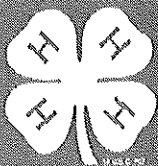




2024 County Fair

Showbill

July 12-13



I pledge my HEAD to clearer thinking, my HEART to greater loyalty,
my HANDS to larger service, my HEALTH to better living,
for my club, my community, my country, and my world



Aaron@burtonfarm.org

Aaron Burton

Delaware County Horse and Pony 2024 4-H County Fair ~ July 12-13

Friday, July 12th, Start Time: 9:00 AM

3 p.m

Class	Class Description	Class	Class Description
English Type Halter		Western Under Saddle	
1	English Type Halter Mares - All Exhibitors	18	Western Pleasure Junior
2	English Type Halter Geldings - All Exhibitors	19 ✓	Western Horsemanship Junior
3	English Type Showmanship Junior	20	Western Pleasure Intermediate
4	English Type Showmanship Intermediate	21 ✓	Western Horsemanship Intermediate
5	English Type Showmanship Senior	22	Western Pleasure Senior
Break to allow clothing changes		23 ✓	Western Horsemanship Senior
Western Type Halter		24 ✓	Reining - All Exhibitors
6	Western Type Halter Mares - All Exhibitors	25	Western Riding - All Exhibitors
7	Western Type Halter Geldings - All Exhibitors	Western Walk/Trot	
8	Western Type Showmanship Junior	26 ✓	W/T Horsemanship enter no <u>Western</u> WTC class
9	Western Type Showmanship Intermediate	27	W/T Pleasure (enter no <u>Western</u> WTC class)
10	Western Type Showmanship Senior	28	Mini Walk Trot (English or Western)
11	Mini Halter (english or western)	Break to Groom Arena	
12	Mini Showmanship (english or western)	29	Color Guard
Halter Championships		30	Drill Team
13	Halter Championship (1st/2nd from each Halter Class)	Contesting	
14	Supreme Showmanship - for Senior Member Winners in English & Western Showmanship Classes	31	Flag Racing Mini
Break to set up Trail and warm up		32	Flag Racing Junior
Trail		33	Flag Racing Intermediate
15	Trail Junior	34	Flag Racing Senior
16	Trail Intermediate	35	Barrel Racing Mini
17	Trail Senior	36	Barrel Racing Junior
Break to tear down trail and warm up		37	Barrel Racing Intermediate
		38	Barrel Racing Senior
		39	Pole Bending Junior
		40	Pole Bending Intermediate
		41	Pole Bending Senior
		42	Key Hole Junior
		43	Key Hole Intermediate
		44	Key Hole Senior
		45	Speed & Action Junior
		46	Speed & Action Intermediate
		47	Speed & Action Senior

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Delaware County Horse and Pony 2024 4-H County Fair ~ July 12-13

Saturday, July 13th, Start Time: 9:00 AM

Class	Class Description	Class	Class Description
	Dressage		Versatility
	Individual warm up of 2 minutes before test, whistle call to begin each rider		1 Horse/Rider combination. Exhibitor will show Halter, English Pleasure, Western Pleasure and Barrels with the same horse. May not leave the arena and must have all necessary tack in the arena at the start of the class. May exhibit in any show apparel. May have one 4H member assistant, time between classes: 3 minutes.
	Walk Trot Intro B Test		
48	(enter no <u>Dressage</u> WTC class)		
49	USDF Intro B - Junior		
50	USDF Intro C - Intermediate		
51	USDF Training Level 1- Senior		
	Short Break to allow for tack change and warm up under saddle	60	Intermediate Versatility
		61	Senior Versatility
	English Under Saddle		Break to set up fences/ warm up
52	Hunt Seat Pleasure Junior	62	• ✓ Hunter Hack - All Exhibitors
53	• ✓ Hunt Seat Equitation Junior	63	• ✓ Jumping - All Exhibitors
54	✓ Hunt Seat Pleasure Intermediate		
55	✓ Hunt Seat Equitation Intermediate		
56	✓ Hunt Seat Pleasure Senior		
57	• ✓ Hunt Seat Equitation Senior		
	English Walk/Trot		
58	• ✓ Walk Trot Equitation (enter no <u>English</u> WTC class)		
59	• Walk Trot Pleasure (enter no <u>English</u> WTC class)		

Presentation of all English and Western awards and recognition of Seniors will take place at 2:00 in the Arena. No horses are needed, and may be taken home directly after rider is finished for the day if time allows. If show is still in progress at 2:00, awards will take place 30 minutes after last class. Participants are not required to be present, all awards not collected during presentation will be available in the 4H office 30 minutes after award presentation has ended.

English / Western

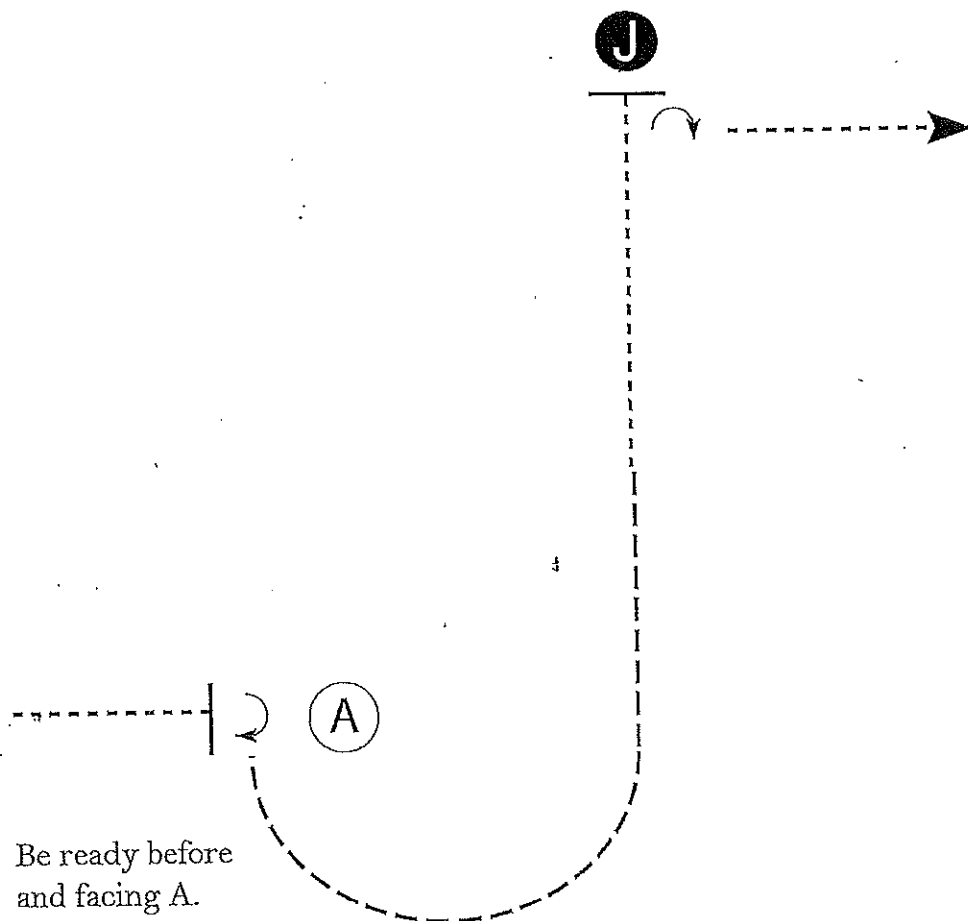
#3

#8

Showman Ship - Junior

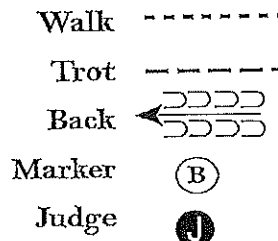
www.horsheshowpatterns.com

www.horsheshowpatterns.com



1. Walk to A.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle and halfway to Judge..
4. Walk to judge and set up for inspection.
5. When dismissed, perform a 1/4 turn and walk straight away from Judge.

