

ERSC

Fun Show Class Descriptions

PLEASURE CLASSES

Showmanship - this is an in-hand class that focuses on the exhibitor's ability to fit and show an equine along with their poise and alertness. Judges evaluate the grooming and cleanliness of both the equine and handler and the condition, the training and manners of the equine along with the expertise of the exhibitor in presenting the equine to the best of his/her ability. Exhibitors must work a predetermined pattern consisting of maneuvers such as walking, jogging/trotting, pivoting, backing and setting up. Proper dress is not required but neatness is always a plus.

Halter Horse - the purpose of this class is to select individuals for the best resemblance of their breed's quality based on their conformation, soundness, muscling and movement. Presentation and cleanliness of the horse also affects placement within the class. Proper dress is not required but neatness is always a plus.

Stick Horse Class - For those little partners that have yet to get their own real horse. This class is judged on the understanding between stick horse and rider and their ability to perform in front of the judge at a walk, jog, lope and back.

Balloon Bust - This class is a timed event where the little partners dash on foot from a predetermined starting line to a chair holding a balloon. They must sit down on and burst the balloon, jump up and then dash back across to the starting line as fast as they can. Quickest time wins.

Lead Line Class - this class is for the little partners that have advanced to the real horse but are not quite ready to take the reins. The partner rides at a walk while an adult leads and controls the horse. They are judged on how well they sit the horse and how cute and adorable they look atop that monstrous animal. (Combined with Student Class)

Student Class - This class allows for the riding students that are not quite secure enough to go into the arena alone with their horse. Instructors are allowed to enter the arena and either walk alongside the horse or stand aside a bit and give moral support to the rider. The instructor is not to touch the horse unless there is additional need for control and safety. The rider is judged on how well they sit in the saddle and control their horse. (Combined with Lead Line Class)

Western Pleasure - this class is judged on the horse and its quality of movement. The horse should be as the name implies, a pleasure to ride. He should be relaxed but alert and ready to respond to the rider's command without excessive cueing. He should look smooth, comfortable, agreeable, pleasant, fun and easy to control. It is up to the rider to make them look this way. He carries his head in a natural position, not high and over flexed at the poll or low with the nose out. Exhibitors compete simultaneously, traveling around the perimeter of the arena. Horses are judged on functional correctness, quality of movement including consistency of their gaits and attitude. Exhibitors are asked to show their horse at all three gaits travelling in both directions and will be asked to back and stand quietly on a free rein. Any break in gait will result in a penalty mark in the class. Proper dress is not required but neatness is always a plus.

Gaited Horse Class - this class is open to all non-trotting horses. Gaits to be called for will be a walk, slow gait and regular (faster) gait. Horses will be asked to back in the line-up. Proper dress is not required but neatness is always a plus.

English Pleasure - in this class only the equine is judged. He should be a pleasure to ride and needs to be willing, obedient and sound. He should get his correct leads when you ask for them and be able to travel in a straight line down the rail - no weaving. The English Pleasure horse shouldn't pull on the reins or refuse to go forward. He needs to be quiet, safe and obedient. You should ride on a reasonably loose rein. Exhibitors are asked to show their horse at all three gaits travelling in both directions and will be asked to halt, back and stand quietly on a free rein. Any break in gait will result in a penalty mark in the class. Proper dress is not required but neatness is always a plus.

Novice Pleasure - the novice class is open to anyone that has not won more than three 1st place ribbons. The gait requirements are either walk and jog/trot/slow gait. The exhibitor is judged on their saddle conformation and their ability to relate with their horse. This class offers the rider an opportunity to improve his/her show skills under the acknowledgment of a qualified judge. Novice riders cannot show in canter classes.

Gaited GAYP - this class is open to all non-trotting horses. It is a variation of the traditional pleasure gaited class. Gaits that will be called for are the walk and the rider's choice or favorite gait. The choice gait must be the same in both directions each time it's called. The strategy is in choosing the gait that will best show your horse's ability.

