

**MONDAY AT 8:30 A.M.**

**THE FOLLOWING CLASSES WILL BEGIN ON MONDAY AT 8:30 AM.**

✓ **SHOWMANSHIP — HUNTER TYPE/ SADDLE TYPE**

- ✓1. Senior grades 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup> 11<sup>th</sup> & 12<sup>th</sup>
- ✓2. Junior— grades 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, & 7<sup>th</sup>

**HALTER**

- 3. Halter, Special Needs Exhibitor, All types and Sizes.

**HALTER — HUNTER TYPE/ SADDLE TYPE**

- 4. English Type 56" & under, all ages, mares, colts, and geldings.
- 5. English Type Mare, over 56", all ages
- 6. English Type Mare & Foal, all sizes (No Champion recognized. Foal may be shown in additional appropriate class.)
- 7. English Type Gelding over 56", all ages

\*\*\*10 Minute Break\*\*\*

✓ **WESTERN SHOWMANSHIP**

- ✓8. Senior, grades 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>, and 12<sup>th</sup> all sizes
- ✓9. Junior, grades 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, and 7<sup>th</sup> all sizes

✓ **BEGINNER SHOWMANSHIP**\*\*\*FIRST YEAR MEMBER (IN HORSE AND PONY PROJECT) ANY GRADE/ ANY TYPE. NOT ELIGIBLE FOR ANY OTHER SHOWMANSHIP CLASS.

- ✓10. Beginner Showmanship

✓ **MASTER SHOWMANSHIP**

- 11. First and second place winners of Junior and Senior classes in Saddle Type/Hunter, and Western Showmanship classes.

**HALTER-WESTERN TYPE**

- 12. Western Type Mare, 56" & under, all ages
- 13. Western Type, over 56", mare, all ages
- 14. Mare & Foal, Western type, all sizes (No champion recognized.) Foal may be shown in additional appropriate class.)
- 15. Western Type Colt or Gelding, 56" & under, all ages
- 16. Western Type Gelding, over 56", all ages

**\*GRAND CHAMPION HALTER**

- A. Grand Champion Mare Over 56 inches (all 1<sup>st</sup> place over 56 inch mares)
- B. Grand Champion Gelding Over 56 inches (all 1<sup>st</sup> place over 56 inch geldings)
- C. Grand Champion Under 56 inches Pony (all 1<sup>st</sup> place under 56 inch and under mares and geldings)

**TRAIL CLASS — Senior and Junior Division 1 Hour after Halter classes are finished**

- ✓17. Senior Division, grades 8 - 12, all sizes
- ✓18. Junior Division, grades 3 - 7, all sizes
- ✓19. In hand trail, 40" and under, Junior and Senior

## MONDAY AT 6:30 P.M.

**EQUITATION – THE FOLLOWING CLASSES ARE SHOWN ON MONDAY, 6:30 P.M.**

**DO NOT ENTER THESE CLASSES IF YOU ARE SHOWING IN A WALK-TROT CLASS.**

- ✓20. In hand Mini Cross Rails, 40" & under, Junior and Senior
- ✓21. Cross Rails 1<sup>st</sup> year member (all sizes) \*Exhibitors competing in Cross Rails may not show in Hunter Hack classes
- ✓22. Hunter Hack, 56" & under – Junior and Senior
- ✓23. Hunter Hack, over 56" – Junior and Senior
- 24. Pleasure Driving – Junior and Senior – all sizes
- ✓25. Hunt Seat Equitation – Senior Division – all sizes
- ✓26. Hunt Seat Equitation - Junior Division – all sizes
- 27. Hunt Seat Pleasure – Senior Division – all sizes
- 28. Hunt Seat Pleasure – Junior Division – all sizes
- On Rail 29. Gaited and Saddle Type Equitation – all sizes, all ages
- 30. Gaited and Saddle Type Pleasure – all sizes, all ages

\*\*\*15 Minute Break \*\*\*

**RIDERS IN WALK TROT CLASSES MAY ONLY RIDE IN WALK TROT CLASSES**

**WALK TROT CLASSES ARE NOT ELIGIBLE FOR CONTESTING CLASSES EXCEPT FOR WALK TROT BARRELS**

- 31. Keyhole Race, 56" & under- Senior Division, grades 8 – 12
- 32. Keyhole Race, 56" & under – Junior Division, grades 3 – 7
- 33. Keyhole Race, over 56"-- Senior Division, grades 8 – 12
- 34. Keyhole Race, over 56" – Junior Division, grades 3 – 7
- 35. Speed and Action, 56" & under – Senior Division, grades 8 – 12
- 36. Speed and Action, 56" & under – Junior Division, grades 3 – 7
- 37. Speed and Action, over 56" – Senior Division, grades 8 – 12
- 38. Speed and Action, over 56" – Junior Division, grades 3 – 7

## TUESDAY AT 4:00 P.M.

THE FOLLOWING CLASSES ARE SHOWN ON TUESDAY BEGINNING AT 4:00 P.M.  
WALK TROT PARTICIPANTS ARE INELIGIBLE FOR CANTER CLASSES

### EQUESTRIAN CLASSES

- ✓39. Western Riding (4-H Pattern) – Senior Division, grades 8-12 *Not that 4-H Pattern*
- ✓40. Western Riding (4-H Pattern) – Junior Division, grades 3-7
- ✓41. Assisted Lead Line Equitation, any seat, (all ages, riders may only ride in assisted classes)
- ✓42. Assisted Lead Line Pleasure, any seat, (all ages, riders may only ride in assisted classes)
- ✓43. Unassisted Walk/Trot Equitation, any seat (all ages, riders may only ride in unassisted classes)
- ✓44. Unassisted Walk/Trot Pleasure, any seat (all ages may only ride in unassisted classes)
- ✓45. Walk/Trot Equitation, any seat—grades 3 & 4
- 46. Walk/Trot Pleasure, any seat—grades 3 and 4
- 47. Assisted Lead Line Barrels, (all ages may only ride in assisted classes)
- 48. Unassisted Barrels, (all ages may only ride in unassisted classes)

### HORSEMANSHIP—STOCK SEAT

DO NOT ENTER THESE CLASSES IF YOU ARE SHOWING IN A WALK-TROT CLASS.

- ✓49. Western Horsemanship, all sizes—Senior Division, grades 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>, and 12<sup>th</sup>
- ✓50. Western Horsemanship, all sizes—Junior Division, grades 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, and 7<sup>th</sup>
- Rein* 51. Gaited and Saddle Type Western Pleasure, all ages, all sizes
- Rein* 52. Gaited and Saddle Type Western Horsemanship—all sizes, all ages *on Rail*
- 53. Western Pleasure, 56" & under—Senior Division, grades 8-12
- 54. Western Pleasure, 56" & under—Junior Division, grades 3-7
- 55. Western Pleasure, over 56"—Senior Division, grades 8-12
- 56. Western Pleasure, over 56"—Junior Division, grades 3-7
- ✓57. Bit Reining, (4-H Pattern #2)—Junior & Senior Division, all grades and sizes

Contesting horses will be brought to the arena in a controlled manner as determined by the judge before beginning the pattern. Assistance may be given by one (1) person of contestant's choice (not show personnel.) Any changes in this procedure will be announced before the class. Failure to enter or leave the arena in a controlled manner will result in disqualifications, at the discretion of the judge. Dismount before leaving the arena. Running or galloping into the arena is an automatic disqualification, at the discretion of the judge.

- 58. Miniature Horse Barrels with a cart 40" and under, Junior and Senior
- 59. Walk/Trot Barrels grades 3 and 4
- 60. Flag Race, 56" & under—Senior Division, grades 8-12
- 61. Flag Race, 56" & under—Junior Division, grades 3-7
- 62. Flag Race, over 56"—Senior Division, grades 8-12
- 63. Flag Race, over 56"—Junior Division, grade 3-7
- 64. Barrel Race, 56" & under—Senior Division, grades 8-12
- 65. Barrel Race, 56" & under—Junior Division, grades 3-7
- 63. Barrel Race, over 56"—Senior Division, grades 8-12
- 64. Barrel Race, over 56"—Junior Division, grades 3-7
- 65. Pole Bending, 56" & under—Senior Division, grades 8-12
- 66. Pole Bending, 56" & under—Junior Division, grades 3-7
- 67. Pole Bending, over 56"—Senior Division, grades 8-12
- 68. Pole Bending, over 56"—Junior Division, grades 3-7