Follow the instructions of your ring steward.



[SWT-82]

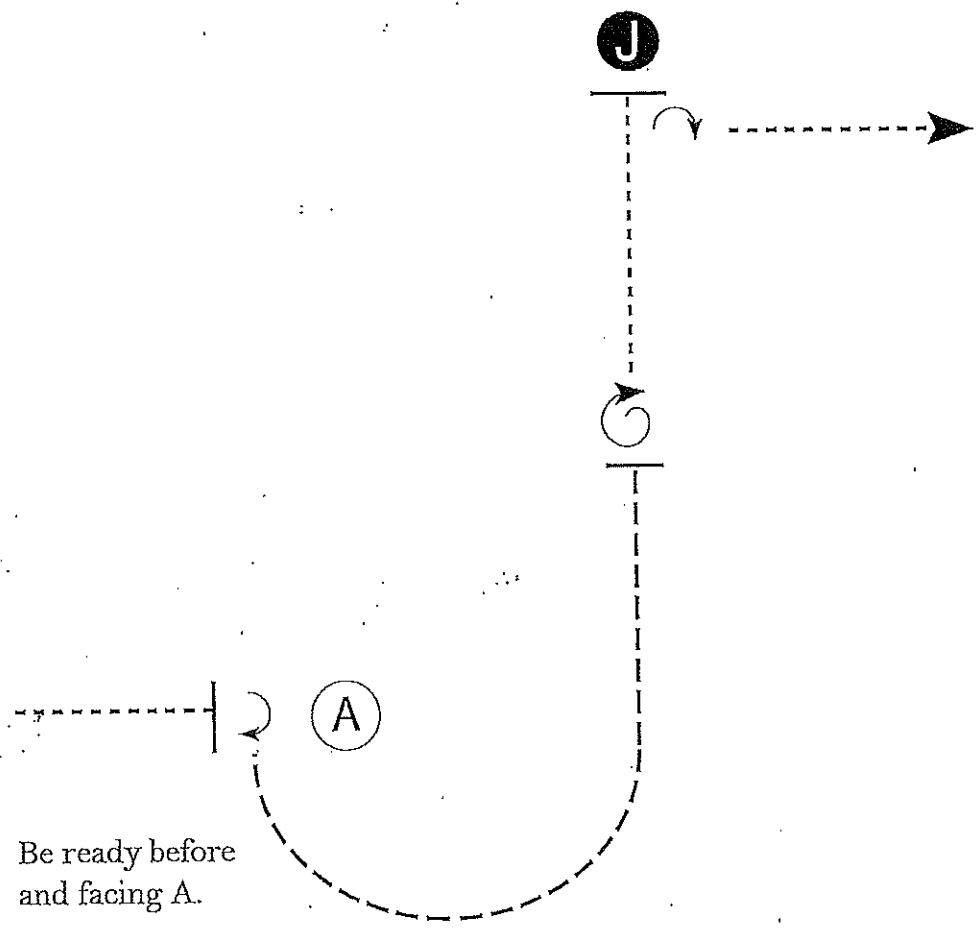
Pattern Provided by:
Your Judges

English / Western #4 #9

SHOWMANSHIP - Intermediate

www.HorseShowPatterns.com

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Be ready before and facing A.

1. Walk to A.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle and halfway to Judge.
4. Stop and perform a full (360 degree) turn.
5. Walk to judge and set up for inspection.
6. When dismissed, perform a 1/4 turn and walk straight away from Judge.

Walk	-----
Trot	- - - - -
Back	←
Marker	ⓑ
Judge	Ⓣ

Follow the instructions of your ring steward.

[S/1-82]

Pattern Provided by:
Your Judges

English / Western

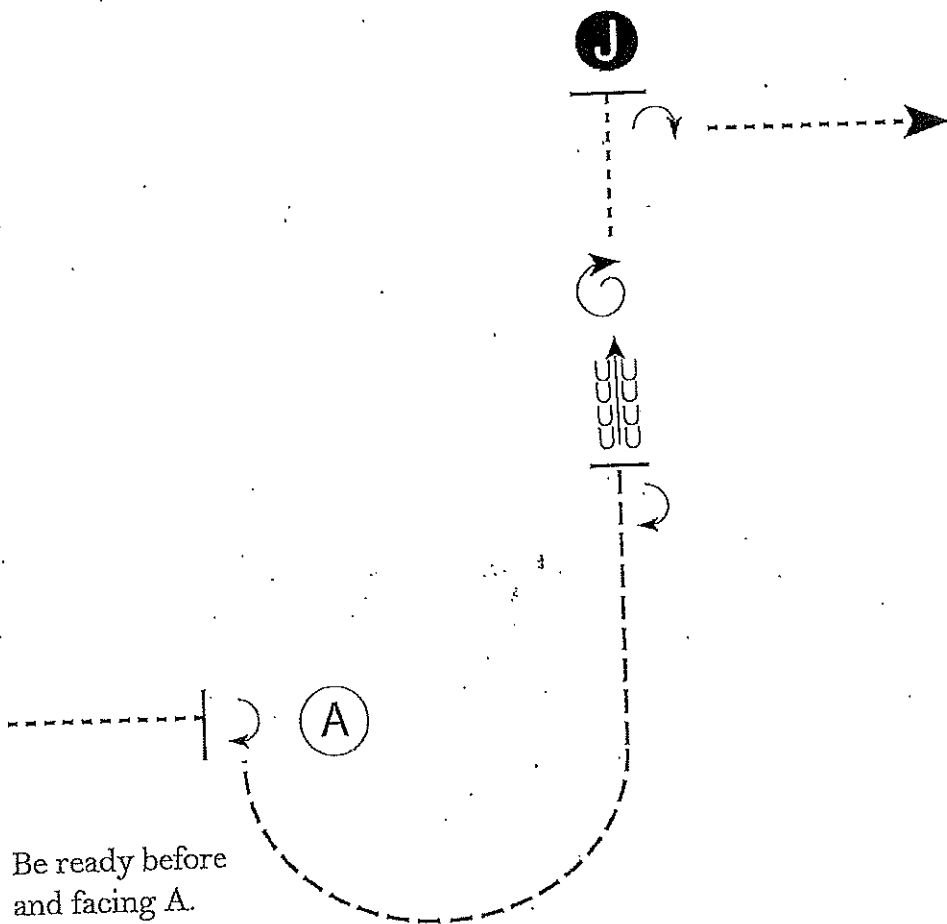
#5

#10

Showman Ship - Senior

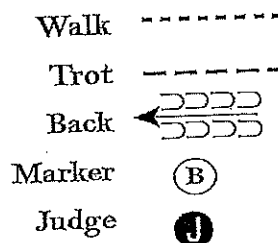
www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before and facing A.

