State 4-H Challenged Rider Classes & Rules

CLASSES OFFERED:

- Assisted: Flat Class-Western or English Equitation, walk, trot with volunteer/mentors as needed.
- Assisted: Obstacle Game Class, Key Hole pattern, walk, trot with volunteer/mentors as needed.
- Unassisted: Flat Class-Western or English Equitation, walk, trot, unassisted (spotter requested)
- Unassisted: Obstacle Game Class, Key Hole pattern, walk, trot, unassisted (spotter requested).

1. Equitation-Western or English Flat Classes: To be judged on the position of the rider, balance, use of natural and or artificial aids, and control of the mount. Particular attention will be paid to the rider’s ability to safely and independently control the horse. Unity between horse and rider.

2. Obstacle Game Classes: Class will consist of 6 poles in the standard key hole pattern and will include a change of direction. Class will be judged on the execution of the obstacles, use of natural and or artificial aids, control of mount, quietness of mount and pace.

Attire: An approved ASTM/SEI safety helmet, boots with a heel, long pants. Proper attire according to the type of class. Riders who must wear other footwear as a result of physical disability need to record on the Challenged Rider Information Form.

Equipment: English or Western tack is acceptable. Riders may use adaptive equipment without penalty.

GENERAL RULES:

1. Unauthorized and unnecessary assistance from volunteers will result in penalties to the rider. Lead volunteers must walk behind the horse’s nose.

2. Riders may not cross enter into other divisions.

3. This division of classes are open to all registered 4H’ers who are cognitively or physically challenged and have participated at their county fair show.

4. Riders and their county horse project leader are responsible for securing the necessary horse volunteers/mentors (horse handler/assistants) and their own equine partner.

5. A mounting block/ramp is available at the facility.