

Weber County 4-H Horse Show – Volunteer Instructions

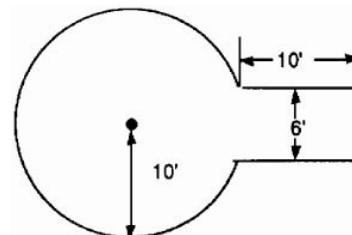
As you can imagine, it takes a lot to conduct a fun and successful horse show. Your club leaders are very busy helping members, tabulating tests, and setting up events. We invite parents to help us host a great event for your child by assisting with one of the following events. A sign-up sheet will be posted at each show.

Keyhole Race

Event Coordinators: **1 lane – Linda Gaz, Leader**
 1 lane – Lance Quinn, Leader

Volunteers will work under the direction of the leaders overseeing this event. If facilities allow, we run two lanes for this event.

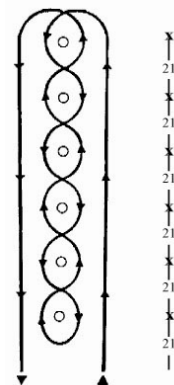
- **Set Up/Take Down:** (2 volunteers per lane). Meet with event coordinator and help measure and chalk the pattern as instructed.
- **Gate** (1 person per lane): **Youth should run in order of number.** Gate person announces rider's number to timing team. The gate person allows the rider to enter at a walk, closes the gate, and rider begins event. After rider has ended the course and has horse under control and at a walk, gate operator opens gate and allows rider to exit and next rider to enter.
- **Maintain Pattern & Judge** (3 volunteers/lane):
 - Remark the chalk pattern as needed.
 - Rake as needed for chalk line to be marked distinctly.
 - Monitor to see if feet step out of boundary
- **Back-Up Timer** (1 volunteer for each lane): We use electronic timers. However, for each run, we also time it with a stop watch as a back-up. After each run, check with the leader to ensure the electronic timer operated correctly. If a malfunction occurs, the back-up time is used as the official time for the run.



Poles: Event Coordinators: **1 lane –Fred Cox, Leader**
 1 lane –Kim Byington, Leader

Volunteers will work under the direction of the leaders overseeing this event. If facilities allow, we run two lanes for this event.

- **Set Up/Take Down** (2): Meet with event coordinator and help set up poles as instructed.
- **Gate** (1 person per lane): **Youth should run in order of number.** Gate person announces rider's number to timing team. The gate person allows the rider to enter at a walk, closes the gate, and rider begins event. After rider has ended the course and has horse under control and at a walk, gate operator opens gate and allows rider to exit and next rider to enter.
- **Reset Poles** (1 person per lane): If poles are knocked down, reset them in their original position prior to the next rider's run.
- **Back-Up Timer** (1) We use electronic timers. However, for each run, we also time it with a stop watch as a back-up. After each run, check with the leader to ensure the electronic timer operated correctly. If a malfunction occurs, the back-up time is used as the official time for the run.



Barrels: Event Coordinator - Kim Byington, Leader

Volunteers will work under the direction of the leader overseeing this event.

- **Set Up/Take Down (2):** Meet with event coordinator and help set up barrels as instructed.
- **Gate In (1): Youth should run in order of number.** Gate person announces rider's number to timing team. The gate person allows the rider to enter at a walk, closes the gate, and rider begins event. Once rider exits, gate person allows new rider to enter.
- **Gate Out (1):** After rider has ended the course and has horse under control and at a walk, gate operator opens gate and allows rider to exit.
- **Back-Up Timer (1)** We use electronic timers. However, for each run, we also time it with a stop watch as a back-up. After each run, check with the electronic timer to ensure the leader operated correctly. If a malfunction occurs, the back-up time is used as the official time for the run.