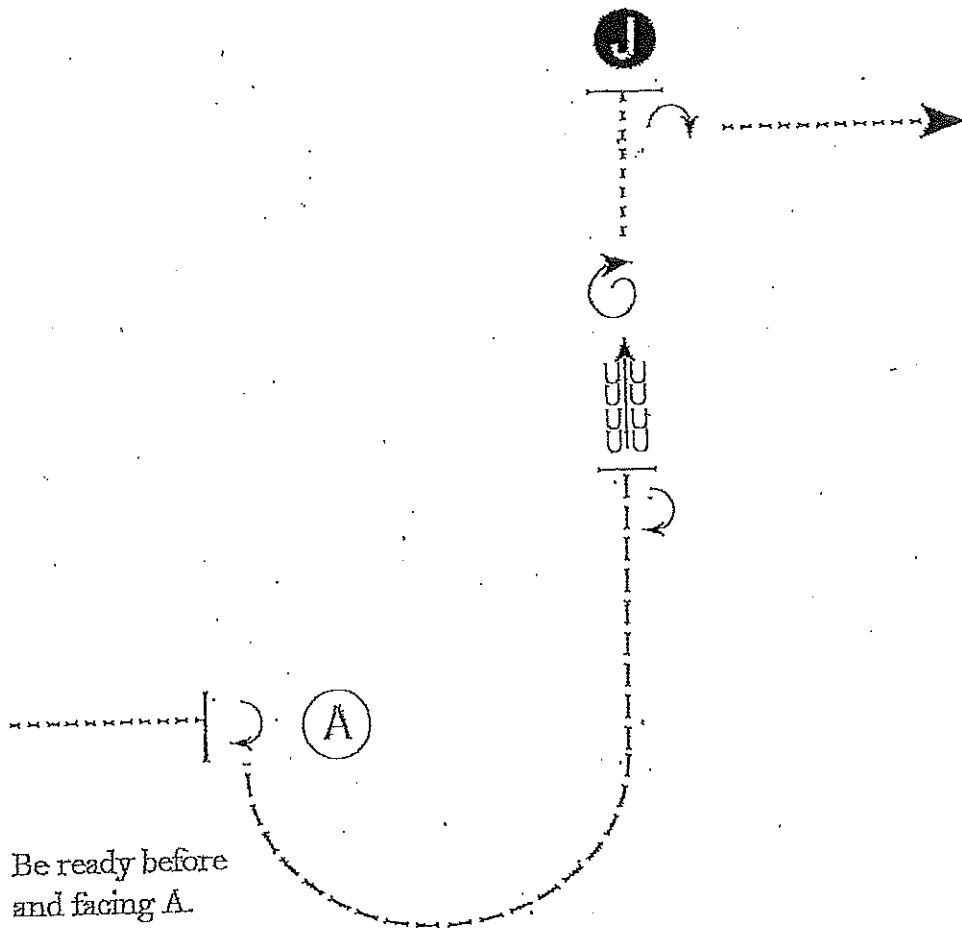
**NOTE:** 4-H Horse & Pony rules will be followed. Check your Horse and Pony Rule Book for additional rules and regulations related to each discipline.

# Senior Division - Class #1

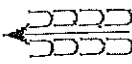
## Showman Ship-Hunter / Saddle

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1. Walk to A.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle and halfway to Judge.
4. Stop and perform a 1/2 turn.
5. Back approximately one horse length.
6. Perform a 1 1/2 turn.
7. Walk to judge and set up for inspection.
8. When dismissed, perform a 1/4 turn and walk straight away from Judge.

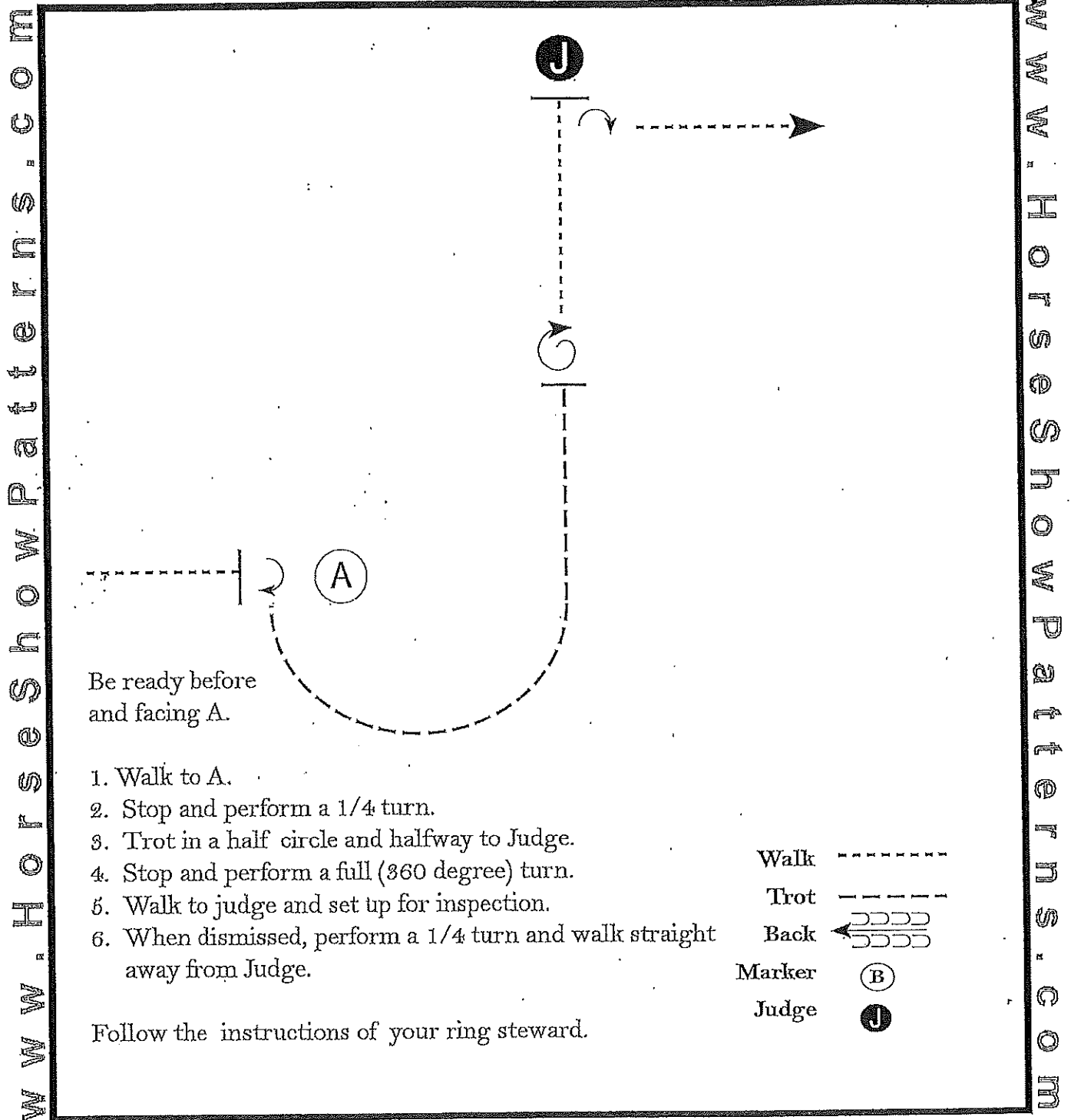
Walk -----  
 Trot - - - - -  
 Back ←   
 Marker (B)  
 Judge (J)

Follow the instructions of your ring steward.

[S/2-82]

Pattern Provided by:  
 Your Judges

# Junior Class #2 Saddle SHOWMANSHIP. Hunter Type








[S/1-82]

Pattern Provided by:  
*Your Judges*

# How the Patient's Comfort



- |        |   |
|--------|---|
| Walk   |  |
| Trot   |  |
| Back   |  |
| Marker |  |
| Judge  |  |

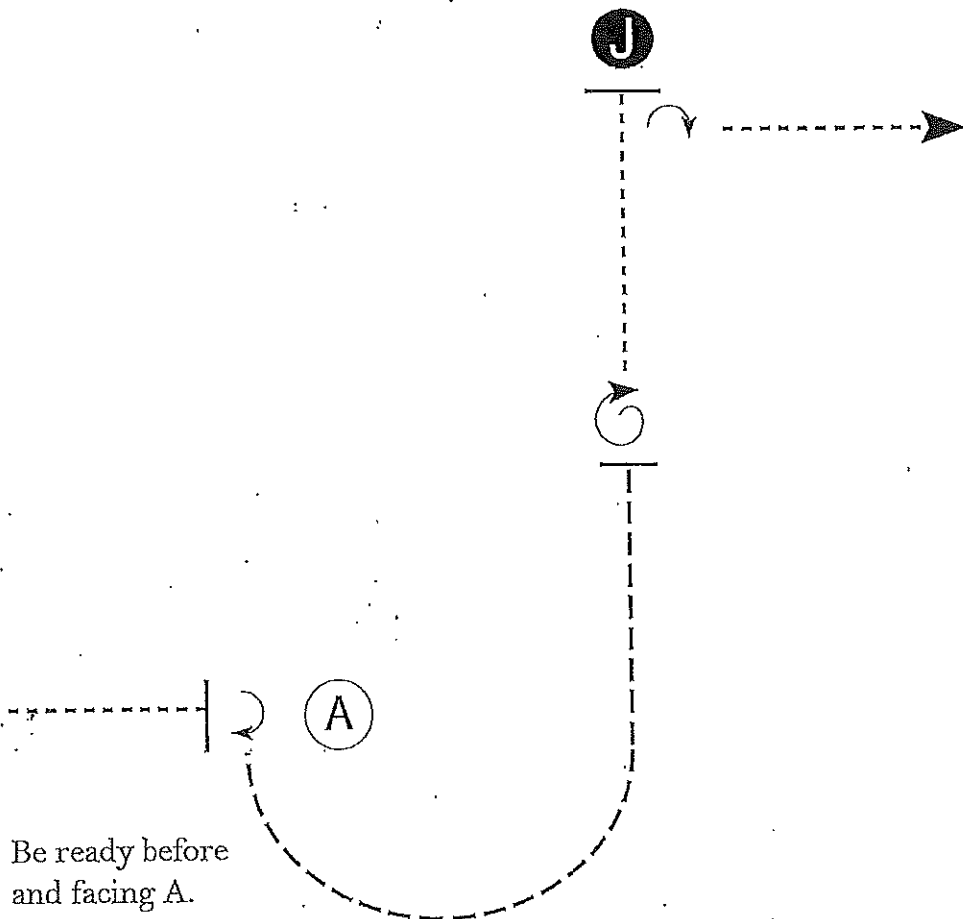
[5/2-82]

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# Junior Class #9 SHOWMANSHIP - Western

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Be ready before  
and facing A.