1. Walk to A.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle and halfway to Judge.
4. Stop and perform a 1/2 turn.
5. Back approximately one horse length.
6. Perform a 1 1/2 turn.
7. Walk to judge and set up for inspection.
8. When dismissed, perform a 1/4 turn and walk straight away from Judge.



Follow the instructions of your ring steward.

[S/2-82]

Pattern Provided by:
Your Judges

SHOWMANSHIP - Mini #12

CLASS #

(HELPER ALLOWED)

③ ▲ END STOP

WALK

X

② ▲ JUDGE

WALK

① ▲

①

START AT MARKER ①

②

SET-UP FOR INSPECTION AT JUDGE

③

WALK TO END STOP

④

GO TO LINE-UP

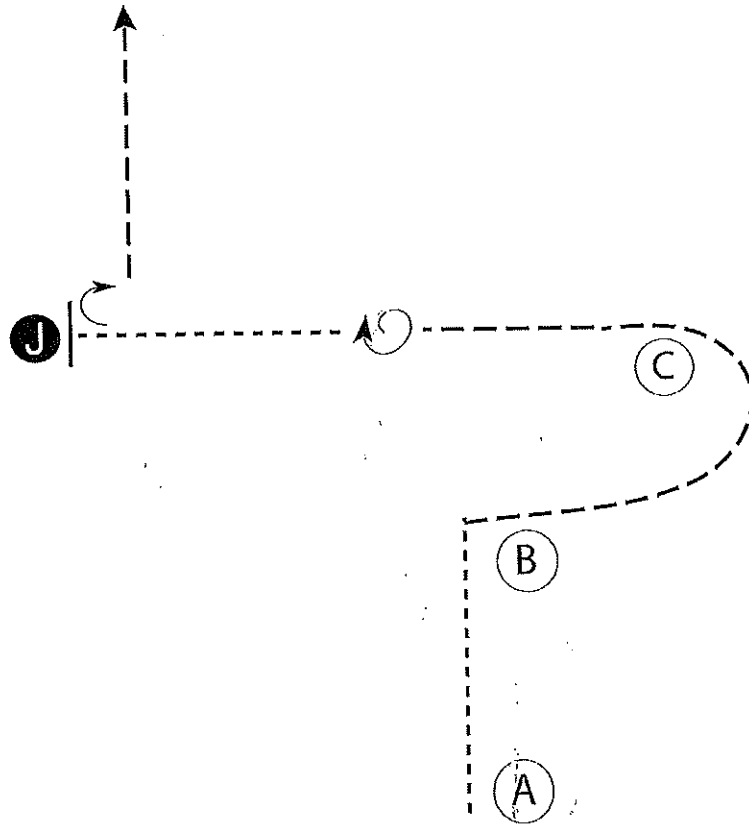
* SUPREME

Sweepstakes Showmanship

Show Date:

W W W . H O R S E S H O W P A T T E R N S . C O M

W W W . H O R S E S H O W P A T T E R N S . C O M



Be ready at A.

1. Walk to B.
2. Trot from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.

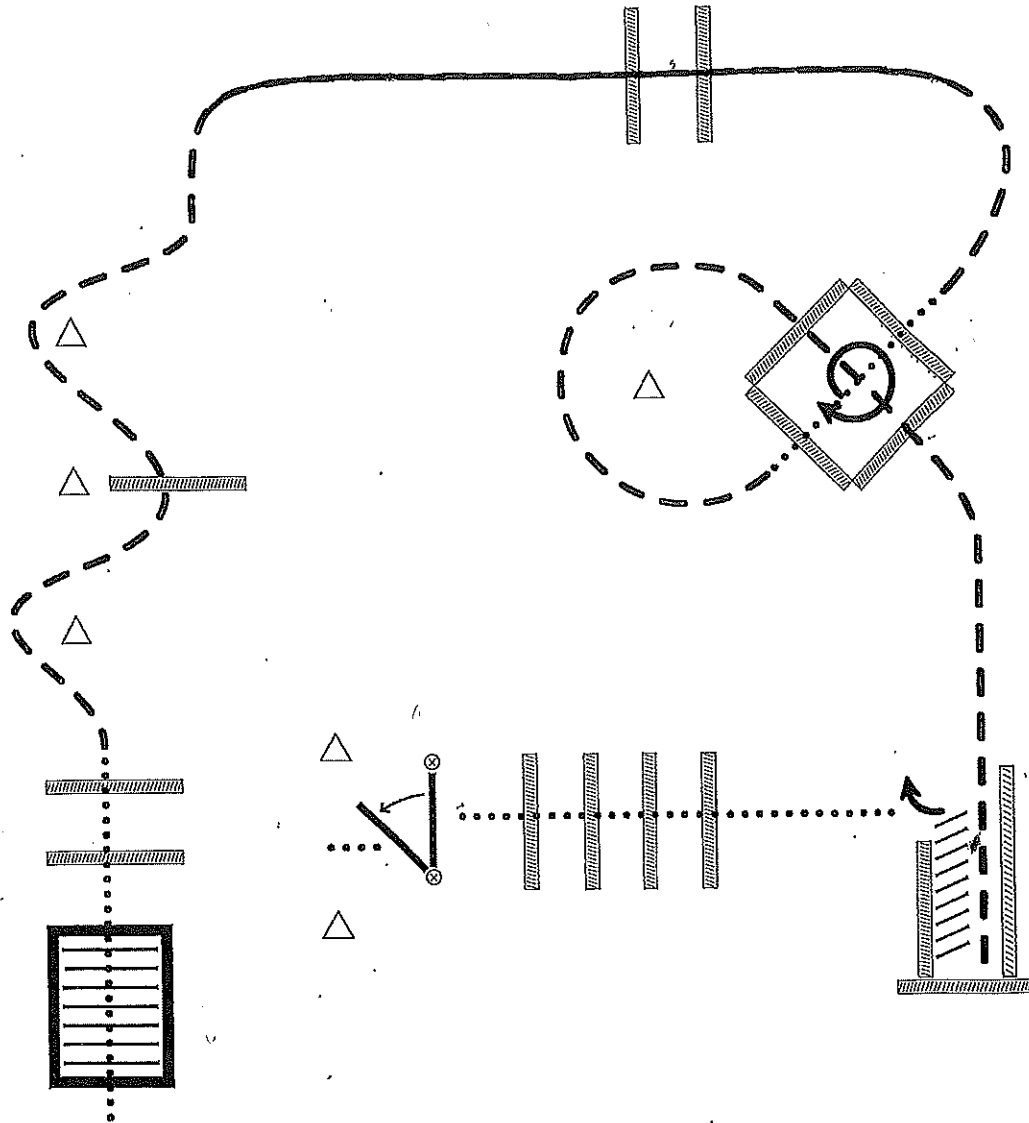
Walk	-----
Trot	- - - - -
Back	←
Marker	ⓑ
Judge	ⓐ

