

WISCONSIN STATE 4-H HORSE ASSOCIATION

29th ANNUAL 4-H HUNTER & DRESSAGE SHOW

JUNE 21-23, 2019



**SHEBOYGAN COUNTY FAIRGROUNDS
PLYMOUTH, WI**

CLINICS

OVER FENCES CLINIC – FRIDAY, JUNE 21 & SATURDAY, JUNE 22

DRESSAGE CLINIC – FRIDAY, JUNE 21

HANDY HUNTER – FRIDAY, JUNE 21

DRESSAGE SHOW – SATURDAY, JUNE 22

OVER FENCES SHOW – SUNDAY, JUNE 23

An EEO/AA employer, University of Wisconsin Extension provides equal opportunities in employment and programming, including Title IX and ADA requirements. Please make requests for reasonable accommodations to ensure equal access to the event before the registration deadline.

WISCONSIN STATE 4-H HUNTER & DRESSAGE SHOW
JUNE 21-23, 2019
SHEBOYGAN COUNTY FAIRGROUNDS, PLYMOUTH, WI

DRESSAGE CLINIC – JUNE 21
OVER FENCES CLINIC - JUNE 21-22
DRESSAGE SHOW – JUNE 22
FLAT & PLEASURE CLASSES – JUNE 22, SAT EVENING
OVER FENCES SHOW – JUNE 23

CO-CHAIRPERSONS: Jackie Krieglstein, 920-450-5463 (jackiekrieglstein@gmail.com)
Kristin Tetschlag, 920-980-5919 (tetsch5@att.net)
Sally Sikora, 920-254-2451 (sallysikora29@gmail.com)

CHAIRMEN EMERITUS: Ernie & Sally Anderson

SHOW ENTRIES: Pre-entry **ONLY**, **POSTMARKED** by June 1st. See entry form for fees.
Please print legibly.

MAKE CHECKS PAYABLE TO: WISCONSIN STATE 4-H HORSE ASSOCIATION
Returned checks will result in exhibitors inability to participate in any state activities until the check, and any incurred expenses, have been settled. \$30.00 NSF fee for any returned checks.

GENERAL PARTICIPATION RULES:

1. All exhibitors are expected to bring their own feed and equipment and to keep their stalls, as well as their trailer area, clean. Exhibitors are responsible for the care of their equipment and animal at all times. Exhibitors are **REQUIRED** to clean stalls before leaving. A \$15.00 penalty fee per stall will be billed to any county that fails to comply.
2. **You may enter two equine at this show. Exhibitor may only enter a class once.**
3. **Hunter ponies may be entered in all hunter classes and will follow all guidelines for horses, including fence heights.**
4. **Only the eligible 4-H member can ride or work with their equine on show grounds. Noncompliance will be grounds for dismissal from the show and there will be no refunds of entry or stall fees.**
5. Horse must be appropriately tacked (saddle, bridle) and rider must be appropriately attired (boots, helmet and back number visible on rider's back) when riding on horse show grounds. **NO RIDING DOUBLE.**
6. **All dogs must be leashed and kept in camping area.**
7. **No stallions may be shown.**
8. Horseless Horse Members may participate in clinics and Intro Dressage Classes.
9. No cross-entering within Jumping Levels with the same horse.
 - A. **A riders ONLY - If you enter any A Jumping Class you may NOT enter any B & C with that horse (Fences will be 2'6" to 3'0") (You may enter B mini-event)**
 - B. **B riders ONLY - If you enter any B Jumping Class you may NOT enter any A & C with that horse (Fences will be 2'3" to 2'6")**
 - C. **C riders ONLY - If you enter any C Jumping Class you may NOT enter any A & B with that horse (Fences will be 18" to 2')**