1. Walk to A.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle and halfway to Judge.
4. Stop and perform a full (360 degree) turn.
5. Walk to judge and set up for inspection.
6. When dismissed, perform a 1/4 turn and walk straight away from Judge.

Follow the instructions of your ring steward.

Walk -----  
Trot - - - - -  
Back ←   
Marker (B)  
Judge (J)

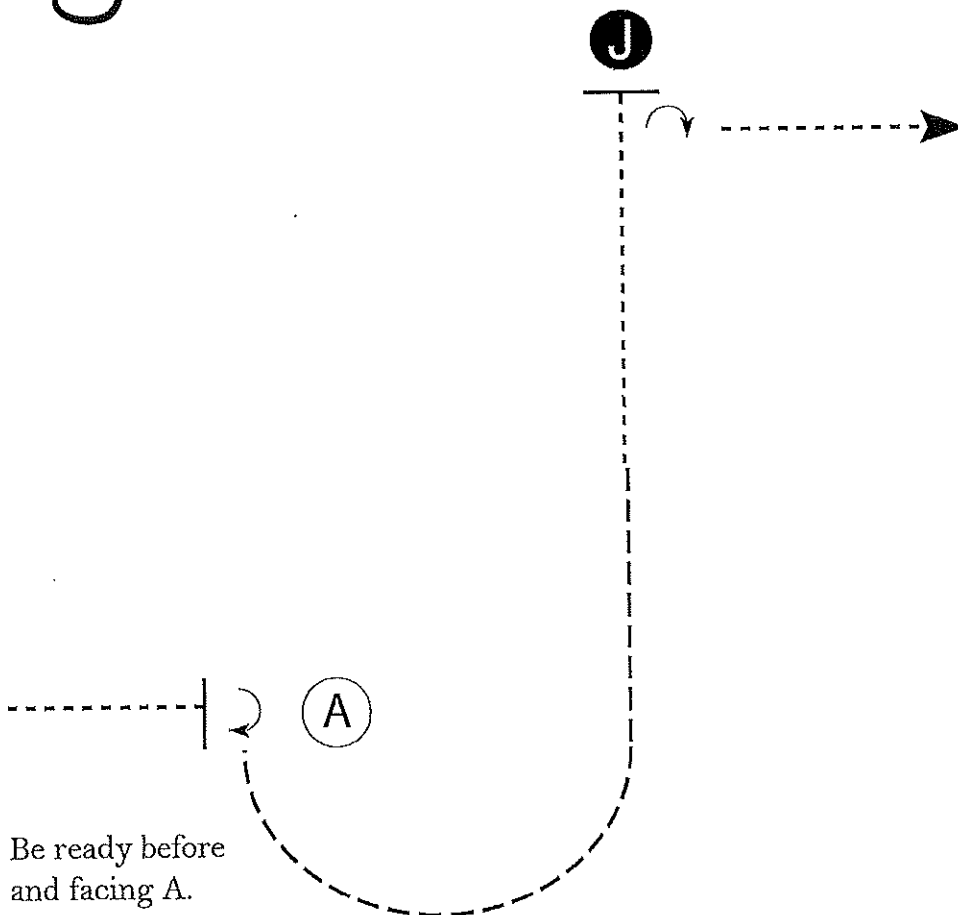
[S/1-82]

Pattern Provided by:  
*Your Judges*

# Class # 10 Beginner ShowmanShip

www.HorseShowPatterns.com


www.HorseShowPatterns.com



Be ready before  
and facing A.

1. Walk to A.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle and halfway to Judge..
4. Walk to judge and set up for inspection.
5. When dismissed, perform a 1/4 turn and walk straight away from Judge.

Follow the instructions of your ring steward.

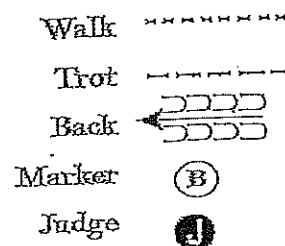
Walk -----  
Trot - - - - -  
Back ←   
Marker (B)  
Judge (J)

[S/WT-82]

Pattern Provided by:  
*Your Judges*



[www.horseshowpattns.com](http://www.horseshowpattns.com)



1. Walk to A.
2. Stop and perform a  $1/4$  turn.
3. Trot in a half circle and halfway to Judge.
4. Stop and perform a  $1/2$  turn.
5. Back approximately one horse length.
6. Perform a  $1\ 1/2$  turn.
7. Walk to judge and set up for inspection.
8. When dismissed, perform a  $1/4$  turn and walk straight away from Judge.

[5/2-82]

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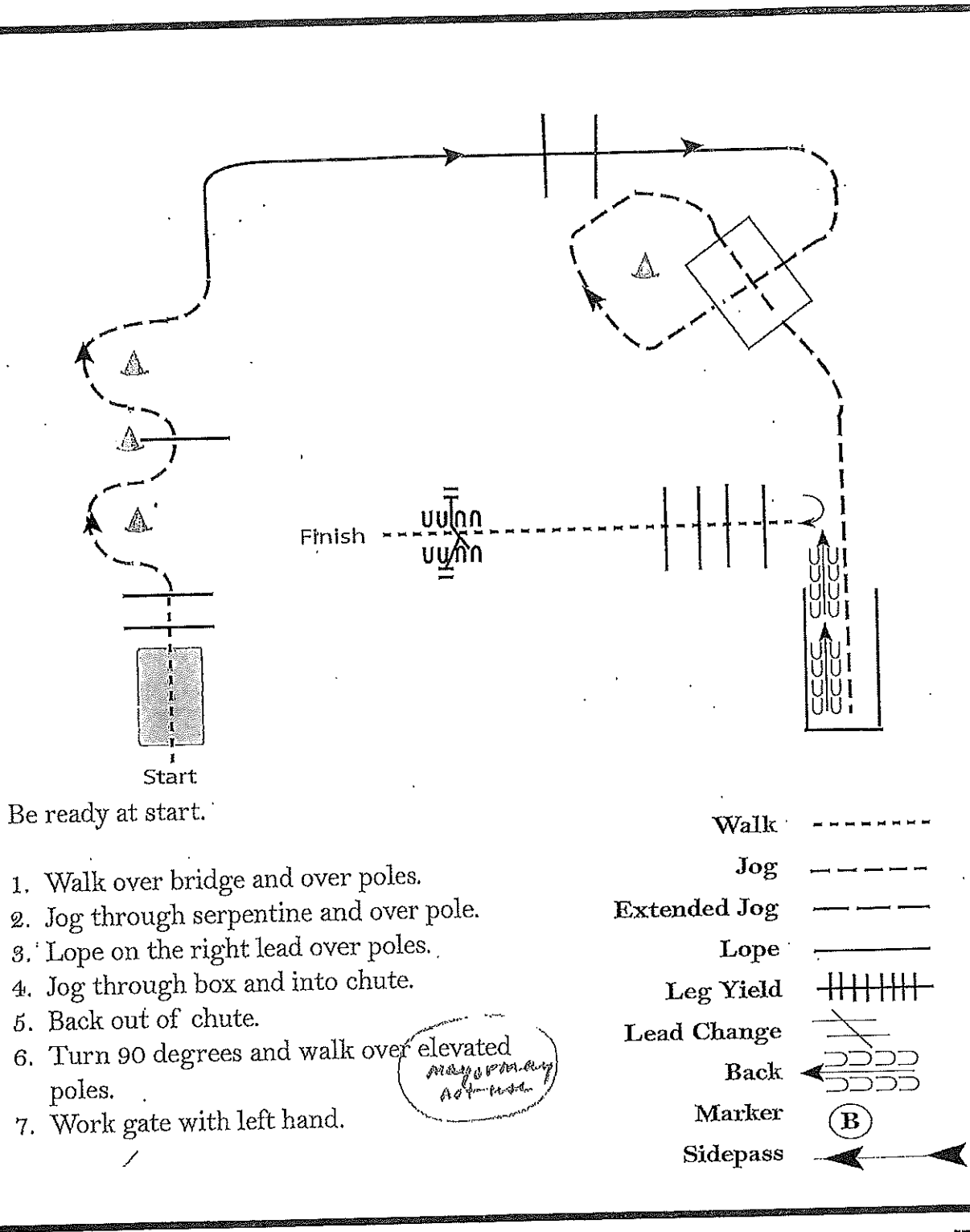
# Class 17 & 18

