THE SEACOAST MORGAN YOUTH OF THE YEAR CONTEST

Each of the four categories is worth 250 points. It is not necessary to compete in all four divisions. The high point winner in each division will culminate in:

The Walk-Trot Youth of the Year
(12 & under not cantering in competition)

The Junior Youth of the Year
(Juniors 13 & Under)

The Seacoast Morgan Horse Show Youth of the Year
(Seniors 14-21)

Categories: Winner receives a trophy and ribbons through eight places in each division.
Divisional High Point awards: Champion and Reserve trophies with ribbons through eight places.
The Senior winner receives a $750.00 scholarship to compete in the AMHA Youth of the Year Finals. A senior youth may only win one contest within a calendar year, but may compete for category awards.

Name:_____

Address: _____

Phone: _____

Division: __w/t   __Jr.   __Sr.

Send to Stephanie Marcelonis at 34 South Main Street, Newton, NH 03858 with a $25 check made out to SMHS. Stephanie.Marcelonis@gmail.com

Schedule

Thursday July 6th, 2016

Registration 12:00 PM
Exam: 12:30 PM
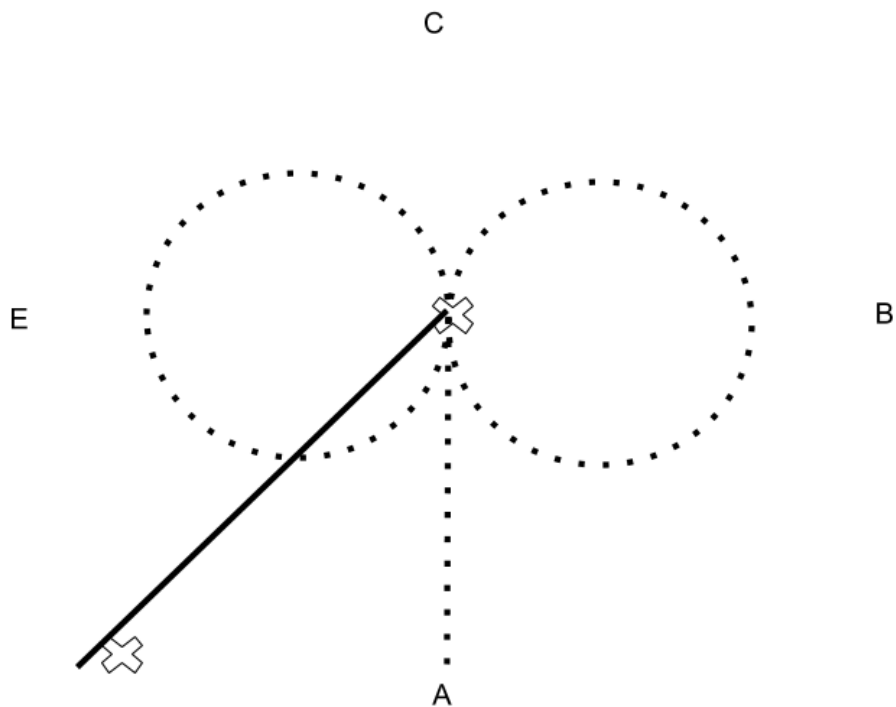Speeches 2:00 PM
Judging: 3:30 PM
Patterns 5:00 PM

Speech Topics:

Senior: What are your opinions on the new Horse Protection Act? Do you agree or disagree with the new regulations? Using research defend your opinion.

Junior: What are you opinions on using action devices at horse shows and sale videos? Should this be allowed yes or no? How are the use of these devices perceived by the public?