ENTRY REQUIREMENTS

- 1. Entries must be received by date listed on show bill. Late entries will be rejected and returned.**
- 2. Send entries to Executive Secretary. All four signatures are required, otherwise entries will be returned. Clinic entries are listed on Show Entry Form.**
- 3. You do not need a blue ribbon from your county fair to participate in this show.**
- 4. Only members of the immediate family OR a 4-H youth paired with a Horseless Horse youth, are permitted to show the same project animal. Each family member may show any combination of classes provided the horse is only shown once in a specific class number (except for Dressage Classes).**
- 5. Any non-therapeutic substance used as a stimulant, depressant, tranquilizer or sedative for the purpose of altering a horse's or pony's show ring performance is prohibited. Failure to comply will result in disqualification.**
- 6. Shavings will be available for purchase at show.**
- 7. Participation requires pre-entry of all classes. No entry changes made at show.**
- 8. Payment must accompany entry forms and must be stapled to entry forms that it covers.**
- 9. Equine may be brought onto the show grounds any time after 9:00 am Friday.**
- 10. Refunds only with a doctor's or vets excuse. Stall fees are not refunded. Request for refunds will not be considered unless notification is received PRIOR TO the show and documents are postmarked within one week of the show.)**
- 11. The Wisconsin State 4-H Horse Association rules and guidelines will be followed at this show. Guidelines are available from your UWEX 4-H & Youth Agent. Or on the web @ <https://fyi.uwex.edu/wi4haganimalscience/wi-4-h-horse-assn-handbook/> . A reference copy will be available at the show.**
- 12. Copy of negative Coggins test taken within current year for each horse/pony must accompany entry. YOU WILL SHOW YOUR ORIGINAL WHEN YOU CHECK IN AT THE SHOW.**
- 13. You must send your premise ID# with your registration.**

**ANY ACT OF DISCOURTESY TO JUDGE OR SHOW OFFICIALS BY AN EXHIBITOR
OR ANY OTHER ATTENDANT WILL BE GROUNDS FOR DISQUALIFICATION
AND FORFEITURE OF FEES.
CRUELTY TO OR ABUSE OF A HORSE WILL NOT BE TOLERATED!**

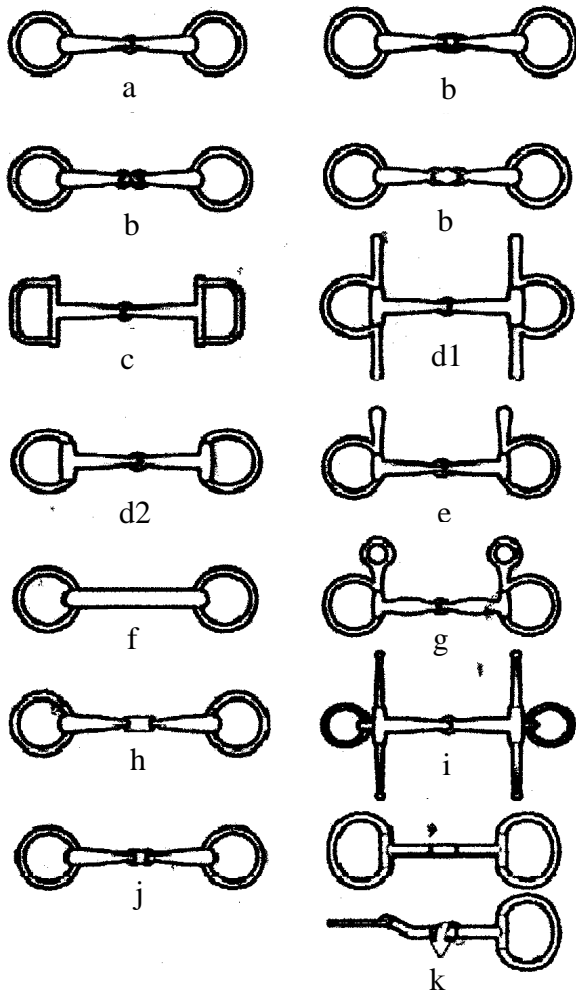
TACK AND ATTIRE

- 1. SEI equine approved safety helmets (with safety harness securely fastened) must be worn at all times when exhibitor is riding equine on the show grounds.**
- 2. Jumping vests are encouraged. You may attach your number to the Vest**
- 3. Exhibitors must wear their exhibitor number at all times when on show grounds. Please wear your number on your back unless in the show ring!**
- 4. Boots with heels and appropriate tack must be used when mounted on show grounds.**
- 5. An English type saddle with stirrups is compulsory at all levels.**
- 6. Dressage - a plain snaffle bridle and regular cavesson made of leather are required. (You may use a dropped nose band, a flash nose band, a crescent nose band or a crossed nose band)**

7. Acceptable bits for dressage: PERMITTED SNAFFLES*

(Must be used in Training-Second Level Tests. Optional in Third and Fourth Level Tests)

- a. Ordinary snaffle with single-jointed mouthpiece.
- b. Ordinary snaffle with double-jointed mouthpiece.
- c. Racing snaffle (D-ring).
- d. Snaffle. 1) with cheeks, with or without keepers. 2) without cheeks (Egg-butt)
- e. Snaffle with upper or lower cheeks.
- f. Unjointed snaffle (Mullen-mouth)
- g. Snaffle with cheeks. (Hanging or drop cheek; Baucher). This may be a D-ring or other ordinary snaffle as pictured in a-f.
- h. Dr. Bristol
- i. Fulmer
- j. French snaffle
- k. Snaffle with rotating mouthpiece.