## Trail Class

Show Date:

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[T/1-6]

Pattern Provided by:

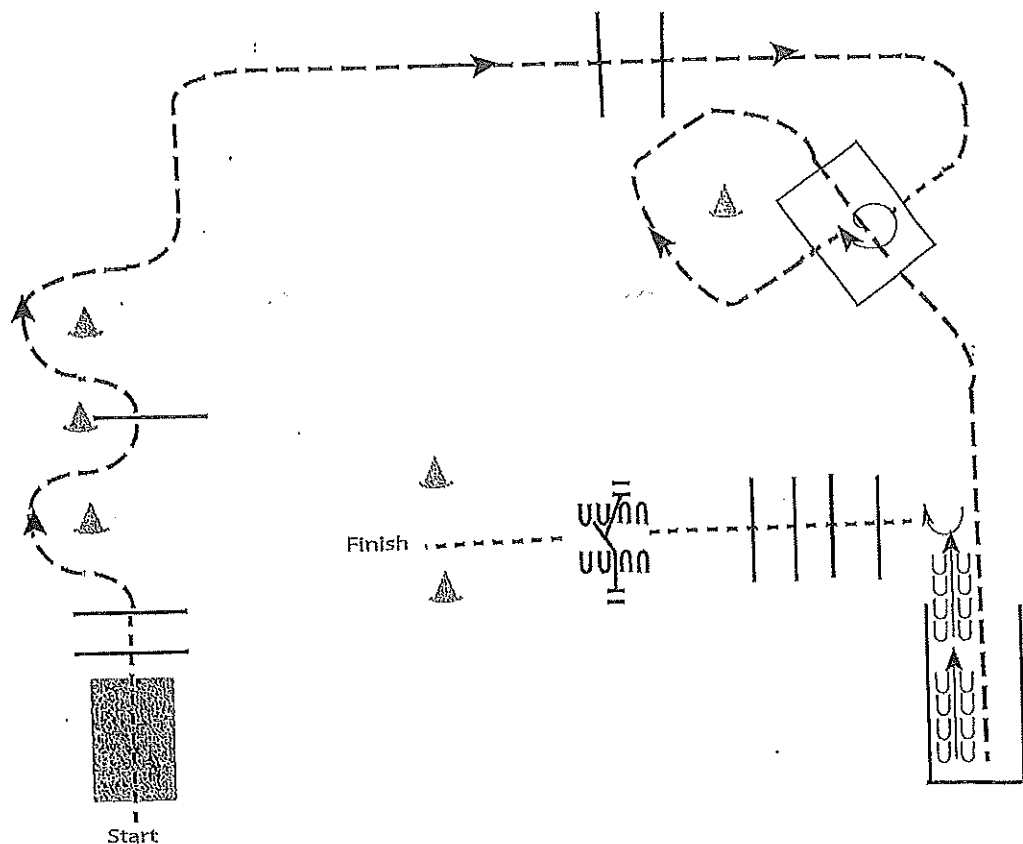
# Class #19

Trail (In Hand Trail) *WALK/TROT*

Show Date:

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www.HorseShowPatterns.com

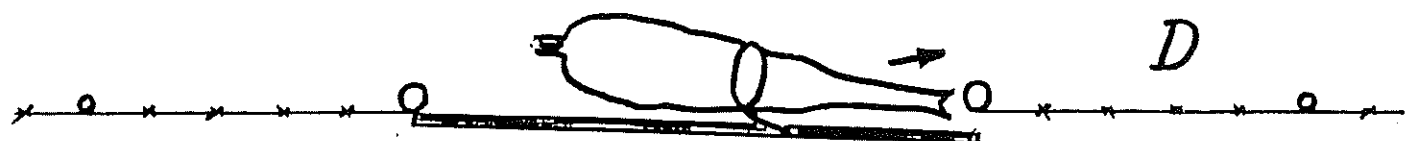
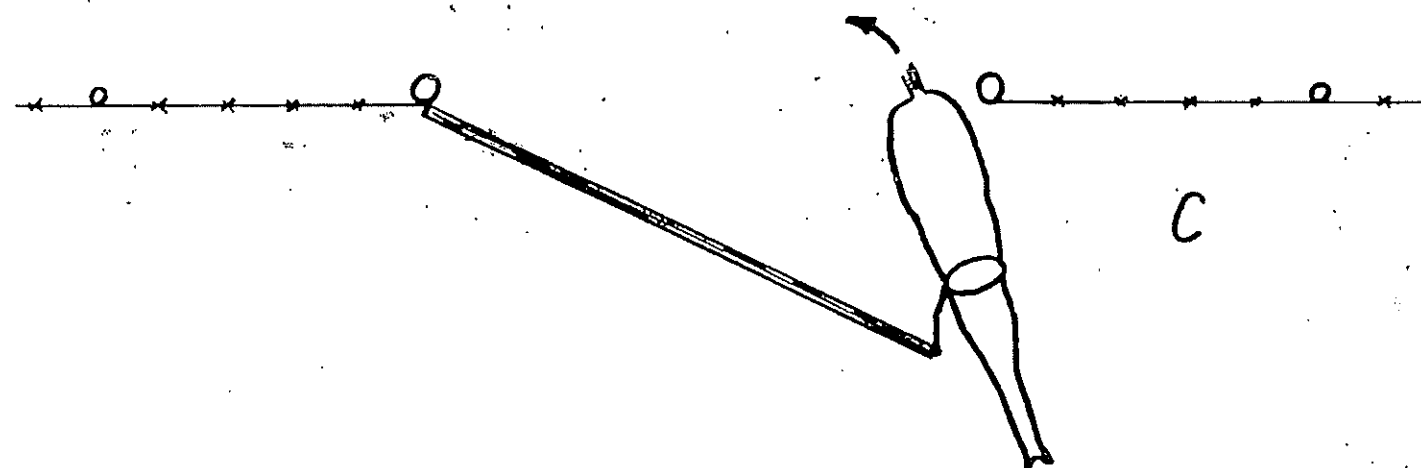
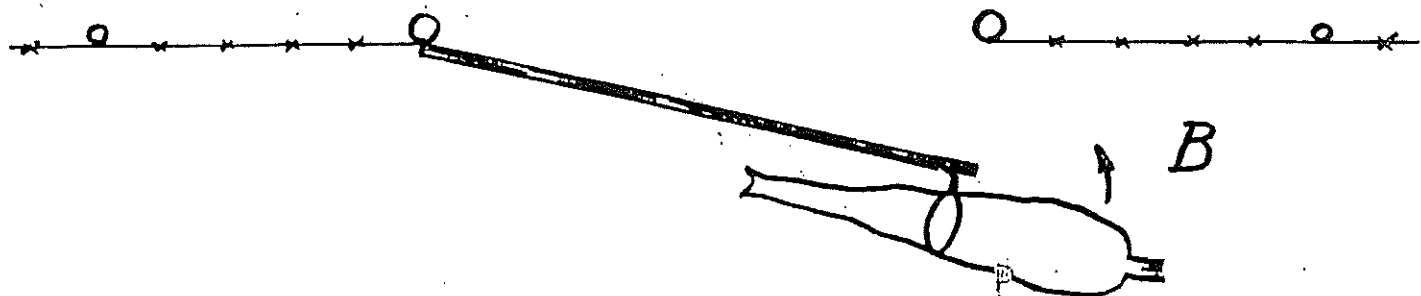
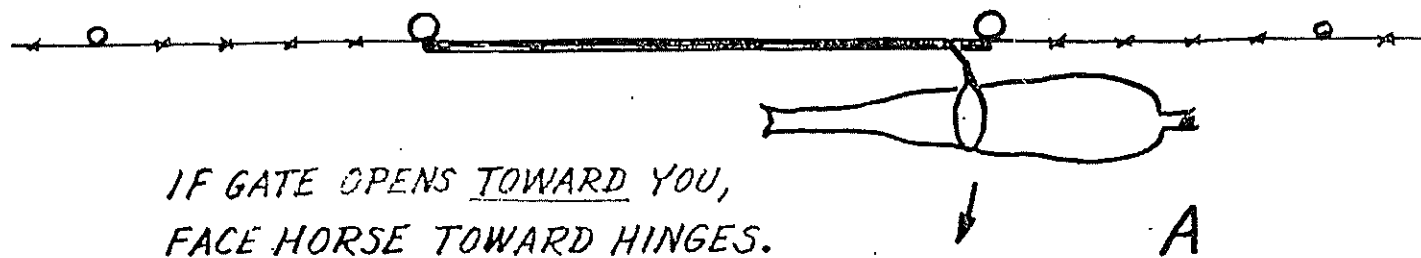


1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Continue to jog over poles.
4. Break to a walk and walk into box. Turn a full turn to the right and walk out of box.
5. Jog through box and into chute
6. Back out of chute
7. Turn 90 degrees and walk over poles to gate
8. Work gate and walk to finish

Walk	-----
Jog	- - - - -
Extended Jog	— — — — —
Lope	— — — — —
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →

[T/1-6]

Pattern Provided by:



SLIDE HAND ALONG GATE AS NECESSARY, BUT WITHOUT LETTING GO.