English or Western Equitation - in this class the rider's skills, form, balance and control will be judged. You will be judged on how well you can control your horse - not how well your horse moves. The judge will focus mainly on your leg position, your upper body position, your posture, your hand position and your overall horsemanship. The judge will also take notice if your horse runs away, if he's lazy so that you have to kick him excessively, how well your horse responds to your cues, how accurate your movements are and also how you interact with the other riders and horses in the arena. (Do you cut them off or ride too closely to another horse?) Also the judge will notice how neat and tidy you look. Riders are together in the ring while they perform the walk, trot and canter or walk, jog and lope in each direction. The back will be ask in line-up. Proper dress is not required but neatness is always a plus.

Novice GAYP Class - the novice class is open to anyone that has not won more than three 1st place ribbons. The gait requirements are the walk but in the GAYP class, it is a walk and your favorite gait (jog/trot/slow gait.) The exhibitor is judged on their saddle confirmation and their ability to relate with their horse. Novice riders cannot show in canter classes.

Western GAYP - this class is judged on the horse and its quality of movement. It is a variation of the traditional pleasure class. Only two gaits are ridden: the walk and the rider's choice of gait (jog or lope.) The strategy is in choosing the gait that will best show your horse's ability. The choice gait must be the same in both directions each time it's called. Horses will also be asked to back while in line-up. Proper dress is not required but neatness is always a plus.

Style Racking - the gaits to be called for in this event will be the show walk and the style rack in both directions. The Style Racking equine should display brilliance and show presence while performing a true 4-beat rack. The equine should be balanced both front and rear with animation and action in both the show walk and style rack. Exhibitors should not sacrifice style or gait for speed. Style racking equines are not required to back.

English GAYP - this class is judged on the horse and its quality of movement. Only two gaits are ridden: the walk and the rider's choice of trot or canter. The strategy is in choosing the gait that will best show your horse's ability. The choice gait must be the same in both directions each time it's called. Horses will also be asked to back while in line-up.

Country Gaited Pleasure - horses are flat shod and ridden with relatively loose single reins and should give the impression of going at ease with a minimum of control by the exhibitor. Gaits will be a show walk, slow gait and a fast gait (country pleasure gait.) Quality of gait should never be sacrificed for speed. The horse may be asked to halt while working on the rail to test for quietness. The horse must stand quietly on the rail and in the line-up, and back freely when asked .

Novice Walk/Trot, Walk/Jog or Walk/Slow Gait - this class is for the beginner that has not won more than three 1st place ribbons and are not comfortable in the arena with the more experienced riders. The exhibitor will be asked to walk or trot/jog/slow gait their mount in both directions. They are judged on their saddle conformation, their ability to communicate with their horse and the consistency of the gait.

Speed Racking - the equine enters the arena at a show walk. The equine will need to exhibit a show walk, slow gait and fast gait (gait on) in both directions of the arena. The slow gait is added in order to give all entrants a brief warm-up period to set up the equine or position themselves better for the rack on gait. The fast gait should have a noticeable increase of speed over the horse's slow gait. The Speed Racking equine should exhibit the brilliance and excitement of speed racking however form shall not be sacrificed for speed. Speed Racking equines are not required to back.

Bridle Path Hack - This is a basic flat class judged as an English pleasure class (relaxed forward movement with light contact) that can also include extended trot and hand galloping in both directions around the arena. Your horse will also need to halt and back up and you may be asked to dismount and remount from the ground.

Ride -A-Buck - a dollar bill will be placed under the knee, seat, thigh or calf of the exhibitor who is riding bare-back. The horses will be shown at a walk, lope/trot, lope/canter/slow gait. You may be ask to halt abruptly, ride with arms straight out and feet out straight, all trying to loosen the bill from under the leg. The last exhibitor with the dollar intact wins the class.