* Any of the above may be covered with rubber or leather. Bits with mouthpieces made of synthetic material are permitted, provided that the contours of the bit conform to the contours of one of the bits pictured above.

Dressage Attire/Equipment updated 5/10/04

8. Dressage whip length guidelines. Whips must be less than 43.3 inches (110 cm) including lash.

9. Leg wraps or protective boots are allowed for Hunters/Jumpers shown in equitation on the flat.

10. Protective boots are allowed on horses for all jumping classes.

11. No running or standing martingales allowed *except* in over fences classes.

DRESSAGE:

1. Each Horse/Rider combination may enter two (2) consecutive levels (e.g. intro & training, training & level 1.)
2. In the percentage ride, you ride any dressage test that you have not already ridden. Your placing depends on comparing your % score with the other riders % score. (Please keep to 2 consecutive levels.) This is your chance to ride a test not normally offered.
3. Bits will be checked- If you are unsure ask first!
4. Musical Kur will be ridden in a large or a small size ring. Please notify the show office what level test you will be riding and what size ring you need. **A Musical Kur is a test done in a dressage ring, using standard dressage movements put together in any order you choose, to music. The test is judged on creativity, artistry, music suitability and accuracy. (You may ride a Musical Freestyle at an intro or training level. We have copies of intro guidelines for Musical Freestyle, call Kristen or Jackie to request.) First level and up are USDF tests and must be ridden in a large ring.**
5. Intro Level will be shown in small arena. Training Level and higher will be shown in a large ring.
6. Dressage rides of less than 50% are not eligible for awards. Dressage tests can be found at usdf.org.

HUNTER HACK:

1. **Horses are required to jump two fences. (Jumps do not need to be set in a line. If the jumps are in a line they are to be set 36-60 feet apart with a 12 foot interval between jumps.)**
2. **Horses may be asked to walk, trot, and canter both ways of the ring. At the discretion of the judge contestants may be asked to hand gallop, pull up and stand quietly following the last fence.**
3. **Class may be judged on flat work, manners, way of going, style over fences and even hunting pace.**
4. **Placing for the class will be determined by allowing the maximum of 30% for flat work.**
 - * **Faults over fences are to be judged as in working hunter.**
 - * **Faults on rail work include:**
 - 1) **Being on wrong lead.**
 - 2) **Excessive speed or slowness at any gait.**
 - 3) **Breaking gait.**
 - 4) **Failure to take called for gait when asked.**
 - 5) **Head carried too low or too high.**
 - 6) **Nosing out or flexing behind the vertical.**
 - 7) **Opening mouth excessively**
 - 8) **Stumbling or falling.**

OBSTACLE JUMPING: **Classes to be run Sunday

Each rider will have 45 seconds to complete their pattern. Points will be assigned to each jump. At the bell the rider enters the ring and takes the jumps in any order they choose. They may not jump the same jump without separating it by a different jump. If a rail is knocked down that jump is out of the rotation for that rider.

WORKING HUNTER OVER FENCES:

1. **A hunter course shall be a fair test of a hunter, with a minimum of 4 obstacles.**
2. **Horse to jump a maximum of 8 fences.**
3. **One change of direction is mandatory.**
4. **The top element of all fences must be securely placed so that a slight rub will not cause a knock down.**
5. **The class will be judged on manners, way of going, and style of jumping.**
6. **Horse shall be credited with maintaining an even hunting pace that covers the course with free flowing strides.**
7. **Preference will be shown to horses with correct jumping style that meets fences squarely, jumping at the center of the fence.**
8. **Judges shall penalize unsafe jumping and bad form over fences, whether touched or untouched, including: twisting, incorrect leads around the ends of the course, or cross-cantering.**
9. **Ins and outs must be taken in the correct number of strides or be penalized.**
10. **Any error which endangers the horse or rider, particularly refusals or knock downs, shall be heavily penalized.**

4-H CLASSIC MEDAL A Classes ONLY:

1. To be judged on equitation.
2. Class is judged as an equitation class over a “jumper style” course. **IT IS NOT TIMED**
3. Elements may be called for including: trotting on course, dropping irons, narrower fences, roll top fences, liverpool, etc.

HANDY HUNTER:

Handy Hunter is a fun course combining various disciplines (including trail and jumping), offering riders a chance to show off their horsemanship and jumping skills. We encourage you to challenge yourself and your horse through this extremely enjoyable experience. Boots, helmet and respectable attire is required. Show clothes optional. Jump vests encouraged.