OPENING A GATE.  
(GATE OPENS TOWARD YOU)

# OPENING A GATE FROM HORSEBACK

by Emily Klitching

## THIS ACTIVITY CAN...

- \* **HELP** you discover places where your horse is fearful or resistant.
- \* **GIVE** you and your horse a practical application of the skills you've been working on such as moving front- and hindquarters, backing up, and leg yielding.
- \* **ENCOURAGE** both you and your horse to be accurate in your movements.
- \* **DEVELOP** your coordination and timing.

## *There is a fine line*

between asking for too much too soon and not ever asking enough of your horse.

Pushing for too much can overexpose a horse and leave him uncertain and fearful. Not asking for enough will keep your horse from ever stretching and learning to handle new situations. One place to work on this line, among other things, is working a gate from horseback.

This exercise is a good place to put to the test just how accurate you have your horse operating. Before you give this a try, you should be able to move your horse's front and hindquarters, stop, and back. Trying to work the gate will help you find places where you can improve.

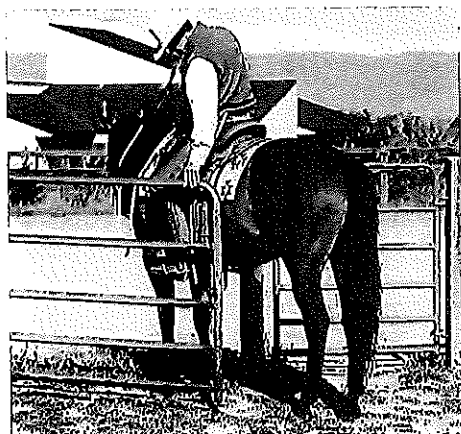
"Opening gates from horseback can be fun, but don't let it be the tail that wags the dog," says Marty Marten. "We sometimes get so focused in on the task at hand that we sacrifice our horsemanship in the process."

By working on a gate in a controlled environment, you can set up the job so that your horse has a positive experience. Someday, you may need to open a gate in a hurry; your life might depend on it. But to get started, take your time, and show your horse that working the gate is nothing to get worried about.

Always use good judgement. If you are riding a colt that may not operate very accurately or an older horse that is really bothered and you are a green rider, don't hesitate to get some help. If you start working on this little project and find that there are some holes in your horsemanship, stop, work on those and then go back to the gate.

Marty Marten demonstrates how to open a gate from horseback, a practice exercise, and areas where you might get into trouble. Marty conducts a variety of clinics and is author of the Western Horseman book "Problem-Solving."

## A FEW WORDS OF CAUTION



If you walk through a gate and pull it toward you, you could get in a wreck if it got caught on your horse's flank and he shot forward. Wait until both you and your horse are handy before attempting to pull the gate toward you to open and close it.

Same deal. On a seasoned, comfortable horse, you can feel OK about riding under gates with low overheads, but on a horse you're not entirely sure of, it could be very dangerous.

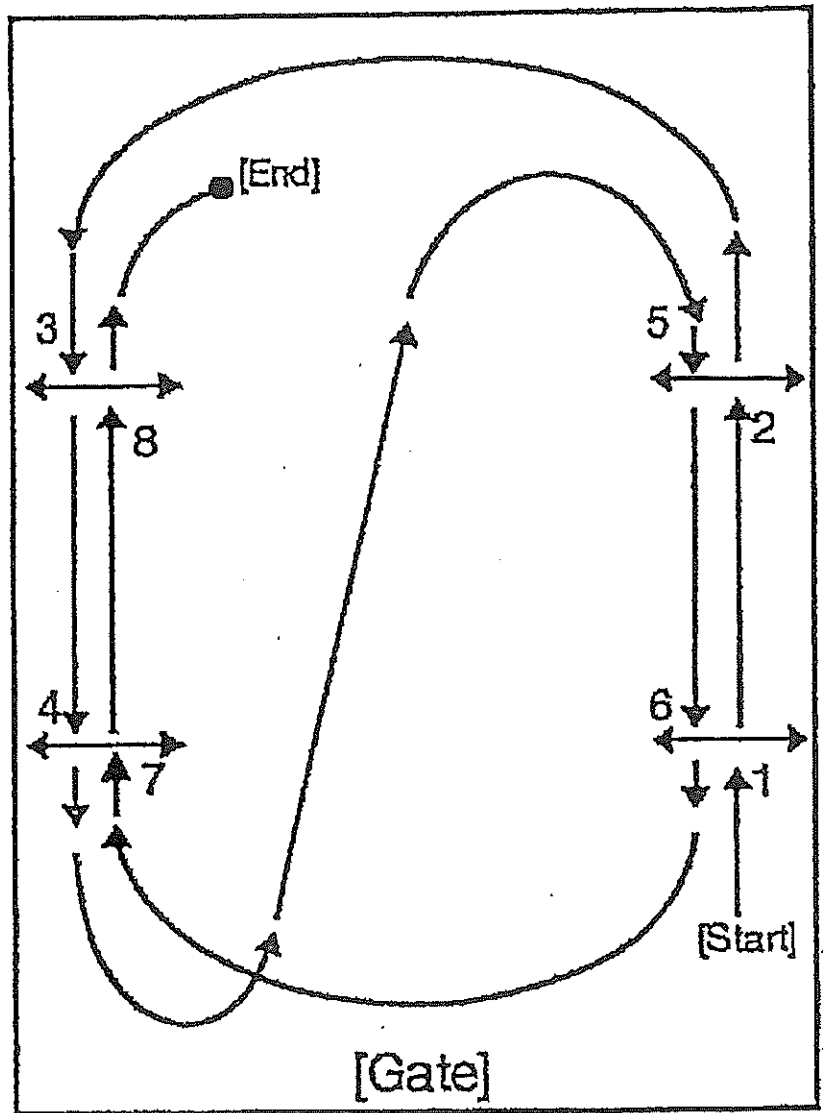
Pay attention to areas where your horse could get into trouble. For example, if your horse tried to rub on the post going through the gate, he could get his headstall hung up on the gate latch.

Remember to think about this project from your horse's point of view. Make sure, especially if your horse is a little nervous about the gate, to spend time just sitting and relaxing, letting him know that it is a good place.



