

### **LEADLINE CLASS TIPS – Not a points class**

This class is created for riders who need to be on a lead line because they cannot control the horse without help. The riders in this class MAY NOT enter another class in which they ride a horse. They may enter halter and showmanship. Attire and tack information applies. Special Needs riders MAY NOT enter this class if they are entering any class in Special Needs Division.

### **GENERAL TIPS** – Little things can count in all classes

- Begin showing as soon as you go through the in gate – do not stop showing until the results are announced
- Do not visit with the other exhibitors in the arena – a judge can mark you down for that if they choose
- Parents and coaches – coaching from the sidelines may cause penalties for your person
- Give your horse a good grooming and if possible bathe it
- Make sure you are neat, clean and clothing is in repair
- Make sure the tack you are using is clean and in repair. Make sure it fits your horse

### **HALTER CLASSES - TIPS**

- A bath and good grooming makes your horse look a lot better. Will need to do prior to arrival.
- Although the horse is judged on conformation, it helps if he/she stands quietly and leads willingly
- A clean halter that fits well will help control the horse and add to a pleasing appearance
- Generally there is no pattern posted for halter. Usually judge will tell you what he/she wants you to do. It will include walk, trot, and stop and set up then go to line up.

### **THESE CLASSES ARE CONSIDERED FOR HIGH POINT BUCKLES**

### **SHOWMANSHIP AT HALTER – TIPS**

- ASSUMPTION that the child can enter the class by him/herself and control the horse
- Judged on your presentation of the horse
- Bath, good grooming and good manners are a plus. Will need bath prior to arrival.
- Make sure the halter fits properly
- Know the pattern and perform it as drawn
- A clean flat nylon or leather halter looks best for this class. Check the lead line and make sure it is not frayed and dirty.

### **NOVICE – WALK/TROT CLASSES TIPS**

It is assumed the rider in these classes has enough experience on a horse to be able to ride without a person on foot in the arena with them. It is also assumed they can follow directions in the arena and do not need a coach yelling at them from the sidelines. Attire and tack information applies.

### **SPECIAL NEEDS DIVISION – MORE DETAILED INFORMATION OWN SECTION**

### **HORSEMANSHIP TIPS**

If you have questions about the pattern, request to ask the judge questions before the class begins. Many judges will ask for questions before the first exhibitor goes. You cannot ask after the class begins unless the judge asks for questions. This class offers both individual work (pattern) and rail work (group).

- Know the pattern and ride it as drawn. Although this is a pattern class, you will also work together as a group on the rail.
- When waiting in the lineup – make sure there is good space between you and the next horse – good space 8 – 10 feet
- Don't talk to the people next to you in the lineup or to people outside the arena.
- As a group you may be asked to walk and trot (in novice) and lope in Junior and Senior. Special Needs is walk only. In all 4 you may be asked to reverse and may be asked to back your horse in the lineup or

pattern. The announcer will tell you what you are supposed to do when you ride as a group. You memorize the pattern.

- **NOTE** – The judge can ask you to extend the trot. This means they want to see the horse's length of stride become longer and the horse increase slightly in speed. You sit this faster trot – do not post (posting means stand and sit while the horse trots).
- Loping – leads will be judged.
- When asked to perform a gait – walk, trot or lope – keep the horse in it until asked for the next gait. Breaking gait costs you.
- Keep as much space as possible between you and the next horse.
- If you get crowded, find a clear spot and go to it.
- Pass on the inside of the arena, not between the horse and fence. Leave a good space between you and the horse you are passing. Do not ride up on a horse's rear end.
- When asked to come in and line up, make sure there is good space between you and the horse already there. Good space is 8 to 10 feet between horses.