A, B & C riders – Over Fences will be asked to perform horsemanship tasks at some fences.

CHOOSE YOUR OWN LINE:

A & B riders – 8 jumps. You may pick your own line but every fence **MUST** be jumped **ONLY** once. This class is judged on time. Only clean runs (no poles or fences down) will be placed. Third refusal will result in disqualification.

MINI CLASSIC MEDAL (for experienced rider) B and C Classes ONLY:

1. To be judged on equitation.
2. Class is judged as an equitation class over a “jumper style” course. **IT IS NOT TIMED**
3. Elements may be called for include: trotting on course, narrower fences, etc.

GENERAL:

1. All horses must be serviceably sound.
2. Judge’s decision is final.
3. Horse will not be requested to jump course more than once. In case of broken equipment, the rider may stop and correct the difficulty with a penalty the same as any loss of forward impulsion.
4. When an obstacle requires two or more fences (in and out) faults committed at each obstacle are considered separately.
5. At the judges discretion a Grand, Reserve, and eight Top Ten ribbons may be awarded in each class.

ELIMINATION: Exhibitor will be excused with no further work on course.

1. Third refusal, run out, bolting on course, extra circle, or combination of these.
2. Fall of horse and rider.
3. Bolting from ring.
4. Failure to keep proper course.
5. Taking a jump at any time if a rail is down on that jump.

***FOOD:** A food stand will be available on the grounds until 4:00 PM Saturday and Sunday.*

RIDING AREAS:

You may only be mounted in designated areas. (Areas will be posted in the barns)

Schooling fences will be available but no schooling over course will be allowed.

TIMES:

Dressage times will be posted Friday night.

Clinic times will be posted Friday morning.

Clinic times will be emailed to those emails provided on entry forms the Wednesday prior to the show.

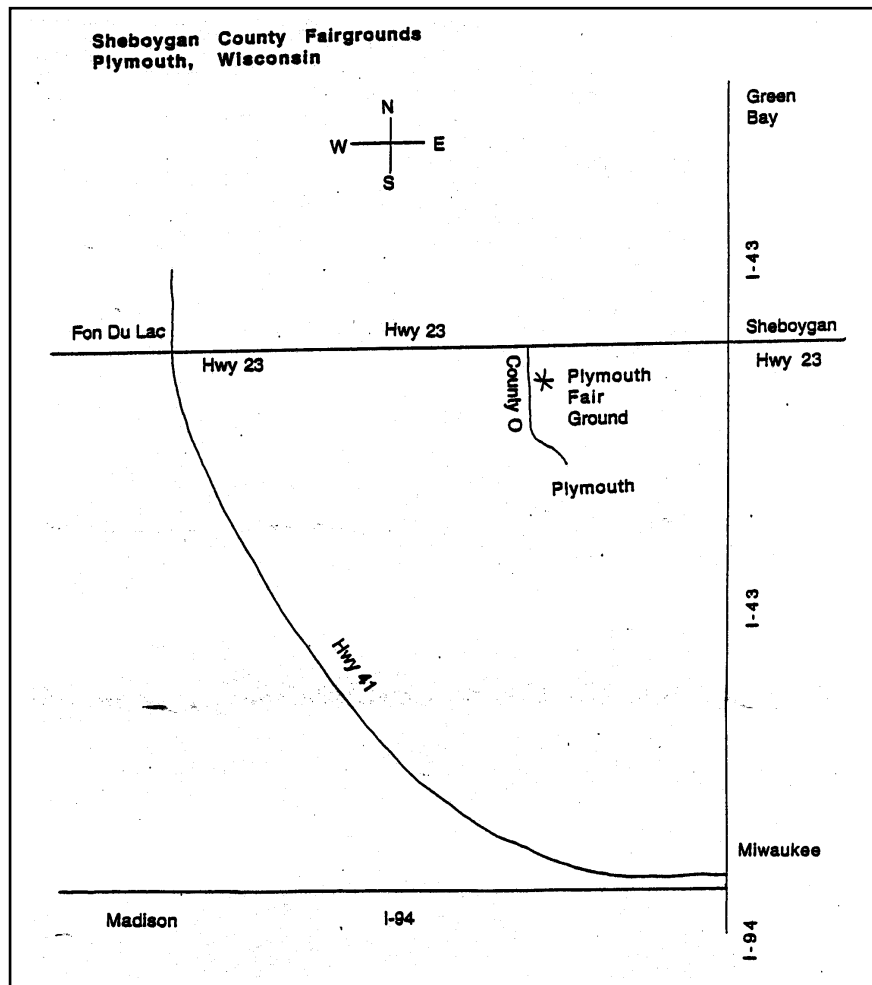
*WE NEED PRIVATE AND COUNTY SPONSORS TO HELP PAY FOR THIS SHOW
PLEASE CONTACT ANY OF THE SHOW MANAGERS.*

Please send sponsorships for this show by the June 1st deadline

WE NEED VOLUNTEERS . . .