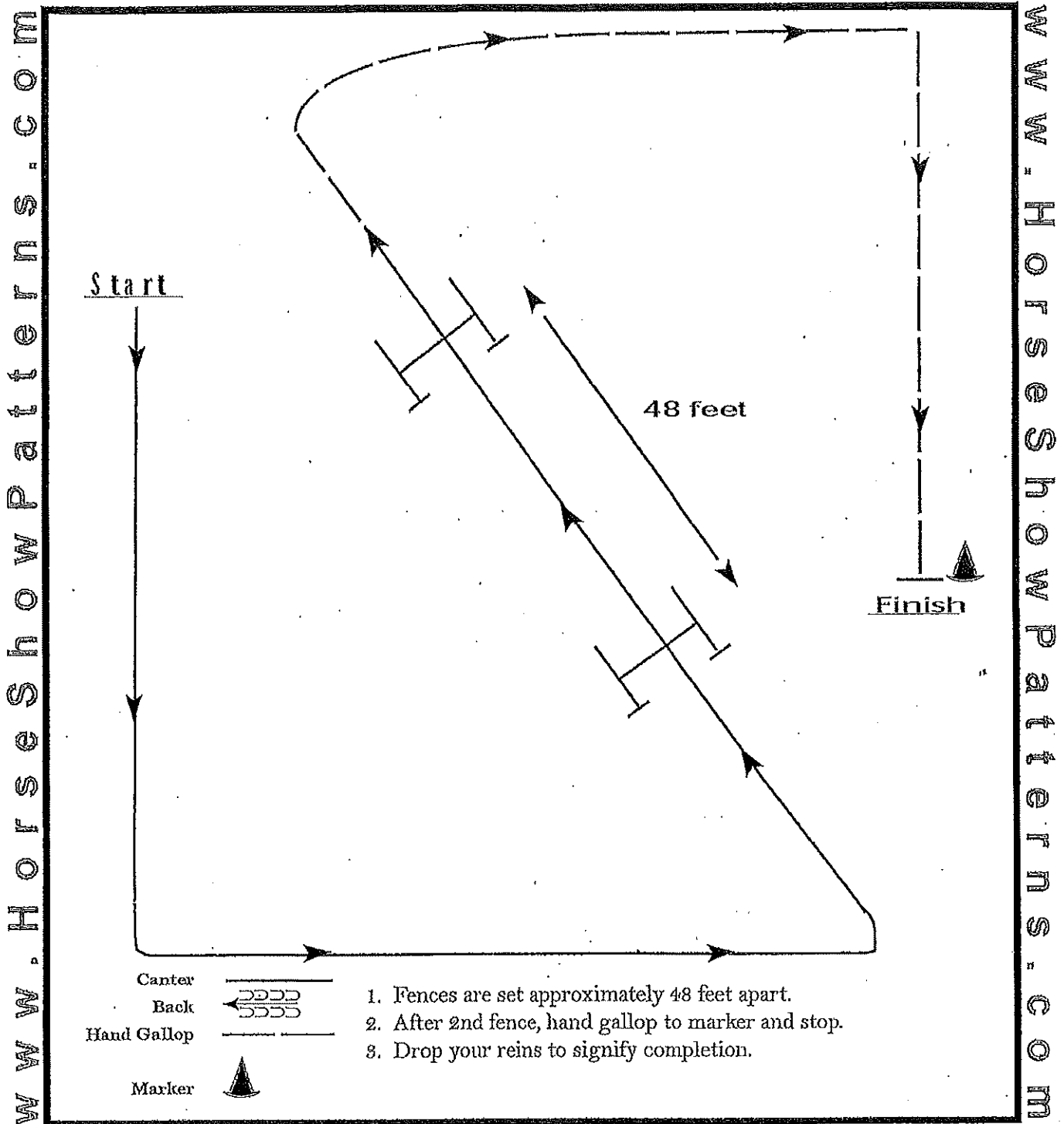
# Class #21 CROSS Rails

Course A



Class # 22 & 23

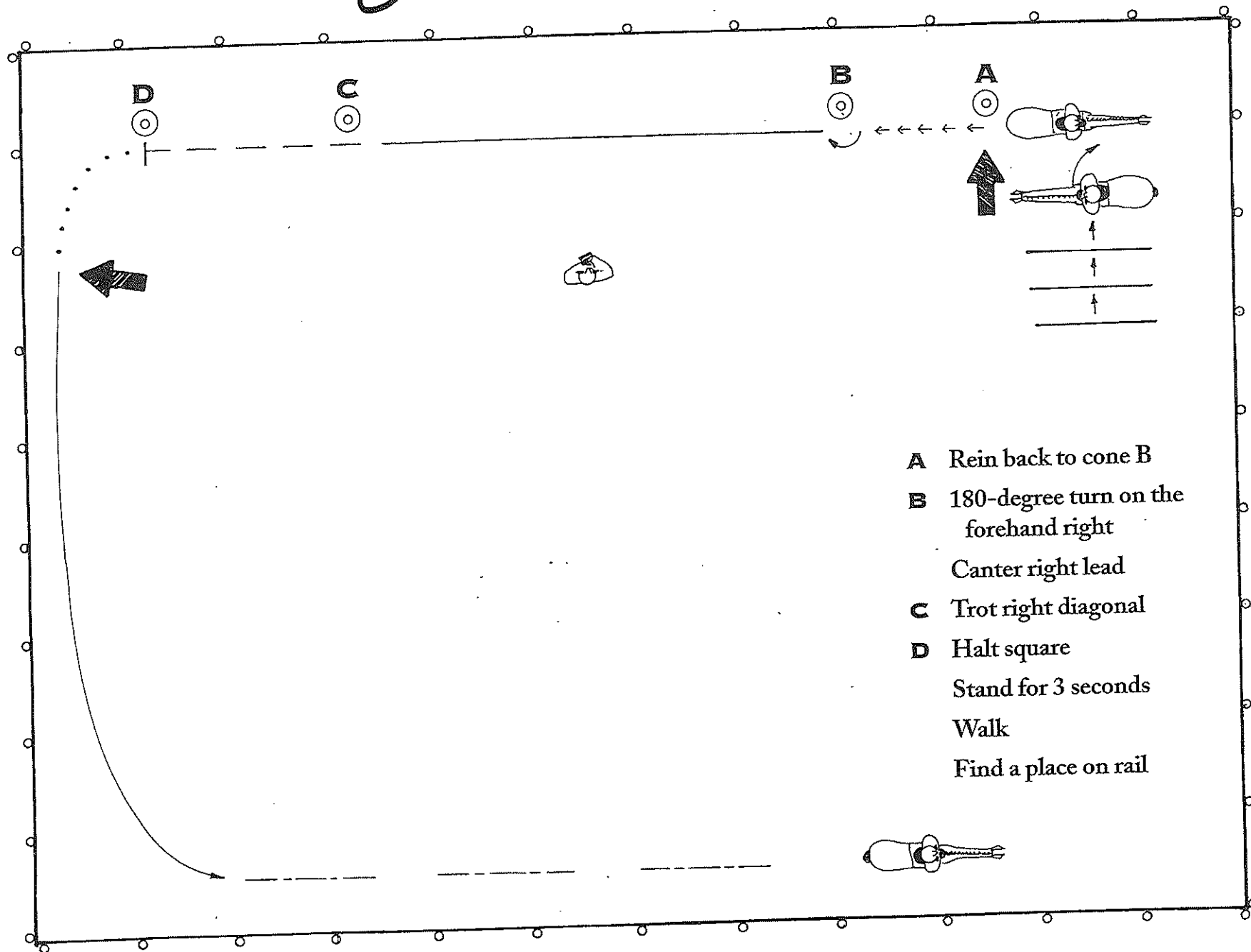
## Hunter Hack



[HH/48-11]

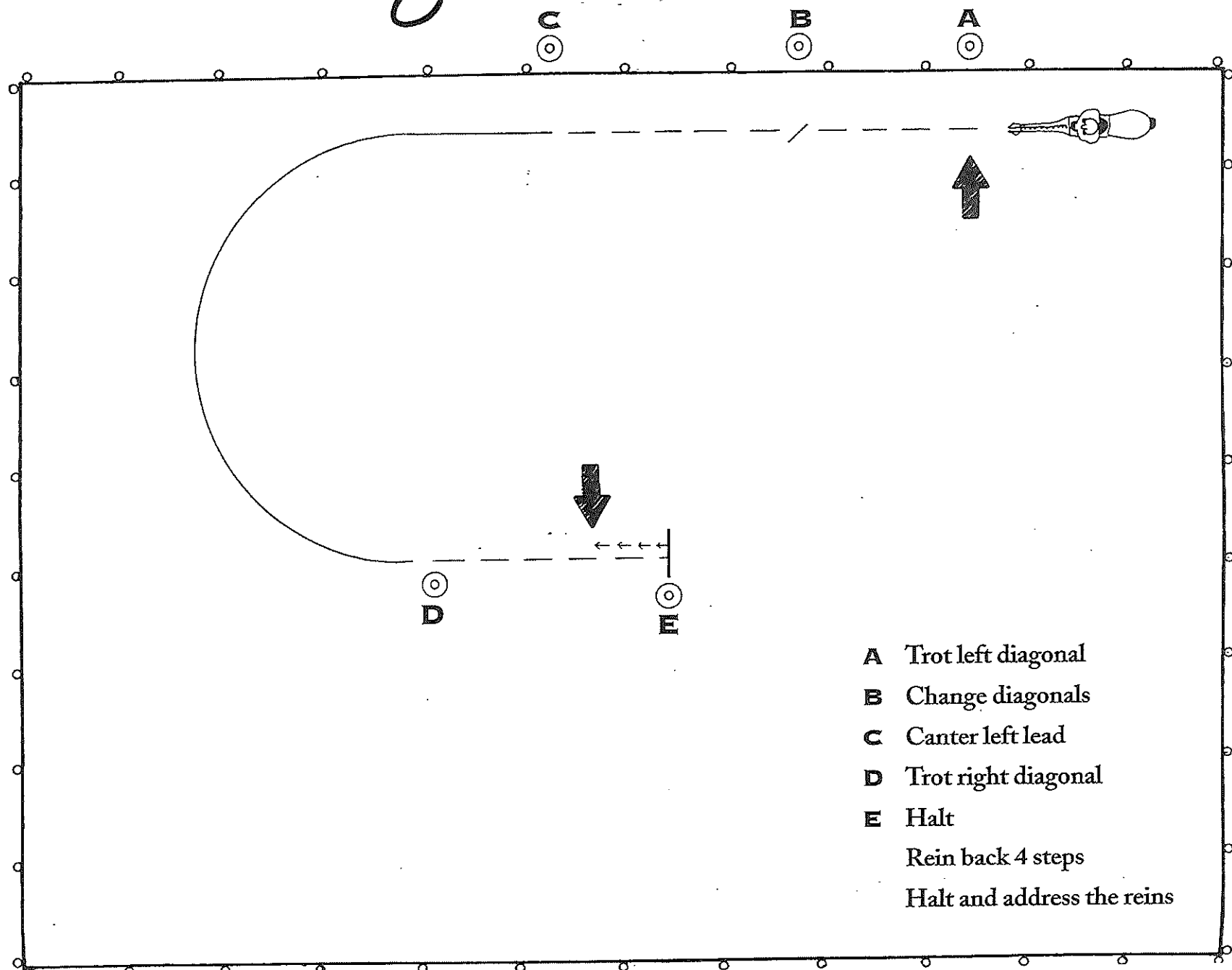
Pattern Provided by:  
*Your Judge*

# Hunt Seat Equitation - Class #25





# Hunt Seat Equitation Class # 26



**No score (for a particular obstacle only):**

- Negotiating an obstacle differently than is described on the pattern.
- Missing or not attempting an obstacle.
- Refusing, balking, or attempting to evade an obstacle by shying or backing (third time).