Walk Trot: If you could pick a career working with horses what would you pick? Why?
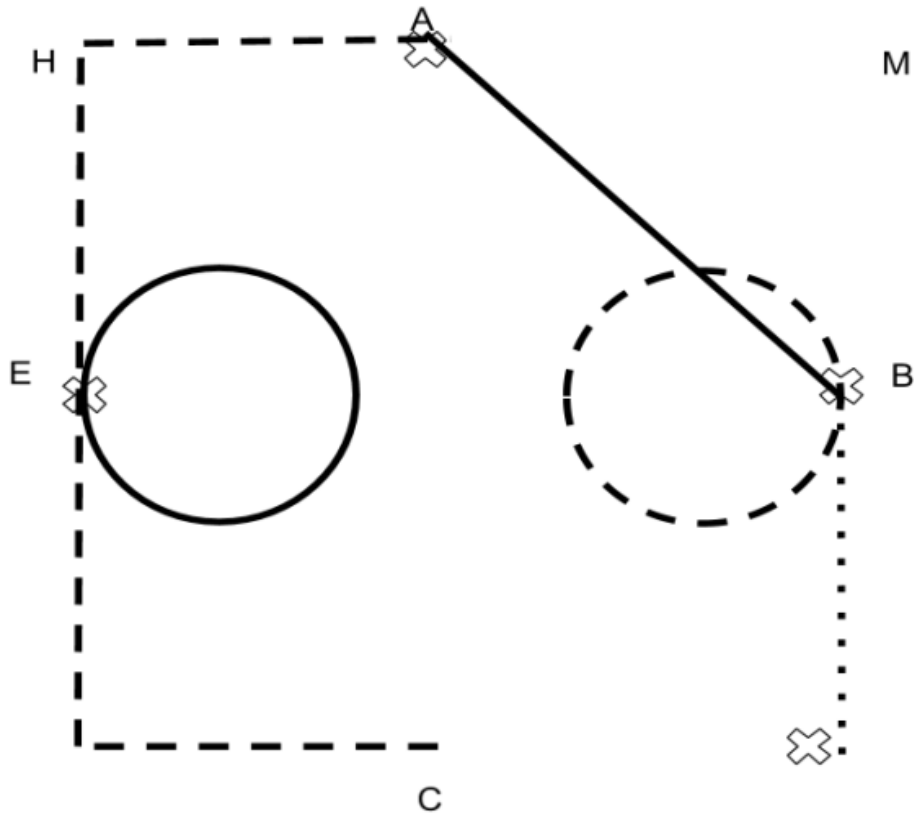
Junior Riding Pattern

C

E   B

A

1. Trot in and continue trotting to X(before the gazebo). 2. At X execute a figure 8 at the trot. 3. Halt. 4. Pivot to face K. 5. Canter on the left lead to K 6. Halt and wait to be dismissed.	· · · · Trot ——— Canter

Senior Riding Pattern

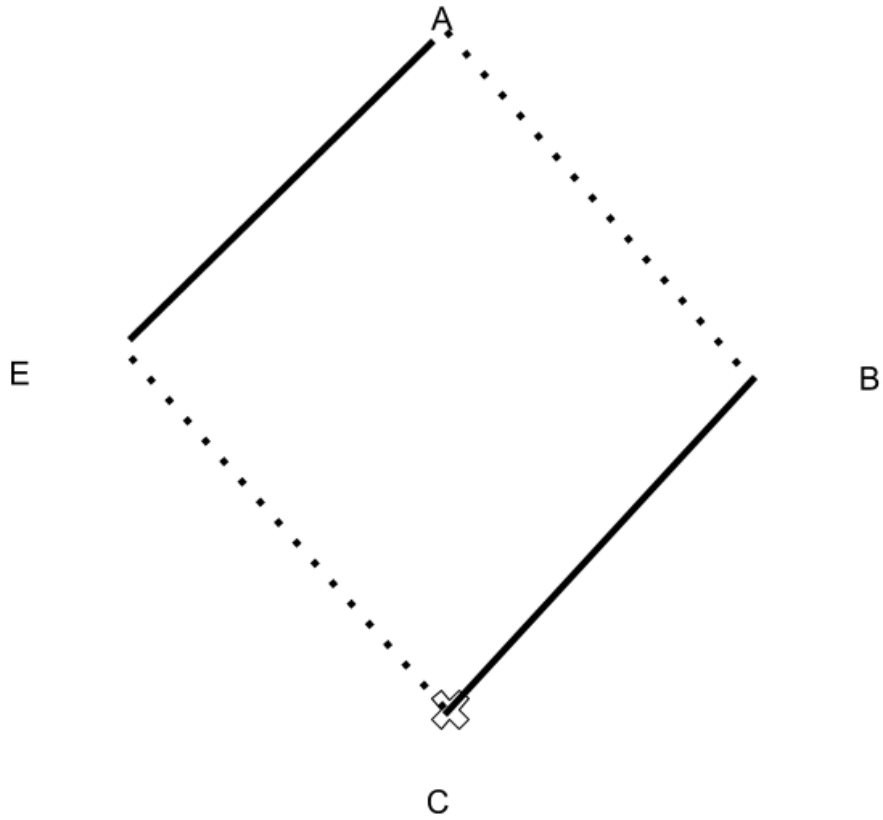H   A   M

E   B

C

1. Enter the ring at a trot and continue to trot to E.
2. Halt
3. Execute a circle at the canter.
4. Halt.
5. Trot to A.
6. Halt
7. Canter left lead to B.
8. Halt
9. Trot a circle.
10. Halt. Drop irons.
11. Trot down the rail.
12. Halt and wait to be dismissed.

.... Trot without irons

——— Canter

– – – Trot

Walk Trot Pattern

1. Enter the ring and walk on a diagonal to B.
2. Trot a diagonal to A on the incorrect diagonal.
3. Walk to E.
4. Trot on the correct diagonal to C.
5. Halt and wait to be dismissed.