

## **- Event Descriptions -**

**\*\*The arena will be split for Lead Line, Halter Class and Working Hunter. Lead Line and Working Hunter will be first. Halter Class will follow Lead Line in the same half of the arena while Working Hunter continues. Following these 3 events, the entire arena will be open used for the remaining events.**

**Lead Line** - is a horse show class for young children.. An adult or older child actually leads the horse in-hand, while the child that is judged sits on the horse and usually holds the reins, but only for the sake of appearance, as the actual control of the animal rests with the handler on the ground. The Judge may ask the child a few questions about their horse. ie - the horse's name or age and maybe the child's hobbies or interests. This is a fun way for children to be involved in a horse show. All children will receive a small prize for participating.

**Halter Class** - is a type of horse show class where horses are shown "in hand," meaning that they are led, not ridden, and are judged on their conformation and suitability as breeding stock. Our Halter Class competition will be grouped by the age of the horse.

There are 2 classes:

-Weanling up to 2 years

-2yrs +

Each participant will be awarded either a Blue, Red, or White Ribbon

**Working Hunter** - This show is an obstacle course for the horse to maneuver through with a rider. There will be several different obstacles ie. walking on a tarp, crossing over logs, walking on a plank, walking through plastic bottles and milk jugs, or walking in between pool noodles to mimic trees and brush. There will be a max time per ride disclosed prior to entering the course. The participant will try to complete all obstacles in the correct order before the time runs out. Each properly completed obstacle will earn the rider points. In the event of a tie, the time for completion will be the tie breaker. \*1st, 2nd and 3rd place will all be awarded prizes.

**Western Pleasure** - is a western style competition that evaluates horses on manners and suitability of the horse for a relaxed and slow but collected gait cadence, along with calm and responsive disposition. The horse is to appear to be a "pleasure" to ride, smooth-moving and very comfortable.

**Class procedures:**

Horses are worked both directions of the ring at all 3 gaits:

Walk - Jog - Lope

Riders may be asked to show their horse with a lengthened stride at all 3 gaits. During a change of direction, riders may be asked to reverse at the walk or jog and should do so away from the rail or to the inside of the ring. Throughout the performance a smooth, cadenced, and balanced ride should be given preference over speed.

***Walk***- is a natural, flat footed, four-beat gait. The horse should be alert and move straight with a stride of reasonable length in relationship to his body.

***Jog*** - is a smooth, ground covering, two-beat gait. The horse should exhibit forward movement that is square and balanced.

***Lope*** - is a three-beat rhythmical gait. The horse should appear relaxed and smooth and be ridden at a speed that is natural to the horse's way of going.

\*1st, 2nd and 3rd place will all be awarded prizes.

**Freestyle Reining** - is a western riding competition for horses where the riders guide the horse through a precise pattern of circles, spins, and stops. All work is done at the lope (a version of the horse gait more commonly known worldwide as the canter), or the gallop (the fastest of the horse gaits) Freestyle reining allows a horse and rider team to incorporate reining movements into a 3 minute 30 second routine that may include music.

\*1st, 2nd and 3rd place will all be awarded prizes.

**Matched Pairs** - This show is a matched set of riders and horses. Horses are usually the same color and size, the tack of both horses match and the riders match in clothing. The pair will perform a reining style routine with the focus being on synchrony in not only appearance but also in performance. This routine may include music and is limited to 3 minutes 30 seconds.

\*1st, 2nd and 3rd place will all be awarded prizes.

**Potato Race** - This is a timed team race. There are 2 barrels in the arena with a potato sitting on the 1st barrel closest to the starting line. The 1st rider will ride to the 1st barrel, grab the potato, and ride to the 2nd barrel where they will place the potato. Then they will ride back to the start line, once they

cross the line, the 2nd rider will ride to the 2nd barrel, grab the potato and ride it back to the 1st barrel. Once the 2nd rider places the potato on the first barrel and crosses the start line, the time will be stopped. The Team with the fastest time will win a prize.

**Fill the Bucket** - This is a timed team race. There are 2 barrels in the arena with a pan of water sitting on the 1st barrel and an empty pitcher sitting on the 2nd barrel. The 1st rider will start with a solo cup in their hand, they will go to the 1st barrel, fill the cup with water, ride to the 2nd barrel and dump it in the pitcher. Once they dump the 1st cup, the 2nd rider will start with a solo cup in hand, go to the 1st barrel, fill the cup, ride to the 2nd barrel and dump water. The team will work together, continuing with the same process until the pitcher is filled. The Team with the fastest time will win a prize.

**Flag Race** - This is a timed individual race. There will be 3 barrels set up in the arena with a 5 gallon bucket on top of each of them. The rider will start with 3 flags in their hand and will ride the traditional clover leaf pattern around the barrels making sure they place a flag in each bucket. The rider will then ride back to the start line. The rider with the fastest time will win a prize.

**Egg Race** - Is an individual race that all riders compete in at the same time. Each rider is given a raw egg and a plastic spoon. They will hold the spoon with the egg out to their side while the announcer calls for different gaits and maneuvers. Once the rider drops their egg, they are eliminated and come into the center of the ring. The last one with the egg in their spoon wins a prize.

**Bareback Dollar** - Is an individual race that all riders compete in at the same time. The game is played bareback, and the judge places each dollar under the back upper thigh of each rider. Once the bill is placed, the rider may not touch it with their hands. Riding commands are called out and the rider must follow the directions. Once the dollar bill flies out from beneath the rider, they are eliminated and come into the center of the ring. The last rider with their dollar bill in place wins a prize.

**Hangman** - This is a timed team race. 2 participants start in the stopped position on 1 horse. One participant is driving the horse, the 2nd participant is the rider. Once signaled, they will ride towards a front loader that has a tire hanging on a chain. The driver will help the rider get off the horse and hang from the tire without their feet touching the ground. While the rider is hanging, the driver will need to make one turn around a barrel at the end of the arena and then head back to the rider. The rider will then need to re-mount the horse without touching the ground. Once the rider is back on the horse, they head back to the start line where the time will be stopped. The Team with the fastest time wins a prize.