## **ENGLISH/WESTERN RIDING CLASS**

In this event, "the horse is judged on quality of gaits, lead changes at the lope or canter, response to the rider, manners, and disposition. The horse should perform with reasonable speed, and be sensible, well-mannered, free and easy moving (AQHA Handbook of Rules and Regulations, 2022, p. 159-160).

**HORSE'S PERFORMANCE & MANNERS**—Horses will be judged on the riding quality of gaits, changes of leads, response to the rider, manners, and disposition. Preference will be given to complete flying changes of leads midway between the markers throughout the entire class. This indicates the control of a rider over their mount and encourages youth to train for the event.

A rider will be penalized for losing a stirrup, using two hands on the reins (except where two hands are permitted), changing hands on the reins (except when negotiating the gate), or touching any part of the saddle with the free hand. While the horse is in motion, the rider's hands should be clear of the horse and saddle.

#14  
F **APPOINTMENTS OF HORSE**—Appointments of horse and rider should be consistent with the seat chosen, as described elsewhere in this book. Skid boots, splint boots, and protective leg wraps are optional in English/western riding classes.

**APPOINTMENTS OF RIDER**—Appointments of horse and rider should be consistent with the seat chosen, as described in this book.

**COURSE DESCRIPTION**

Figure 20 illustrates the English/western riding course. The AQHA western riding pattern 2 is also acceptable; however, if it is to be used, copies of the pattern should be provided to judges and exhibitors well in advance of the class.

The eight small dots represent markers (cones or pylons are recommended). These should be separated by a uniform distance of not less than 30 feet and no more than 50 feet. The distances may be altered if the local arena is too small.

1. The horse will be judged on quality of gaits, changes of lead, response to the rider, manners, and disposition.
2. The horse should maintain an even cadence and change leads precisely and easily, front and rear, at the center point between markers as indicated by the shaded areas on the pattern. The horse should have a relaxed head carriage showing its response to the rider's hands, with moderate flexion at the poll. The tail should remain quiet throughout the pattern. The horse should cross the log at the jog or pleasure gait and lope without breaking gait or radically changing stride.

### 3. Additional information about the pattern follows.

- The arrows on the lines indicate the direction of travel and the type of line indicates the gait.
- The log should be at least 8 feet long and laid on the ground.
- The markers should be cones or pylons. In the row of five markers, the markers are separated by equal

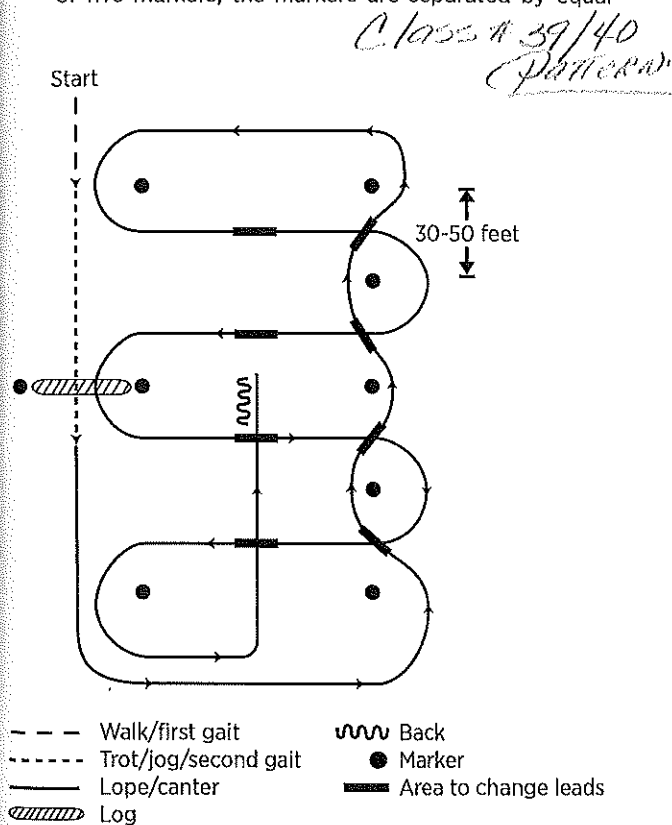
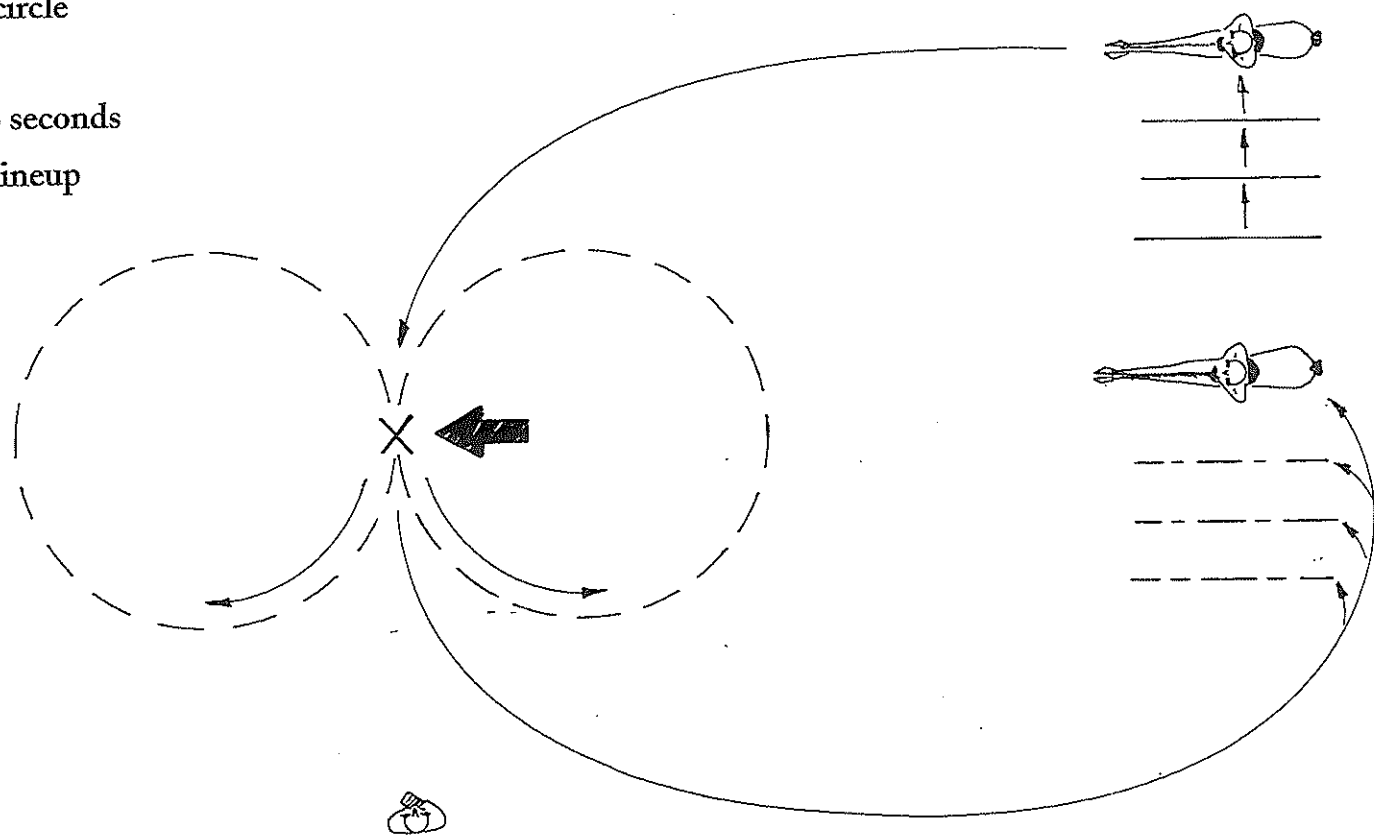