Trail Class - the horse and rider will be ask to maneuver over and through an obstacle course without disturbing the obstacles. They may be required to trot or lope between obstacles. Some obstacles may include rails, bridge, cones, mailbox, poles, etc. The rider may also be required to back the horse through/over some of these. Be prepared for the big blue tarp or strange props meant to distract your mount. A participant is given three tries at any one obstacle and then must pass it and move on if it's not negotiated successfully. There will be a time limit on each participant in this class and entries will be excused by the judge if this time is exceeded. The horse will be expected to walk, jog or trot, lope, canter or slow gait, do proper lead changes and back easily. The horse should handle each obstacle quietly and willingly, but not without showing some curiosity about the obstacle. A good trail horse should be relied upon to investigate obstacles to determine the safety of proceeding over or through them. The horse should not forge ahead without inspecting the obstacle.

GAME CLASSES

Keyhole Race - this class is a timed event executed over a pattern. The pattern is usually made up of white powder (flour or chalk) poured into a “keyhole” shape in the dirt. The event begins when the horse crosses the timing line. The horse enters the neck of the keyhole and then turns in either direction inside the keyhole’s circle without stepping over the white line. The horse then exits the keyhole neck and the time ends once they cross the timing line. The horse is disqualified any time they step on or over the white line. (A penalty judge shall be stationed near the keyhole and shall determine by viewing hoof prints the qualification of the ride. Such decision is final.)

Speed Ball - Get the ball in the cone ... it's that simple! Go through timing line to the cone. Turn the cone in either direction, dropping the golf ball in the cone. Go back through timing line. Special penalty: A rider will be disqualified if the golf ball does not go inside the cone or if the cone is knocked over. Any action by the horse or rider that causes the ball to be outside of the cone at the end of the ride shall be a "No Time" ride.

Hurry Scurry - This is a timed event where the contestants race against the clock, following a course consisting of one barrel and three jumps. Cross the timing line go over the first pole (jump) and turn barrel to the left and cross over two poles (jumps) to the timing line. Either 2 jumps then turn barrel and 1 jump; or reverse - 1 jump turn barrel and 2 jumps.

Pole Bending - This is a timed event. The course consists of a series of six poles spaced 21 feet apart, which horses and riders weave through. Horses run to the far end of the series of poles, turn and weave in and out as they work their way back to the front. Horses then complete a turn around the front pole and maneuver through the series again. At the last pole they complete that turn and race toward the finish line at full speed. A five-second penalty is added for each pole knocked down.

Big T Weave - This is a timed event consisting of 3 poles and two barrels. Go through the timing line, pass the first pole on either the left or the right, pass the next two poles on alternate sides. If the 3rd pole is passed on the right side, proceed to the barrel on your left, making a left turn and then a left turn around the other barrel. Then weave back through the three poles on opposite sides to pass through the timing line. Note: If the first pole is passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns.

Cloverleaf Barrels - This is a timed event where the contestants race against the clock, following a course consisting of three barrels in a triangular “cloverleaf” pattern. Contestants must choose either the right or left barrel as barrel #1, circle it and go on to the barrel #2, then completing the course after circling barrel #3 and running to the finish line. Barrels are permitted to be touched, but if one is knocked down during the course of the run, a five-second penalty per downed barrel is added to the run time.

Mailbag Race - This is a timed event where the contestants race against the clock to “deliver” the mail. The course consists of either barrels or barrels and poles. Contestant dashes down the arena, staying between the first barrel or pole on the right side of the arena, jumps over a low jump or pole combination on the ground on toward the second barrel at the end of the arena. On top of this barrel is placed a set of “mailbags”. Constants pick up the mailbags and race back to the finish line being sure to weave between the third set of barrels or poles on the left side of the arena. When contestant reaches the gate and has their horse under control, they must raise the mailbags up high to show that they successfully completed the “mail delivery.” Dropped mailbags gets a “No Time” penalty, overturned barrel or pole is a 5-second penalty.