[S/2-21]

Pattern Provided by:

Trail - All

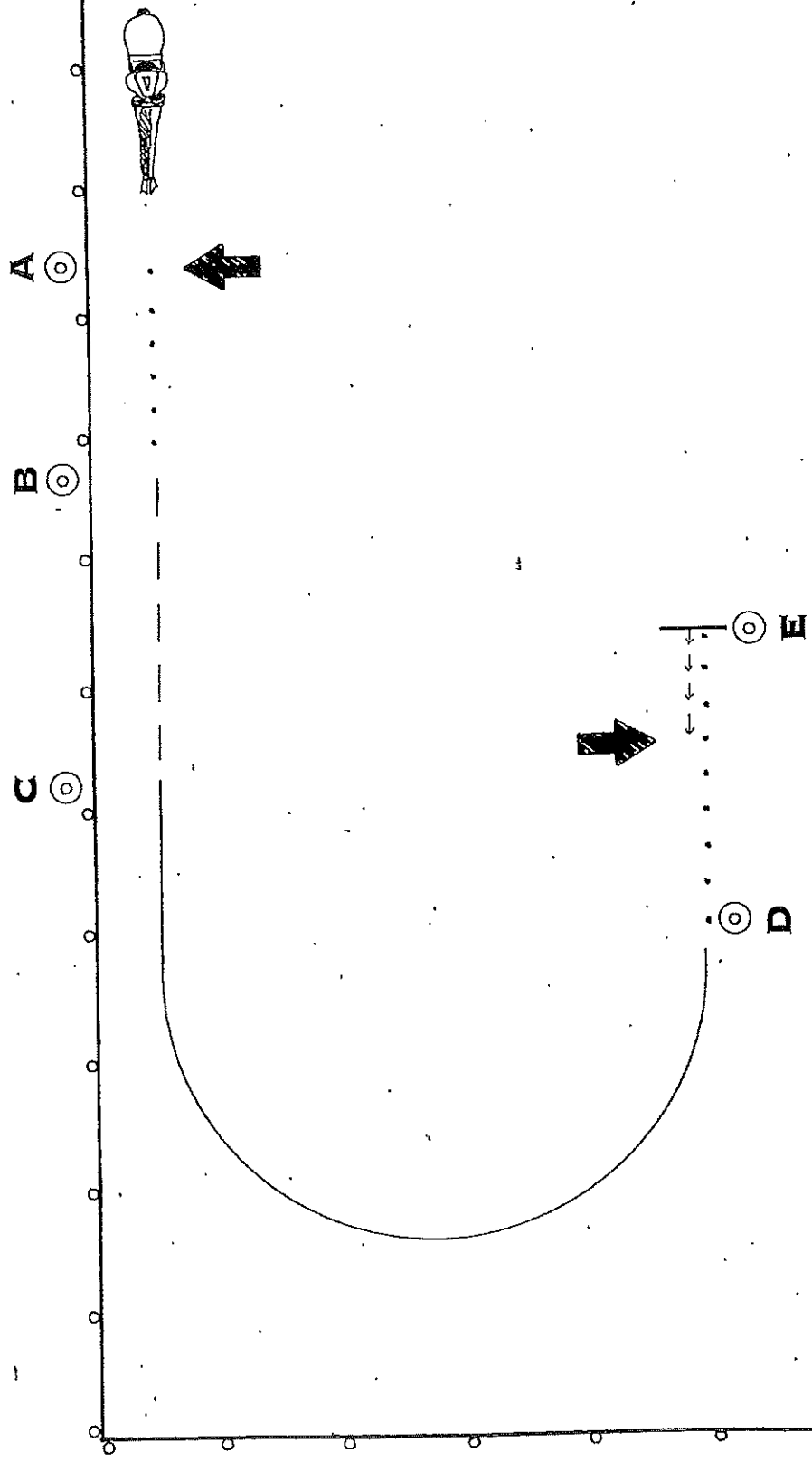
15-16-17



Begin at start

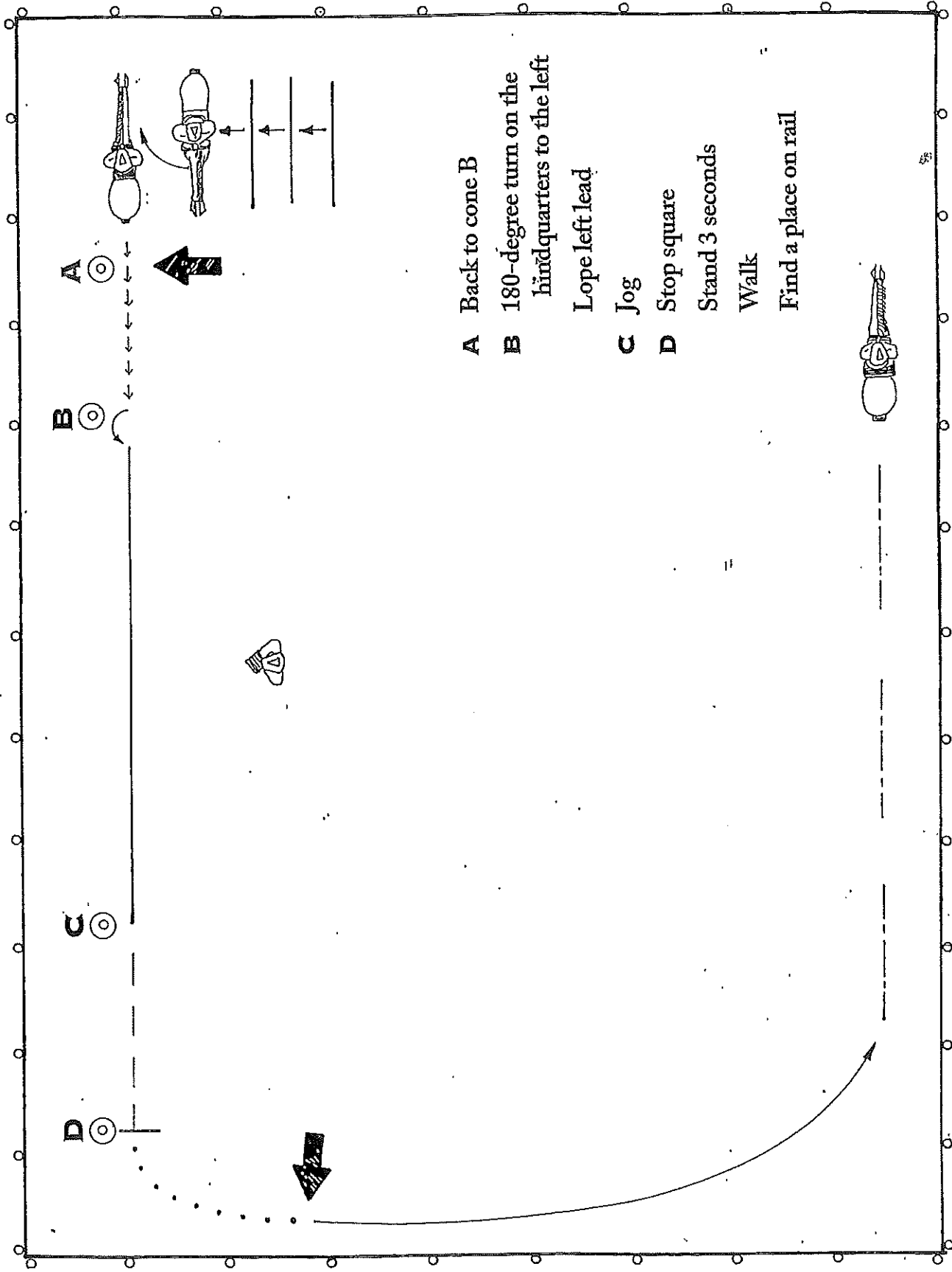
1. Walk over bridge and over poles
2. Jog through serpentine and over pole
3. Lope over poles
4. Walk into box; turn 360° right
5. Jog through box and into chute
6. Back out of chute
7. Turn 90° and walk over poles
8. Walk to and work gate, walk to exit