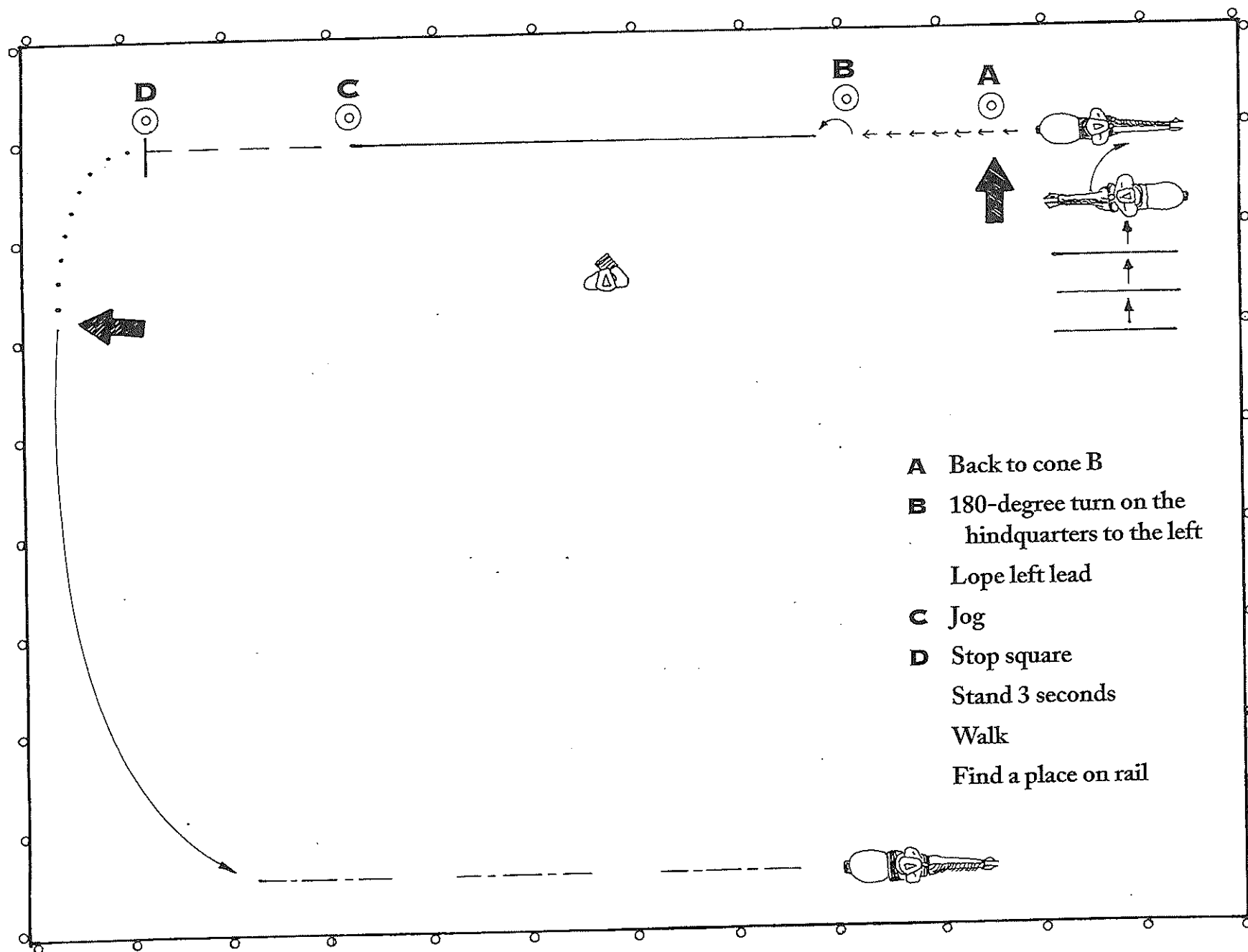
Figure 20. English/western riding pattern.

# WALK/TROT Equitation Classes #43 & 45

- X Trot left circle
- X Trot right circle
- X Halt
- Stand for 3 seconds
- Return to lineup

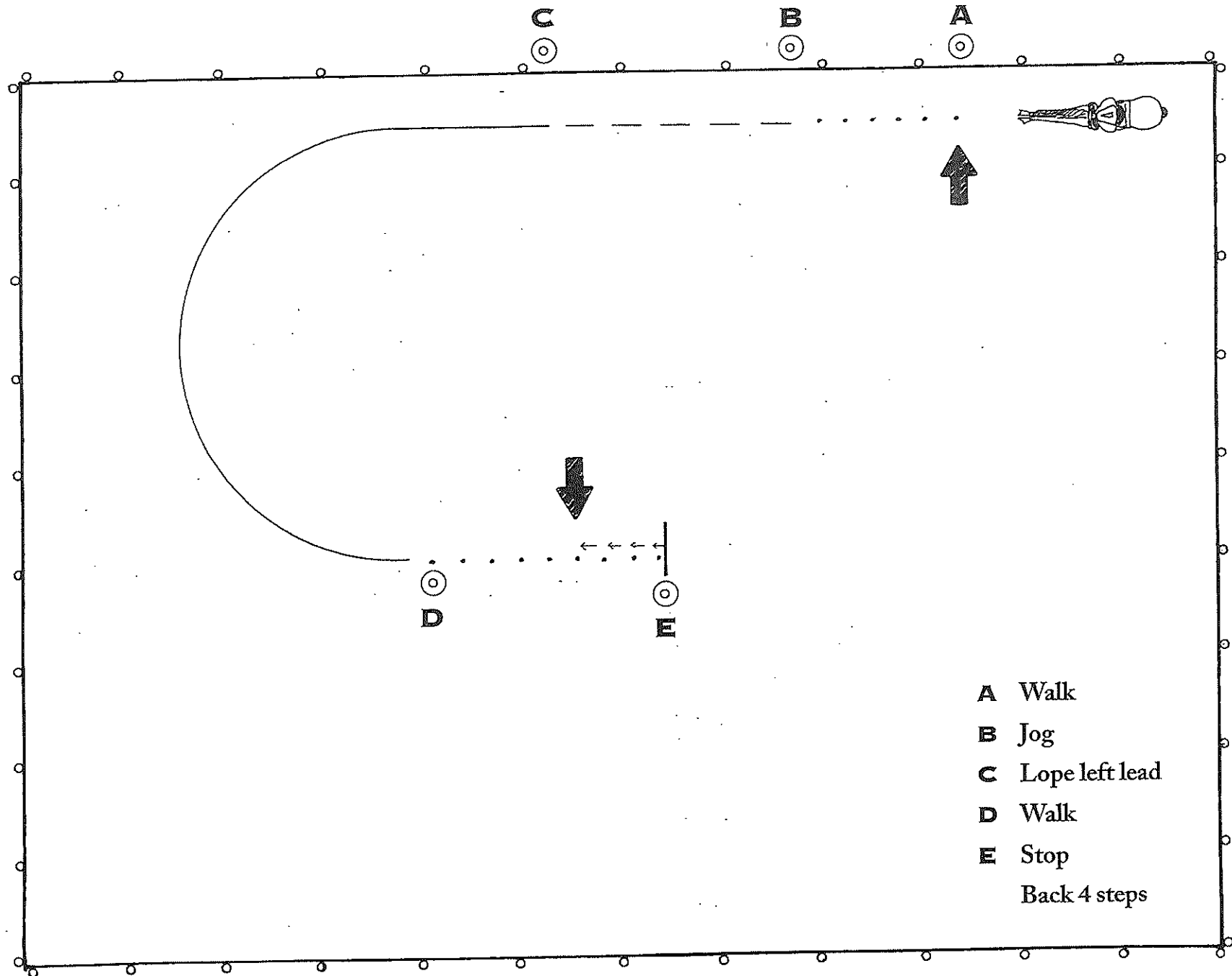


# Western Horsemanship. Class # 49



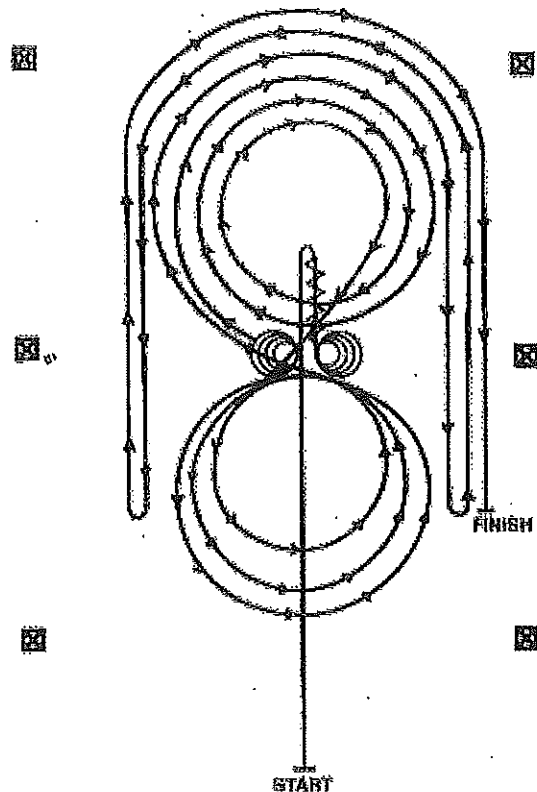
- A** Back to cone B
- B** 180-degree turn on the  
hindquarters to the left  
Lope left lead
- C** Jog
- D** Stop square  
Stand 3 seconds  
Walk  
Find a place on rail

# Western Horsemanship - Class # 50



- A Walk
- B Jog
- C Lope left lead
- D Walk
- E Stop
- Back 4 steps

Class #57



MANDATORY MARKER ALONG FENCE OR WALL

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
9. The bridle may be dropped at the judge's discretion.