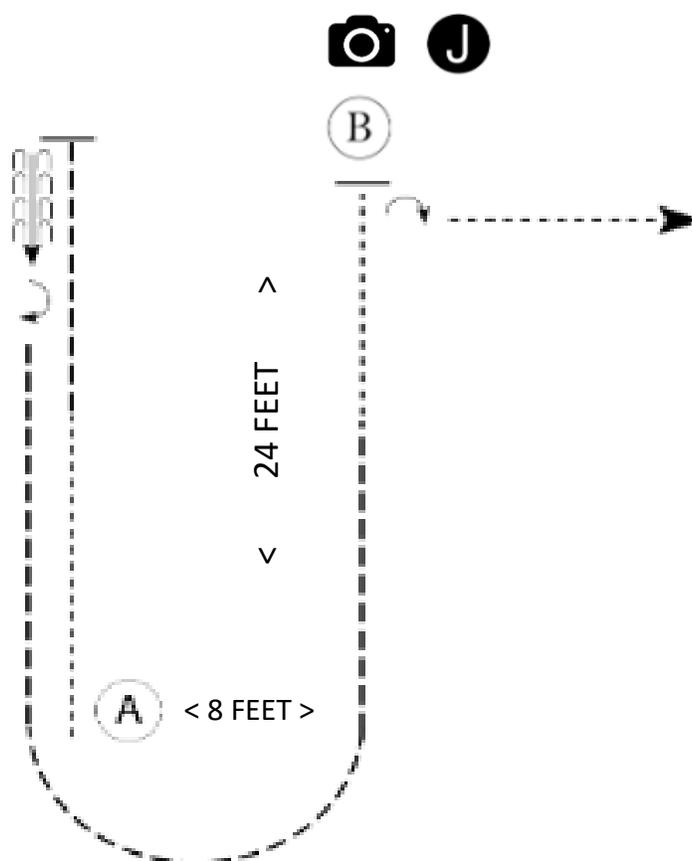


# Ottawa County 4-H Virtual Horse Show

Clothing and tack requirements for all classes will be appropriate show attire. SEI approved helmets must be worn in classes requiring them. If you are unsure check your Michigan 4-H Horse & Pony rule book.

Patterns with specific measurements and camera placements will be posted. This will help with the consistency of the patterns for judging. The camera placement for showmanship for instance is behind the last cone. The videographer needs to be at least 4 feet behind the last cone so judges are able to see the horses foot placement for the set up. The person posing as the judge needs to stand beside or behind the videographer until the horse is set up. The videographer will then take two steps to the right and then the judge will walk around the horse moving to their left first in a clockwise direction with the horse's head being 12:00 and the tail 6:00. The videographer will stay in that position until the end of the pattern. It is important that the videographer focus on the showman's performance not the movement of the judge. If the location is elsewhere in the arena such as a riding pattern it is suggested that the videographer be seated to give them more stability and stillness. Exhibitors will signal the end of their pattern by rewarding their horse!

## Hunt Seat Showmanship



Be ready at A.

1. Walk halfway from A to judge.
2. Trot until even with judge.
3. Stop and back approximately two horse lengths.
4. Perform a 180 degree turn.
5. Trot to and around A and halfway to judge.
6. Walk to judge.
7. Stop and set up for inspection.
8. When dismissed, perform a 90 degree turn.
9. Walk straight away from judge.

VIDEOGRAPHER



Walk -----

Trot - - - - -

Back ← ○○○○

Marker (B)

Judge (J)

GOOD LUCK!