HORSEMANSHIP J.R. #21 #19 INTERMEDIATE



- A Walk
- B Jog
- C Lope left lead
- D Walk
- E Stop
- Back 4 steps

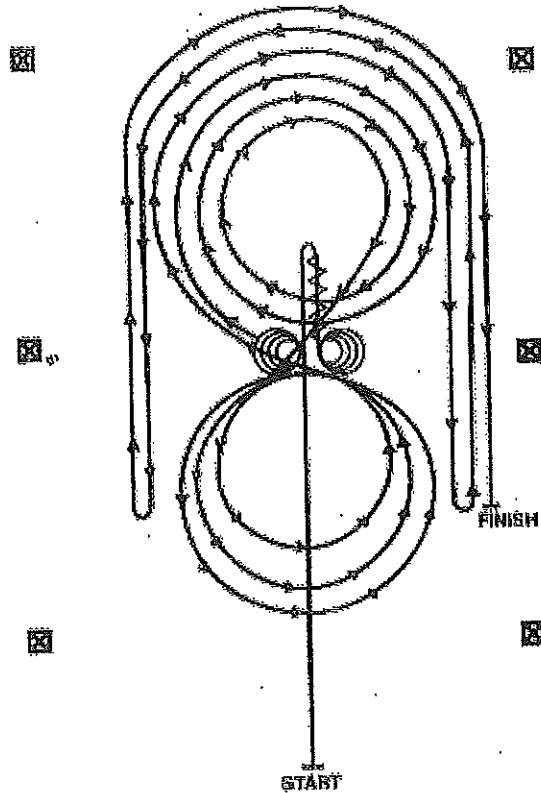
Horseman Ship - Senior #23



- A Back to cone B
- B 180-degree turn on the hindquarters to the left
Lope left lead
- C Jog
- D Stop square
Stand 3 seconds
Walk
Find a place on rail

Reining Pattern 2 (NRHA Pattern 10)

Class
#24

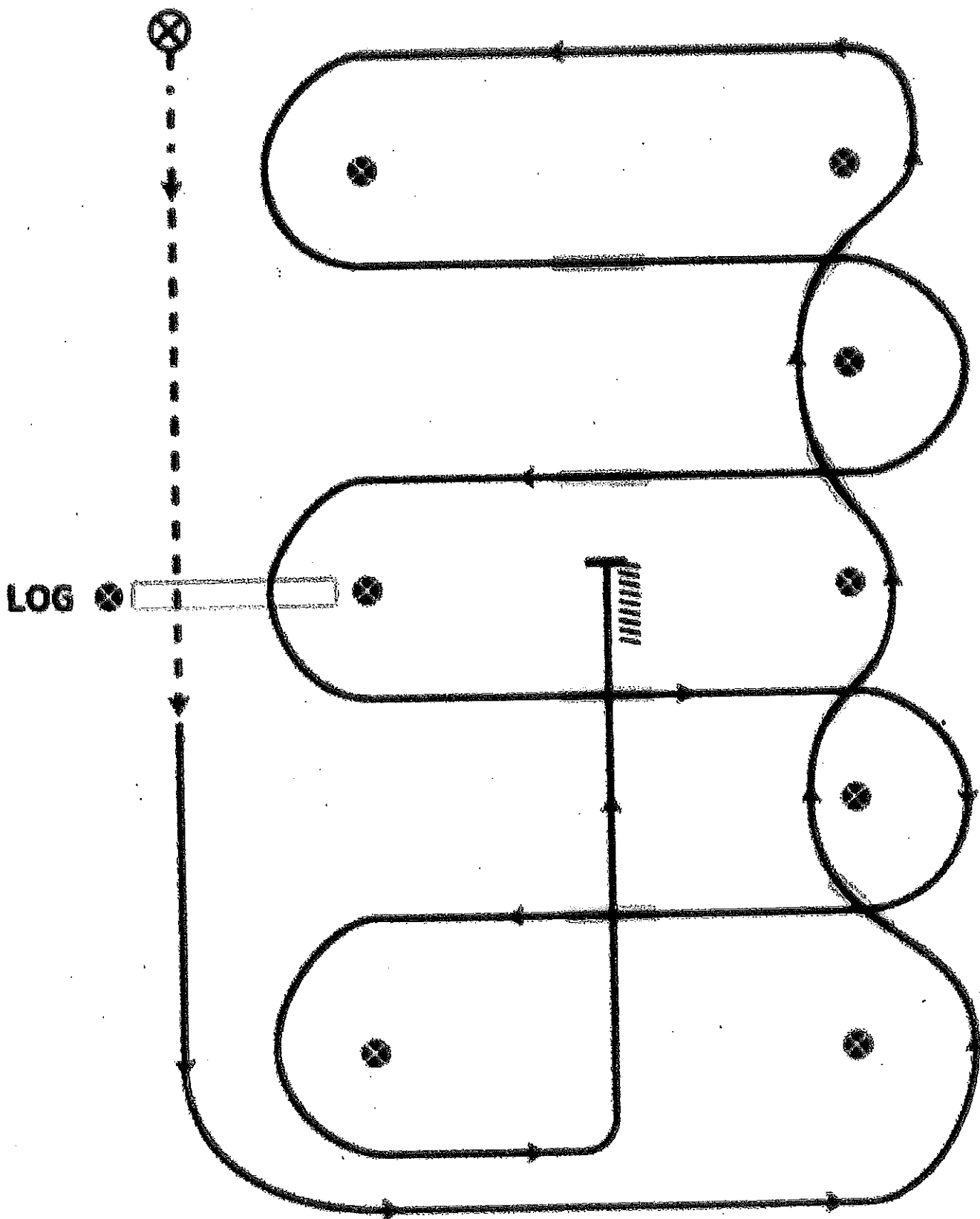


MANDATORY MARKER ALONG FENCE OR WALL

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
9. The bridle may be dropped at the judge's discretion.

