

# 2026 Greene County Horse Rules

## Section 1: Pre-Fair Enrollment and Animal Identification

April 1: Deadline to enroll in 4-H Club and Horse Project

- <https://oh.4honline.com>
- In addition to the appropriate Ohio 4-H Project Book, families and exhibitors are encouraged to purchase *Uniform Rules for 4-H Horse Shows*, the official rule book for all Ohio 4-H Horse Shows.

May 1: Deadline to Submit 4-H Horse Paperwork to Extension Office

**NOTE: Members are encouraged to register a "back-up" project horse(s) if they have one (or more) available in case of unforeseen injury, lameness, illness, or death of a main project horse.**

- Horse Identification Form
- Vaccination Records
- Coggins Test
- Completed Health Form (Youth)
- Horse Lease Forms

June 1: Deadline to complete Equistep online education

July 1: Fair Entry Deadline, online

- All class entries for Fair due in FairEntry.com

July 27: Skill-A-Thon, 9am-12 NOON, Extension Office (All Horse Exhibitors must complete at least one)

July 29: Skill-A-Thon, 3pm-6pm, Extension Office (All Horse Exhibitors must complete at least one)

State Fair 4-H Horse Show representatives are selected at a sanctioned PAS Show held prior to fair.

## Section 2: Fair Show Rules and Regulations

1. The current *Uniform Rules for 4-H Horse Shows* is the governing set of rules for all Ohio 4-H Horse shows. The rules below are in addition to those outlined in the *Uniform Rules for 4-H Horse Shows*.
2. Appropriate documentation, paperwork, and forms must be submitted by the deadline in order to compete in the Greene County Fair Horse Show.
3. **Hardship Cases: In the case of unexpected injury, lameness, illness, or death of a project animal after the May 1st deadline, a 4-H member may request to change project animals up to 30 days prior to the county fair horse show. The 4-H member must contact the extension educator, the show steward, and their 4-H advisor, in writing/email with the reasons why the project animal needs changed. Based on the reasons given, the educator, show steward, and advisor will determine if it is appropriate for the 4-H member to change project animals.**
4. Definitions of Age Divisions:
  - a. Beginner: Exhibitors of any age in their first two years of the horse project. Advisor approval is required to determine eligibility.
  - b. Junior: Exhibitors with a 4-H Age between 9 and 13 years old. 4-H age is the youth's age as of January 1st of the current 4-H Year.
  - c. Senior: Exhibitors with a 4-H Age between 14 and 18 years old. 4-H age is determined as of January 1st of the current 4-H Year.
5. Exhibitors may not show more than two horses per class when the class shows one-at-a-time (Showmanship, Trail, Barrels, Poles, etc)
6. Classes may be changed at the discretion of the show steward(s).

7. No late fair entries will be accepted.
8. Members are required to clean up after their horse.
9. Sportsmanlike conduct is expected from all exhibitors, parents, volunteers, and spectators.
  - a. Verbal abuse of anyone participating in, volunteering, or judging the horse show will not be tolerated.
  - b. Any concerns need to be brought to the show steward in a respectful manner.
  - c. If you would like to speak to the judge during the horse show, you must make arrangements with the show steward. An exhibitor, parent, or advisor should never approach the judge without permission.
  - d. Exhibitors, parents, or advisors should never contact a contracted judge via phone, email, or social media in reference to a County Fair or PAS Show unless given permission by the show steward or extension educator.
  - e. Exhibitors who display unsportsmanlike conduct will be disqualified from participation in all classes. Adults and other spectators who display unsportsmanlike conduct will be asked to leave the show grounds.
10. Turning equine loose in the horse arenas unattended or without a lead rope or lunge line is not permitted.
11. Outside the show and make-up arenas, horses may only move at a walk.
12. When in the make-up arena on a show day, for safety reasons, riders should follow these guidelines:
  - a. All horses should travel in the same direction. If a rider wishes to reverse, let the group know, and everyone should reverse at the same time.
  - b. If you are not actively warming up your horse or in the next class, please exit the make-up arena to allow more space for others.
  - c. If 5 or more horses are working in the make-up arena, no cantering/loping is permitted.
13. Sitting or standing on fences or gates in the horse arena is not permitted. Gates are to remain closed at all times.
14. Once established, exhibitors must remain in their declared skill group for the entire horse show. For example, those enrolled in walk trot/jog may not canter/lope during the fair at any time, including warmup times.
15. Members must show their own project without assistance.
16. From the first calls for the class to begin entering the arena, exhibitors will have a **two** minute time limit to enter. After the **two minutes** or when all exhibitors are in the arena, whichever comes first, the gate will be closed and the class begins. Tack changes are 5 minutes and must be requested prior to the start of the class.
17. Tail Ribbons are encouraged but not required during exhibition. Color ribbons may be utilized as follows:
  - a. Black Ribbon = Aggressive
  - b. Green Ribbon = New/Inexperienced Horse or Rider
  - c. Red Ribbon = Kicking
18. Stalls *may* be available for use during the 2026 Greene County Fair. More information will be provided as it becomes available.

