection, square up your body with your horse's left shoulder. Step together and if turning always away from you (right or counter-clockwise). When walking away look back at the judge after a few moments to acknowledge him/her. Line up in the same posture as showing and always in a position where you can see the judge. (See step 5 for position).