Class # 25

Western Riding Pattern 2



⊗ START
CONE

WALK - - - - -

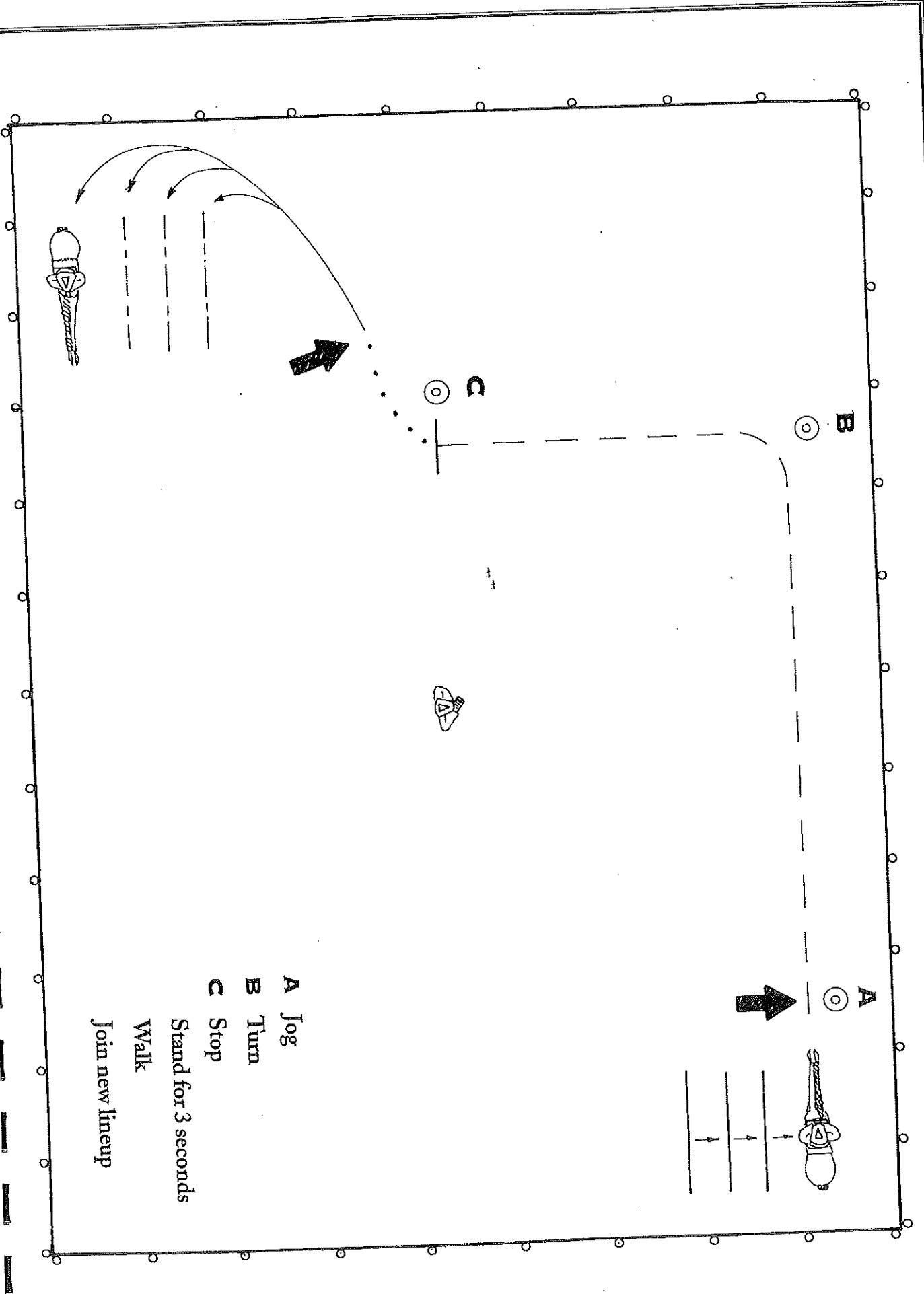
LOG

LOPE

—————

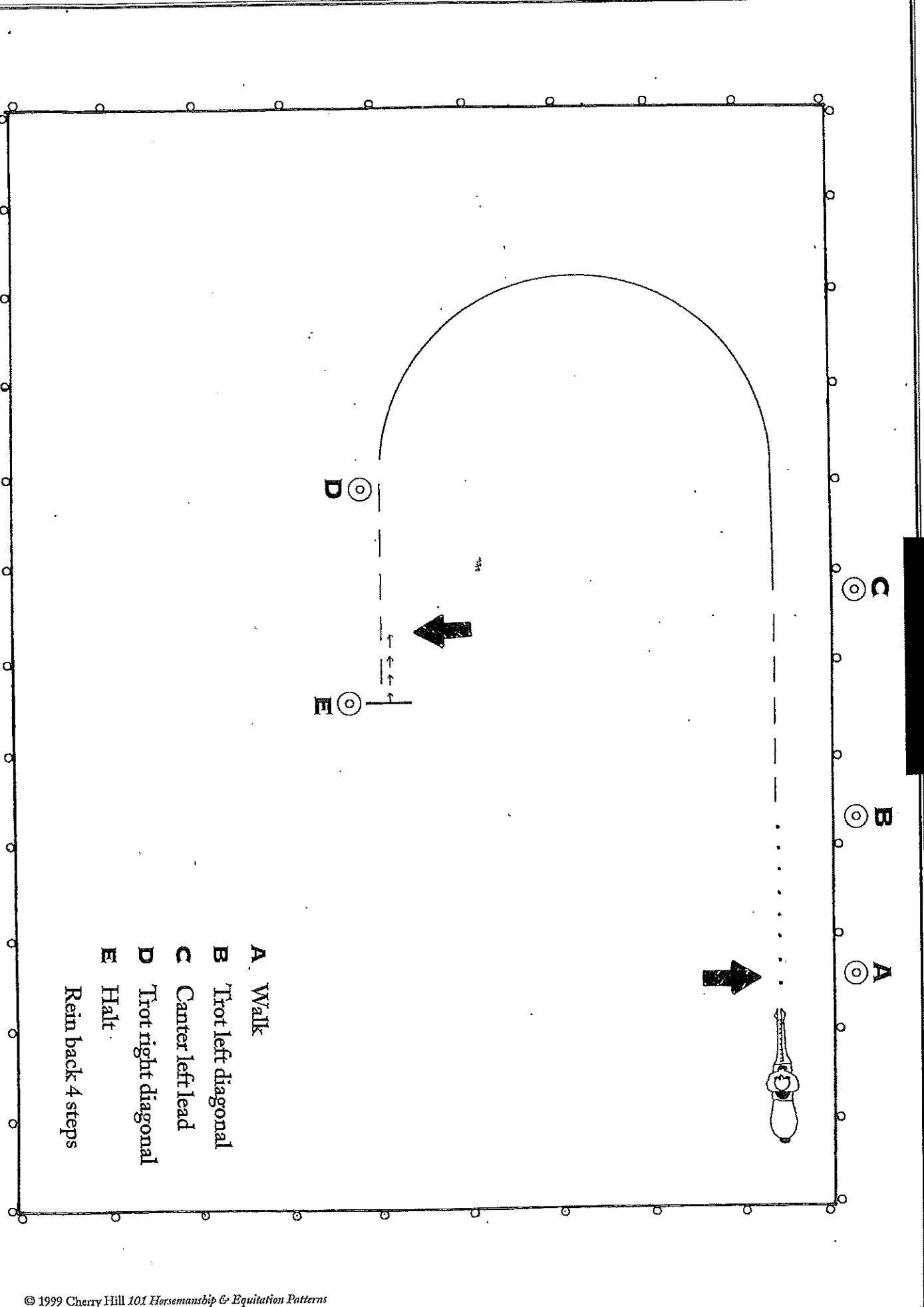
LEAD CHANGING AREA

Walk Trot EQ/Horsemanship - #26 #58



- A Jog
 - B Turn