### **PLEASURE TIPS**

- This class works as one group in the arena.
- You will be asked to walk and trot (in novice) and lope in Junior and Senior. Special Needs is walk only. In all 4 you will be asked to reverse (turn and go the other way – turn away from the fence and toward the middle of the arena then go back on the rail) and may be asked to back your horse on the rail or in the lineup. The announcer will tell you what you are supposed to do.
- You are expected to keep the gait called for until the next call – example “Walk your horses” until the announcer says “trot your horses”.
- **NOTE** – The judge can ask you to extend the trot. This means they want to see the horse's length of stride become longer and the horse increase slightly in speed. You sit this faster trot – do not post (posting means stand and sit while the horse trots).
- Loping – leads will be judged
- When asked to perform a gait – walk, trot or lope – keep the horse in it until asked for the next gait. Breaking gait costs you.
- Keep as much space as possible between you and the next horse
- If you get crowded, find a clear spot and go to it
- Pass on the inside of the arena, not between the horse and fence. Do not ride up on a horse's rear end.
- When asked to come in and line up, make sure there is good space between you and the horse already there. Good space is 8 to 10 feet between horses.

### **TRAIL TIPS** – Riders will go one at a time. This is a pattern class.

- Before the trail class opens for competition, we will ask the judge to walk through it with contestants on foot. At this time, ask any questions you may have. **YOU MAY NOT RIDE YOUR HORSE OVER THE COURSE BEFORE THE CLASSES BEGIN.**
- The exhibitor will take the horse over, through or around various obstacles as the pattern shows.
- The judge designs the trail course.
- This is the only class that allows you to change hands on the reins and **ONLY** to work an obstacle.
- Gaits – walk, trot (Novice) and lope (Junior and Senior) will be a part of the course and are part of the judging consideration. Special Needs is walk only. The judge may want to see the horse perform them (the gaits) without going over an obstacle at the time or he/she may want the horse to trot or lope over or through something.
- Sometimes a judge may ask the rider to pick up a lope going one way on the opposite lead – example you may be asked to lope to the right and pick up the left lead. It is not a ‘wrong’ lead if the judge asks for it. It is called ‘counter canter’.
- If you know your horse really won't work an obstacle go on to the next one
- Do not get yourself into a dangerous situation with your horse. Be safe in what you do.

- The judge can/will ask you to go to the next obstacle if your horse is refusing one. The judge will give you adequate time to work the obstacle but when it is obvious the horse will not perform you will be asked to move to the next one.

## TIMED EVENTS ONLY

### EQUIPMENT EXEMPTION

BRIDLE AND BIT - You may use what works best on your horse BUT IT MUST BE HUMANE. THE JUDGE MAY ASK TO EXAMINE ANY HEADGEAR USED ON THE HORSE IN THESE EVENTS. HIS/HER DECISION ON IT WILL BE FINAL.

REINS – You may use a single rein and two hands.

HATS – Unless the judge has said otherwise, your hat will be on your head as you start your run.

HELMETS are permitted. Same ASTM/SEI requirements. Be sure they are secured on your head properly.

**PATTERN RUN – FAILURE TO FOLLOW THE COURSE** The barrel and pole patterns are drawn to ride forward, at speed, from start to finish. Neither one have any place that calls for a backup. If you have to back your horse at any point on the course, it will count as failure to follow the course and you will be disqualified.

**SAFETY** – Please do a final tack check before you run.

Exhibitors who are waiting to run or have already run, stay out of the alley/gate. **Only one exhibitor in the arena at a time. Arena gate will remain closed until exhibitor can walk horse out of arena.**

### BARRELS

- ↵ This is a timed event
- ↵ Novice may not go faster than a trot – if they lope 3 strides, a 5 second penalty will be applied each time they do this.
- ↵ Failure to follow the course results in disqualification. **Remember, control your horse, no backing up.**
- ↵ If needed, the rider may have an assistant on foot to bring the horse into the arena or lead it out – no coaching after the rider starts their run. If the assistant goes over the start/finish line, the rider will be disqualified.

### POLES

- ↵ This is a timed event
- ↵ Novice may not go faster than a trot – if they lope 3 strides, a 5 second penalty will be applied for each break in gait
- ↵ Failure to follow the course results in disqualification. **Remember, control your horse, no backing up.**
- ↵ If needed, the rider may have an assistant on foot to bring the horse into the arena or lead it out – no coaching after the rider starts their run. If the assistant goes over the start/finish line, the rider will be disqualified.