

Open & 4H Horse Class Descriptions

Stock seat is the same as Western

English or Western Equitation – Contestants compete simultaneously, traveling the perimeter of the arena, and at the discretion of the judge, are asked to walk, jog, lope and reverse the direction of the horse. Equitation refers to a rider's position while mounted and encompasses a rider's ability to ride correctly with effective aids. The rider is judged on proper attire, correct form. Judges may factor in rider poise, cleanliness and polish of horse and rider, and proper tack. The performance of the horse is not judged *per se*, but a poorly performing horse is considered to reflect the ability of the rider. A good equitation rider is always in balance with the horse, maintains a correct position in every gait, movement, and possesses a commanding, but relaxed, presence, able to direct the horse with nearly invisible aids.

Walk/Trot/Jog English or Western Equitation – Contestants compete simultaneously, traveling the perimeter of the arena, and at the discretion of the judge, are asked to walk, trot and/or jog, and reverse the direction of the horse. Equitation refers to a rider's position while mounted and encompasses a rider's ability to ride correctly with effective aids. The rider is judged on proper attire, correct form. Judges may factor in rider poise, cleanliness and polish of horse and rider, and proper tack. The performance of the horse is not judged *per se*, but a poorly performing horse is considered to reflect the ability of the rider. A good equitation rider is always in balance with the horse, maintains a correct position in every gait, movement, and possesses a commanding, but relaxed, presence, able to direct the horse with nearly invisible aids.

English or Western Pleasure - Contestants compete simultaneously, traveling the perimeter of the arena, and at the discretion of the judge, are asked to walk, jog, lope and reverse the direction of the horse. Horses are evaluated on quality of movement while staying quiet, calm, collected and traveling on a loose rein.

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Pleasure Color – Contestants horse must be a horse of color e.g. paint, pinto, palomino, dun.

Pleasure Non Color – All non-color breeds and horses that are solid bay, brown, black etc.

Open Maiden Equitation (English or Western) – Contestants may enter these classes if they have not won a 1st place in that division (age group) at a previous San Juan County Fair. Other summer horse shows do not count; it must be a 1st place at a SJ County fair!

Dressage Seat Equitation – Is based on overall correctness of position, relaxation and suppleness of the rider, lightness, and correct application of the aids. All movements should be obtained without apparent effort of the rider. The rider should be well balanced with loins and hips supple, thighs and legs steady and well stretched downward. The upper part of the body should be easy, free, and erect with the hands low and close together without touching each other or the horse. The elbows and arms are close to the body allowing the rider to follow the movements of the horse smoothly and freely and to apply aids imperceptibly.

Hunt Seat Equitation Over Fences – Contestant will be judged on effective use of aids on the entire course. Emphasis will be on light hands, balance, correct posture, and seat on the flat and over fences. Excessive speed will be penalized. The course will consist of 6-12 jumps, performed at the canter, with at least one change of direction. The judge may ask the class to do rail work at a walk, trot, and canter both ways of the ring.

Trail – The trail class is an under-saddle mounted test of horse control and the rider's ability to guide the horse through a series of obstacles. Courses will contain 6-10 obstacles. Obstacles may be progressively harder for each age group. The course should be designed to be completed in less than 5 minutes. Riders may be asked to move on at the judge's discretion. A contestant can be dressed in English or Western attire.

In Hand Trail—This trail class is an un-mounted test of horse control and the handler's ability to guide the horse through a series of obstacles. Courses will contain 6-10 obstacles. Obstacles may be progressively harder for each age group. Handlers may be asked to move on at the judge's discretion. A contestant can be dressed in English or Western attire.

Discipline Rail – Disciplined Rail is an advanced pleasure class which tests the skills of both horse and rider, as they execute specific gaits, transitions and movements as requested by the judge. In this class, competitors are asked to do things other than just go around the rail- you may be asked to side pass, hand gallop, pivot, back up, roll back, lead change, extend trot, counter canter (lope) etc. — The class is judged on performance and manners. —Competitors in this class can be dressed in either English or Western attire.

Saddle Seat Equitation – Saddle Seat is a style of horseback riding within the category of English riding that is designed to show off the high trotting action of certain horse breeds. The style developed into its modern form in the United States, and is also seen in Canada and South Africa. The goal of the Saddle Seat riding style is to show off the horse's extravagant gaits, particularly the trot. Proper tack includes full bridles (curb and snaffle). Saddles shall be of the flat English type (this means non-jumping style).

Leadline - Leadline is a horse show class for very young children, generally under the age of 7 years. 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, the actual control of the animal rests with the handler on the ground. The

horse is shown at a walk and a trot, and the riding child is judged on their equitation, limited to proper seat, leg and hand position, to a lesser extent on poise. The child is usually not asked to control the animal. The judge may also ask the children simple questions about themselves or their horse, primarily to gauge the child's poise and manners more than equine knowledge.

Versatility – Contestants are asked to perform on the rail in English riding style and, then, after changing attire and tack, in Western style. You get one helper who brings in your tack and outfit change. The helper can't do anything but bring stuff in, hold the horse and give you a leg up. In Versatility Class, attire must appear to be in accordance with the rules of the event with the exception that Western chaps or jeans over hunt seat pants and boots or jodhpurs with straps over western boots are acceptable.

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Working Pairs – Contestants compete as a pair. Pairs are judged on quality, conformation, soundness, uniformity of color, manners and paces and ability to work together happily as a pair.

Hunter Hack – Hunter Hack is a type of English pleasure class in which exhibitors in Hunt seat tack and attire perform on the flat at a walk, trot, canter and hand gallop, and then jump two low fences.

Games

Idaho Figure-8 – two poles set 100 feet apart, the first 20 feet from the start-finish line; the second, 120 feet from the same line. The rider crosses the start line, rides down the side of the course to pole B, turns pole B, rides to pole A, turns pole A in the opposite direction, rides back to pole B, turns pole B in the opposite direction of A, and rides across the finish line, completing a figure-8 pattern.

Pole Bending – Six poles set in a straight line, each spaced 21 feet apart with the

start-finish line 21 feet in front of the first pole. The rider crosses the start line, travels to pole number 6, bends back through the poles, turns, bends through the poles to number 6, turns, and travels across the finish line.

Texas Barrels – Three barrels placed in a triangular formation. The rider crosses the starting line, circles the number 1 barrel to the right, crosses to the number 2 barrel, circles it to the left, rides to the number 3 barrel, circles it to the left, and travels across the finish line. The rider may alternatively cross the starting line to the number 2 barrel, circle it to the left, cross the number 1 barrel, circle it to the right, run to the number 3 barrel, circle it to the right, and proceed across the finish line.

Keyhole – The rider crosses the starting line, travels 100 feet into a 20 –foot diameter circle marked with a white line, turns the horse, and returns across the starting line. All four of the horse’s feet must stay within the circle.

Two-Barrel Flag Race – The rider crosses the start line, rides to/past container A (side optional), and takes the flag from container A; then, while riding around container B, the rider places the container A flag into container B and picks up the container B flag then goes into container A as the rider passes; the rider finishes by crossing the start-finish line.

International Flags – The rider crosses the start-finish line, goes down and around the barrel in either direction, picks up the flag, and carries the flag back across the start-finish line.