 - C Stop
- Stand for 3 seconds
Walk
Join new lineup

ENGLISH EQUITATION - JUNIOR #53 INTERMEDIATE #55



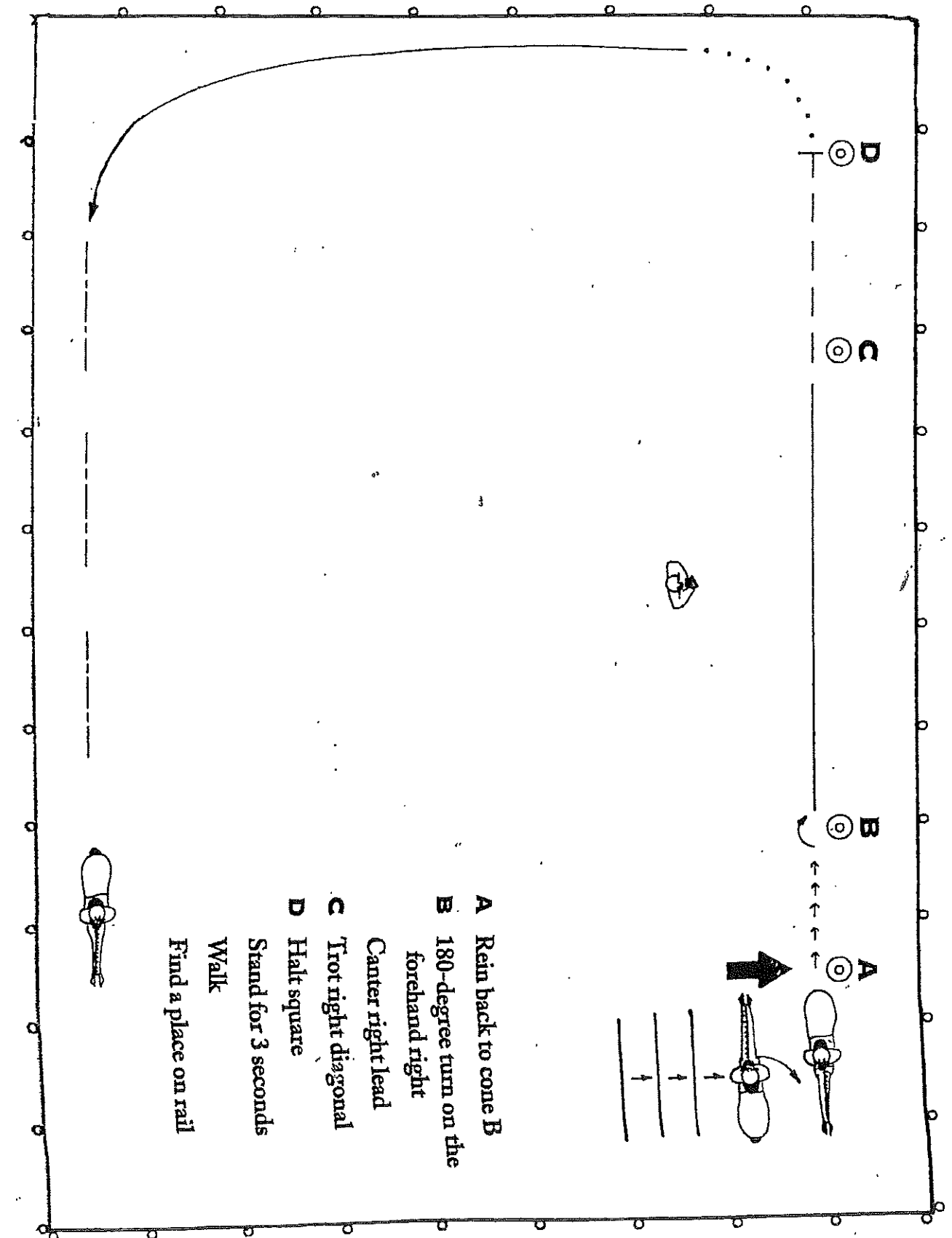
C
B
A

D
E

- A. Walk
- B. Trot left diagonal
- C. Canter left lead
- D. Trot right diagonal
- E. Halt

