

Class Descriptions

Showmanship

Pattern to be posted. The horse is the means by which the exhibitor demonstrates his/her ability to show a horse at halter. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well groomed and conditioned horse that quickly and efficiently performs the requested patterns with promptness, smoothness and precision. The exhibitor will show the horse in the posted pattern. If showing English, a bridle may be used to show. No chains allowed.

English/Western Equitation

The class will proceed at least once around the ring at each gate – walk, trot, sitting trot, and canter, and on command reverse and repeat. They shall then line up on command and execute individual tests at the judge's discretion. Riders will be judged on seat, hands ability to control and show horse. Results as shown by performance of the horse are not to be considered more important than the method used by the rider. The judge will ask each rider to work individually and rail work. Judge may ask questions concerning horsemanship, anatomy of the horse, tack stable management and any others.

English/Western Pleasure

To be shown at a flat-footed walk, normal trot or jog and easy canter or lope; not to gallop; light contact to be maintained or on a reasonable loose rein without undue restraint.

Command Class

The command class is neither a race, nor is it a gymkhana event. It is a competition which exhibits a well-trained, responsive performance horse/pony. Riders must be dressed in suitable Western or English attire. Entries are eliminated one at a time at the discretion of the judge as commands are not executed correctly.

Ranch on the Rail

This is a walk/jog/lope class and extensions can be requested in the walk and jog, the quality and cadence of the gaits is the major considerations and should mimic the ranch horse that looks like it has a job to do. Natural movement with the ability to extend, come back, stop turn around and stop when asked.

Ranch Horse Trail

This class will be judged on performance of the horse over obstacles, with emphasis on manners, response to the exhibitor and on how the partnership of the horse and rider work together. Credit will be given to horses showing capability of picking their own way through the course when obstacles warrant it and exhibiting trust in the rider when negotiating more difficult obstacles. Breast Collar and back cinch are recommended. Attire and tack should be clean and presentable.

Trail/Handy Horse

Trail is a competitive class where horse and rider navigate a series of obstacles. Contestants ride the course one at a time. The horse and rider must maneuver through the course with speed in a safe manner. Designed to resemble situations a horse and rider might actually encounter when on a trail.

Pole Bending

The course may run starting to the left or right of the pattern, following the line of travel indicated on the pattern. Failure to follow the correct course shall cause a contestant to be disqualified. A 5 second penalty for each pole knocked over.

Barrel Race

Knocking over a barrel carries a 5 second penalty. Failure to follow the course shall cause disqualifications. A contestant may touch the barrel with his/her hands in the race.

Keyhole

The rider must turn their horse around in the circle. The rider is not permitted to walk their horse into or out of the circle. The horse is not permitted to touch or cross over the line when completing the keyhole. Failure to follow the course or to step on or out of the circle line will result in elimination.

Egg and Spoon

Riders must carefully balance an egg on a spoon while moving their horse forward. The game begins with riders in a circle at a walk. As the game progresses the leader calls out trot, canter or stop. Proper gait must be achieved without losing the egg in this game of concentration. Game goes till the last person remains with the egg.

Underwear Race

Riders will race their horses to the underwear in the centre of the arena. Put on the underwear and lead their horse back to the start line. Stick horse riders will remount their horses to run back to the finish line.

Simon Says

Simple game of Simon Says for stick horse riders. Following the instructions of the judge, riders will walk, trot, canter, turn and back their stick horses until one rider remains.