## Section 3: Special Awards (High Point Horse Exhibitor and Champion Exhibitor)

### Championship Classes

Championship awards (trophy or other special award-not just the “flat ribbons” provided for regular classes) will be given to winners in the following events:

- Championship Showmanship Classes
- Championship Horsemanship/Equitation Classes
- Pole Bending
- Barrels
- Stakes Race
- Keyhole

### High Point Exhibitor:

Exhibitors are automatically entered into the High Point Horse Exhibitor contest and no pre-entry is required. The highest placing from each class, regardless of horse, are tallied toward this award. Winners announced and award presented at the conclusion of the show.

Each horse and rider pair exhibiting in non-beginner classes at the Greene County 4-H Horse show will be automatically in the running for the High Point Award. The High Point Exhibitor will be awarded to the horse and rider pair with the highest sum of points after the 3 show days of fair. Beginner classes are not eligible for the High Point Horse Award. All eligible classes are identified in the current year’s Horse Show Bill.

Points awarded as follows:

- Classes with six (6) or more exhibitors:
  - 1st Place - 6 points
  - 2nd Place - 5 points
  - 3rd Place - 4 points
  - 4th Place - 3 points
  - 5th Place - 2 points
  - 6th Place - 1 point
- Classes with five (5) and less exhibitors:
  - The first place exhibitor will receive the number of points that matches the number of class entries with corresponding points for places after first.
- Winning a championship class will add two (2) bonus points to the high point score while earning reserve champion adds one (1) bonus point.

The High Point Horse Exhibitor will be announced at the conclusion of the Horse Show and a buckle, provided by Greene County 4-H Teen Horse Committee, will be awarded.

Beginner High Point Exhibitor: “Beginner” Exhibitors (those of any age in their first two years taking a horse project) will automatically be entered into the running for Beginner High Point. This will be calculated in the same way that the High Point Exhibitor is calculated.

### Champion Exhibitor:

Pre-entry is not required. Champion Exhibitor is selected using four (4) separate scores:

- 1) Overall Highest Placing: Points are earned from the highest placing of any class exhibitor is entered
- 2) Showmanship Placing: Points are earned from the highest Showmanship class
- 3) Pattern Class: Points earned from the highest placing in one of these classes
- 4) Skill-A-Thon: Points earned from Skill-A-Thon score
- 5) Horse Judging: Points earned from the County Horse Judging Contest

In the event of a tie, the first round of tie breaker comes from participation points earned by attending monthly Greene County 4-H educational opportunities throughout the year.

The second tie-breaker will be an oral interview of questions from the Ohio 4-H Project Interview document. This final tie-breaker will consist of two rounds with six (6) questions each. Questions will continue until the tie is broken.

Winners are announced at the conclusion of the Horse Show and a prize provided.

**Sportsmanship Award:** Nominations will be taken throughout the County Fair Horse Show for the Sportsmanship Award. The extension educator and select Teen Horse Committee members will review the nominations on the final day of the horse show and decide the award winner based on the number and merit of the nominations given.

### Skill-A-Thon:

Skill-A-Thon is required for Horse Exhibitors. Combining equine knowledge and record keeping skills, Skill-A-Thon dates are held before fair and winners are announced at the conclusion of the Horse Show. Appropriate Greene County 4-H Horse Record Book must be submitted for review at the time of Skill-A-Thon.

If you are unable to complete Skill-A-Thon at the appointed time, please contact the Extension Office prior to the scheduled dates.

*\*New in 2025\** Prizes for the top three placings in Junior (9-11), Intermediate (12-14), and Senior (15-18) age division will be awarded as follows:

- First Place: \$25 cash
- Second Place: \$20 cash
- Third Place: \$10 cash

## **Section 4: Specialized Class Rules**

The following rules will be provided to judges for the Greene County Junior Fair Horse Show for our speciality classes that are not covered in the *Uniform Rules for 4-H Horse Shows*. Exhibitors who wish to show in these classes should also familiarize themselves with these rules.