**PLEASE CONTACT SALLY SIKORA, KRISTIN TETSCHLAG, OR JACKIE KRIEGLSTEIN
TO PICK YOUR JOB/TIMES (920-254-2451/920-980-5919/920-450-5463)**

DIRECTIONS:



MOTELS:	Stafford Inn	920-893-0552
	Americinn	920-892-2669
	Plymouth Inn	920-893-5623
	Crest Motel	920-893-6111
	Baymont Motel	920-893-6781

Call early – Elkhart Lake Races conflict with us.

CAMPING: Limited Electrical & Water Hookups \$20.00 night
***Pay Office when you hook up! 1st come 1st served**
Tents are allowed – NO OPEN FIRES
Coin Showers are now available \$2.00

DUE TO OTHER EVENTS AT THE FAIRGROUNDS
STALLS ARE AVAILABLE AFTER 9 A.M. FRIDAY



Fairgrounds: Enter gate 3. Stay to left of road for camping. You must park to the North of Welcome Avenue for trailers and campers. See Map.

WISCONSIN STATE 4-H HUNTER & DRESSAGE SHOW 2019 CLASS LIST

FRIDAY, JUNE 21 – HANDY HUNTER

1. HANDY HUNTER A 1 PM – 5 PM (in cross country course)
2. HANDY HUNTER B 1 PM – 5 PM (in cross country course)
3. HANDY HUNTER C 1 PM – 5 PM (in cross country course)

SATURDAY, JUNE 22 – DRESSAGE BEGINS AT 8:00 A.M.

4. MUSICAL FREESTYLE, GRADE 6-13 (SINGLE RIDER)
5. 2015 USDF SECOND LEVEL - TEST 1, GRADE 6-13
6. 2015 USDF FIRST LEVEL – TEST 2, GRADE 6-13
7. 2015 USDF FIRST LEVEL - TEST 1, GRADE 6-13
8. PERCENTAGE RIDE (%), GRADE 6-13
9. 2015 USDF TRAINING LEVEL - TEST 2, GRADE 10-13
10. 2015 USDF TRAINING LEVEL - TEST 2, GRADE 6-9
11. 2015 USDF TRAINING LEVEL - TEST 1, GRADE 10-13
12. 2015 USDF TRAINING LEVEL - TEST 1, GRADE 6-9
13. 2015 USDF INTRO - TEST B, GRADE 6-9, AHSA (Open to Horseless Horse)
14. 2015 USDF INTRO - TEST B, GRADE 10-13, AHSA (Open to Horseless Horse)
15. 2015 USDF INTRO - TEST A, GRADE 6-9, AHSA (Open to Horseless Horse)
16. 2015 USDF INTRO - TEST A, GRADE 10-13, AHSA (Open to Horseless Horse)

SATURDAY, JUNE 22 - Not to start before 4 P.M.

17. EQUITATION ON THE FLAT, GRADE 11-13
18. EQUITATION ON THE FLAT, GRADE 8-10
19. EQUITATION ON THE FLAT, GRADE 6-7
20. WORKING HUNTER ON THE FLAT, GRADE 11-13
21. WORKING HUNTER ON THE FLAT, GRADE 8-10
22. WORKING HUNTER ON THE FLAT, GRADE 6-7

SUNDAY, JUNE 23 – 8 A.M.

In Arena

23. HUNTER HACK, B
24. HUNTER HACK, C
25. WORKING HUNTER OVER FENCES, C
26. HUNTER EQUITATION OVER FENCES, C
27. WORKING HUNTER OVER FENCES, B
28. HUNTER EQUITATION OVER FENCES, B
29. MINI MEDAL CLASS B
30. MINI MEDAL CLASS C
31. WORKING HUNTER OVER FENCES, A
32. HUNTER EQUITATION OVER FENCES, A
33. 4-H CLASSIC MEDAL, A ONLY
34. CHOOSE YOUR OWN LINE A
35. CHOOSE YOUR OWN LINE B
36. CHOOSE YOUR OWN LINE C
37. TIMED OBSTACLE JUMPING A
38. TIMED OBSTACLE JUMPING B