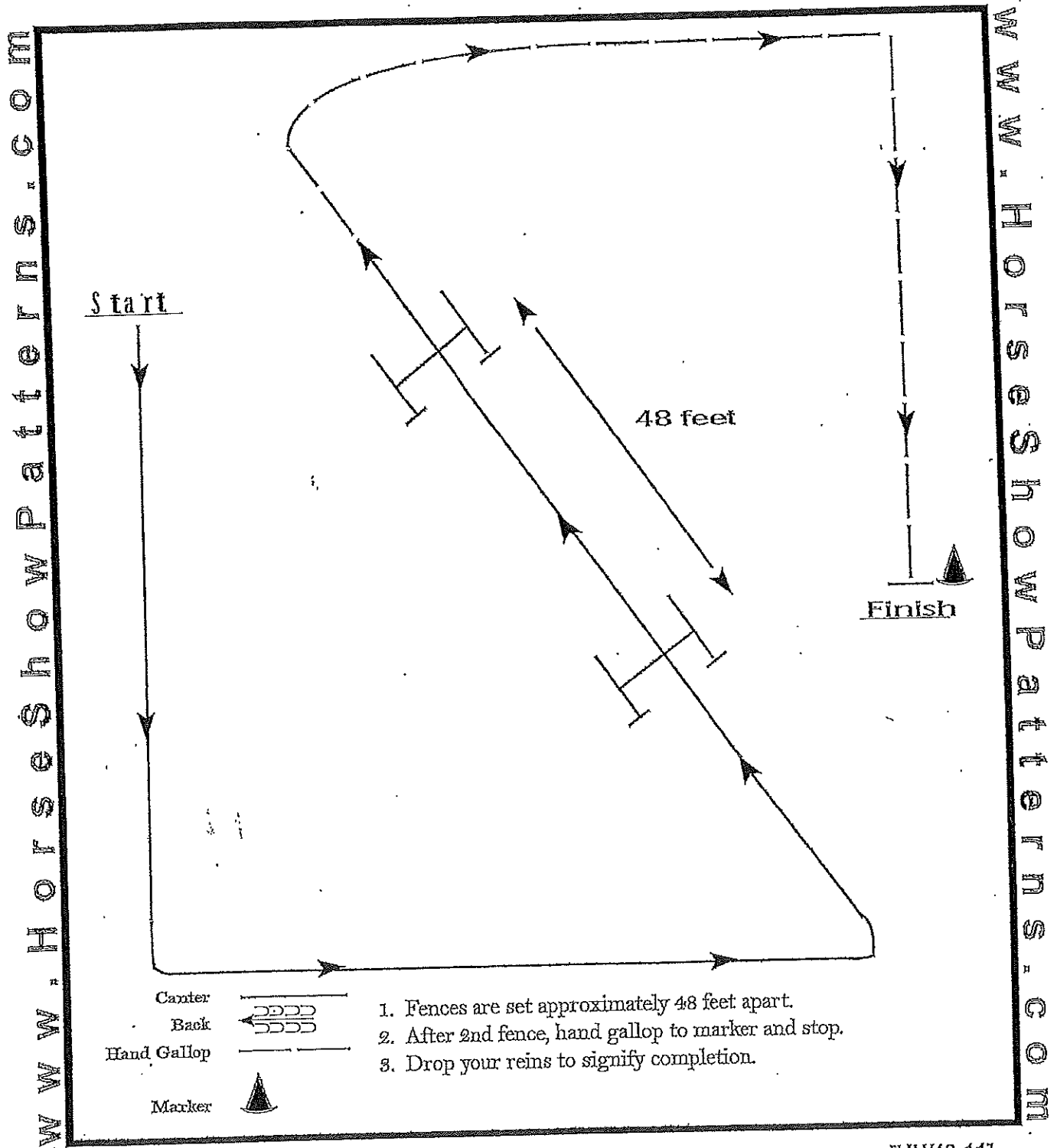
Rein back 4 steps

ENGLISH EQUITATION - Senior 1157



- A** Rein back to come B
 - B** 180-degree turn on the forehand right
 - C** Trot right diagonal
 - D** Halt square
- Stand for 3 seconds
Walk
Find a place on rail

Class #62 Hunter Hack



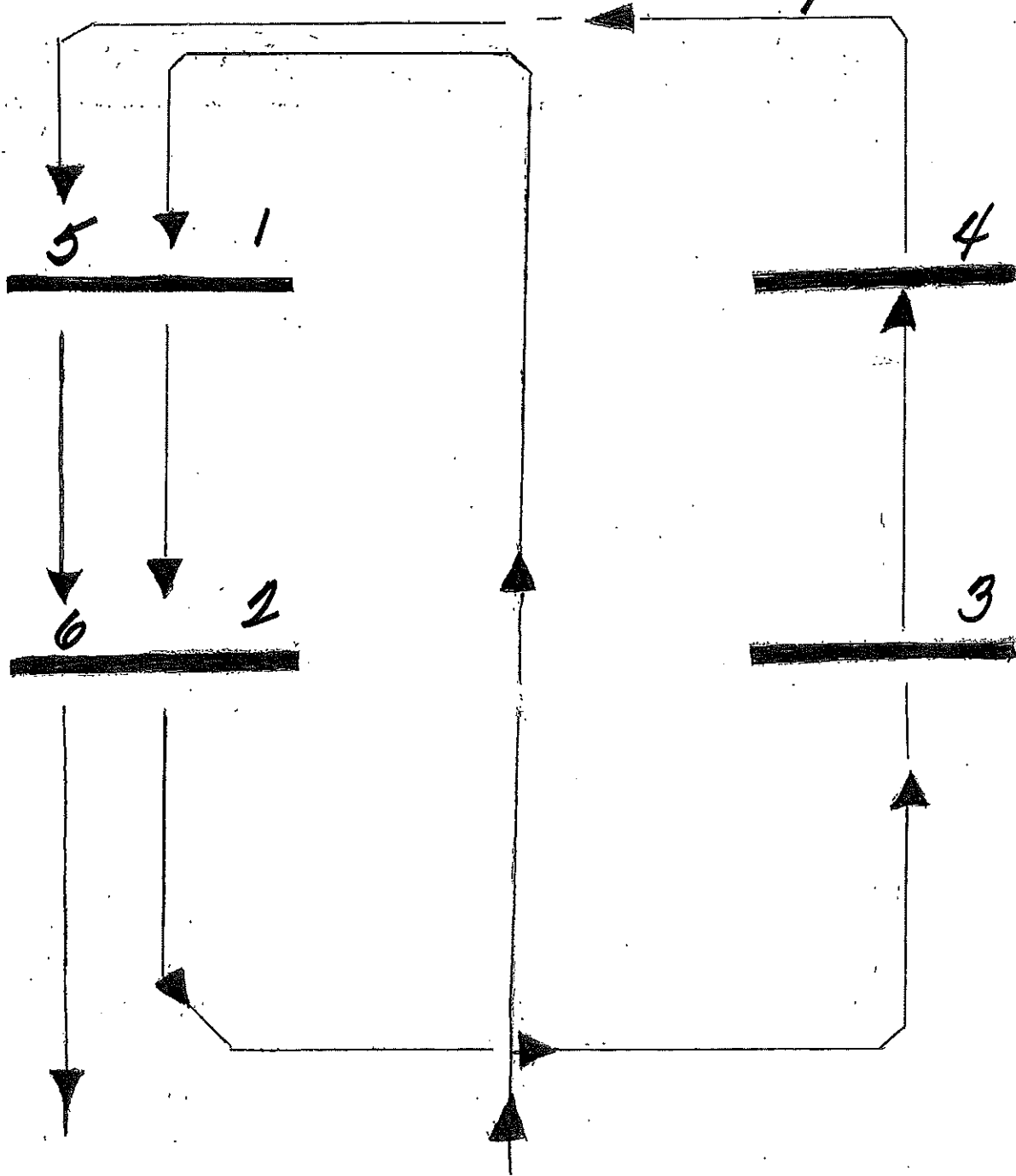
[HH/48-11]

Pattern Provided by:

Your Judge

Class# 63

Jumper In Hand / All



▲ END

▲ START