### **Costume Class**

- Costume Class is open to all participants of the Greene County Junior Fair Horse Show.
- Entries may consist of one exhibitor and one horse, or, it is permissible to have a group costume that may include more than one exhibitor, an exhibitor with a sibling, parent, friend, or even more than one horse.
- Exhibitors may lead, ride, or have someone lead them while riding.
- If riding, you must wear a helmet. For safety, closed toe shoes are also required.
- The class will be conducted at a walk. Each entry will be brought in and introduced one at a time. Then, they will either line up or parade around the arena at the discretion of the judge.
- Exhibitors will fill out a Google Form Entry that includes writing an “introduction” for your costume. This will be read by the announcer when you enter the arena.
- Be creative and have fun with this!

## Musical Freestyle

- Musical Freestyle is open to all participants of the Greene County Junior Fair Horse Show.
- Each entry will enter the arena and perform a pattern they have created to the music of their choice. The performance should last between 1 and 3 minutes.
- This is a great time to show off all the cool “tricks” you have taught your horse that might not normally be seen in the show ring, but please keep safety in mind. If it isn’t something you have practiced regularly at home, in the middle of the show ring at the fair is probably not a good first time to try.
- Tack may be from any discipline. Horses of any age ridden in any style tack may be ridden two-handed.
- Costumes or themed attire are highly encouraged. Helmets must be worn at all times while riding. For safety, boots are also required.
- Props are permitted, but should be able to be set-up quickly.
- “Beginner” Walk-Trot Exhibitors are not permitted to canter/lope in the Musical Freestyle.
- Music Choice may not contain any profanity or inappropriate subject matter. On the day of the show, please text a link to your song to Katy Schaaf at 937-248-4850. In the text, indicate the start and stop time to be used.
- Exhibitors will fill out a Google Form Entry Sheet and choose 3 “technical” maneuvers to be judged.
- Judging will be done using the following Score Sheet:  
[Musical Freestyle Score Sheet](#)

## Flag Race

- Three barrels are placed in the same triangular pattern as the barrel race. There are two buckets-one on each of the barrels closest to the timer line. There is also a “flag.”
- The rider picks up the flag off the first barrel, runs around the second barrel, deposits the flag in a bucket on top of the third barrel, then runs past the timer line.
- The rider may run the course by starting at the barrel on the right or the left. The rider will need to tell/signal to the ring crew which way they will run so that the flag can be placed in the bucket on the correct “first” barrel.
- A 10 second penalty will be applied if:
  - The rider fails to stick the flag in the bucket on the third barrel.
  - The rider drops the flag AFTER the second barrel.
- A “No Time” will be given if:
  - Any barrel or bucket is knocked over.
  - The rider doesn’t pick up the flag from the bucket on the first barrel.
  - The rider drops the flag BEFORE the second barrel.
  - The rider is off pattern/does not travel around the outside of all three barrels.

## Beginner Gymkhana Classes

- These classes are an opportunity for Walk-Trot riders to learn the Gymkhana Patterns and have fun!
- Placings will be based on time (lowest time wins) and complete the same pattern as the typical Gymkhana Patterns; however, they may not go faster than a trot.
  - There is a 5 second penalty if the horse breaks into the canter for 3 strides or less.
  - The rider will be disqualified if the horse canters more than 3 strides.

## Obstacle Challenge

- The obstacle class will be a timed class.
- Riders will be on the course one at a time.
- Because we include both Beginner and WTC riders, this class will be done at a Walk and Trot/Jog only. There will be a penalty for any cantering/loping.
- There will be approximately 10 obstacles. You will receive a score for each obstacle (0-10) plus a placement score based on your time.
- You must attempt each obstacle. Skipping an obstacle will earn a 30 second penalty along with a score of 0 for that obstacle.
- Destruction of an obstacle will earn a 60 second penalty.
- Obstacles must be completed in the prescribed order. You may ask for help if you forget what is next!
- Have Fun!!

### *SCORING CRITERIA FOR OBSTACLES:*

- Horses and riders will receive one score from 0-10 for each obstacle.
- There is a 3 point penalty per occurrence if the horse breaks into a canter/lope.
- 0 – given if the exhibitor does not complete any part of the obstacle, if there is a fall, or the obstacle is skipped completely
- 1 – obstacle is approached, but not entered or touched
- 2, 3, 4 – only one part of the obstacle completed OR the quality of what was completed was low; scores should be in this range if there is more than one refusal
- 5, 6, 7 – completed most of the obstacle with an average quality; a horse could have one small refusal and still be in this range (low end)
- 8, 9 – completed all of the obstacle with a high level of quality; no refusals
- 10 - Absolutely perfect

**\*\*RULES ARE SUBJECT TO CHANGE BASED UPON THE SET UP OF THE COURSE AND ARENA CONDITIONS.\*\***

***\*\*We will have a walk through.\*\****