

## Saddles 'n' Spurs Fun Show Order of Events 2011

1. Walk/Trot Pleasure
2. Walk/Trot Equitation
4. Walk/Trot Chinese Fire Drill
5. Walk/Trot Water Carry
6. Walk/Trot Command and Break
7. Walk/Trot Tortoise and Hare
8. Junior Pleasure
9. Junior Equitation
11. Junior Chinese Fire Drill
12. Junior Water Carry
13. Junior Command and Break
14. Junior Tortoise and Hare
15. Open Pleasure
16. Open Equitation
18. Open Chinese Fire Drill
19. Open Water Carry
20. Open Command and Break
21. Open Tortoise and Hare
22. Walk Pleasure
23. Walk Equitation
25. Over Fences Pleasure 2' course
26. Over Fences Equitation 2' course

Lunch Break—Trail Course Closed for the day  
50/50 Jackpot Bareback Dollar  
50/50 Musical Chairs  
Cake Walk  
Stick Horse Races (Participant Prizes)

27. Pairs Ribbon Race
28. Pairs Baton Race
29. Pairs Dress Up Relay
30. Pairs Rider Rescue
31. Walk/Trot Poles
32. Junior Poles
33. Open Poles
34. Walk/Trot Sword
35. Junior Sword
36. Open Sword
37. Walk/Trot Mug Race
38. Junior Mug Race
39. Open Mug Race
40. Walk/Trot Catalogue Race
41. Junior Catalogue Race
42. Open Catalogue Race

Junior, Open and Walk Riders should complete Trail Course (Classes 10, 17, 24) outside the ring at this time.

Walk/Trot, Open and Walk Riders should complete the Trail Course (Classes 3, 17, 24) outside the ring at this time.

Walk/Trot, Junior and Walk Riders should complete the Trail Course (Classes 3, 10, 24) outside the ring at this time.

Lunchtime activities do not earn division points. Simply bring a dollar to the gate when the activity is called. See posted class descriptions for awards.

43. Walk/Trot Keyhole
44. Junior Keyhole
45. Open Keyhole
46. Walk/Trot Flag Race
47. Junior Flag Race
48. Open Flag Race
49. Walk/Trot Cloverleaf Barrels
50. Junior Cloverleaf Barrels
51. Open Cloverleaf Barrels

## **Fun Division Class Descriptions**

### **Chinese Fire Drill**

- Riders will line up mounted in the middle of the ring. (Class may be run in heats).
- On command, each rider will dismount, completely circle their horse and remount as quickly as possible with feet in stirrups.
- Small riders on large horses may bring a “helper” into the ring to provide a knee as a mounting block. This person is not allowed to “boost” the rider into the saddle—they are there to serve only as a human mounting block.
- The class will be placed in the order that riders are remounted with feet in stirrups.
- In the event that the judge is unable to determine the order of a pair of riders, pairs in question may be asked to repeat the drill to determine placing.

### **Water Carry**

- Each rider will be given a clear plastic cup filled with water labeled with their exhibitor number.
- The judge will issue commands to riders circling the ring.
- At the end of the judge’s commands, the cups will be lined up according to how full each remains.
- The six riders with the most water left will be awarded ribbons.

### **Command and Break**

- The judge will issue a series of commands.
- Any horse not performing each command within three strides is asked to come to the center of the ring.
- Riders will be placed in the reverse order that they are asked to come to the center.

### **Tortoise and Hare**

- Horses will line up side by side between two cones (Class may be run in heats).
- At the command “go”, horses will walk to the finish line between two cones marking the finish line.
- Horses will be placed in the order that they cross the finish line.
- Any horse exceeding the walk will be disqualified.

## **Pairs Division Class Description**

### **Ribbon Race**

- Holding onto the ends of a crepe paper ribbon about 8 feet long, each team will ride in tandem down around a barrel placed at the end of the ring and back.
- If the team breaks or drops the ribbon a 15 second penalty will be added.

### **Baton Race**

- The first rider will take a baton to a second rider stationed on their horse in the designated area at the end of the ring.
- The second rider will then return to the starting line with the baton.
- Passing the baton between the two riders must take place in the designated area. If the baton is passed in front of this area, the team will be disqualified.
- If the baton is dropped, it must be retrieved before returning back to the starting line.

### **Dress Up Relay**

- Depending on class size, multiple pairs may compete at the same time in this event.
- Each partner will be on opposite ends of the ring on the ground behind designated line.
- At the command, “go”, the starting partner will don the designated outfit, mount their horse and ride to the far end of the ring where their teammate awaits.
- The rider will dismount, remove the clothing items and the waiting partner will don them.
- The newly dressed up rider will then mount and return to the starting line.

### **Rider Rescue**

- Teams will consist of 1 horse and two riders. The horse and one rider will begin at the starting end of the ring. The dismounted rider will begin at the far end of the ring.
- The mounted rider will ride to the far end of the ring where the horseless partner will mount and they will return riding double.
- The second rider must mount within the designated area at the end of the ring or the team will be disqualified.

## **Lunchtime Activity Descriptions**

### **50/50 Bareback Dollar**

- Each bareback rider will hand the judge a dollar bill as they enter the ring.
- The judge will place the dollar under the knee/thigh of the rider.
- The rider is not allowed to touch or readjust the placement of the dollar bill in any way.
- Once riders have entered the ring and dollar bills are in place, the judge will issue commands.
- If a dollar falls to the ground, the rider must immediately come to the center of the ring. The last rider to still have their dollar in place will receive 50% of the dollars dropped.
- If you do not execute a command, you will be asked to come to the center of the ring (ie. You continue to walk when asked to trot).
- No ribbons or points towards a division trophy are awarded in this class. Winner gets 50% of gate receipts.

### **50/50 Musical Chairs (Pay \$1 entry as you enter the ring)**

- Chairs will be placed in the center of the ring (1 less than the number of riders).
- Riders will circle the ring on the rail while the music plays.
- When the music stops, riders will quickly dismount and lead their horse to a chair and sit in it. Riders may not let go of their horse in order to get a chair. Any dangerous conduct will result in disqualification.
- 1 Rider will be eliminated in each round until 1 rider is left.
- No ribbons or points towards a division trophy are awarded in this class. Winner gets 50% of gait receipts.

### **Cake Walk (Pay \$1 entry as you enter the ring)**

- Each person or team will hand the gatekeeper a dollar as they enter the ring.
- Participants may move in any manner while the music is playing—leading, riding, walking...
- Each time the music stops, participants will stop.
- The announcer will select locations randomly in the ring and the person closest to that location will proceed to the out gate to pick their cake.
- The music will then begin again and walkers will resume walking and the process will be repeated until all the cakes have been claimed.
- Please to not crowd, we do not want anyone kicked or stepped on.
- No ribbons or points towards a division trophy are awarded in this class.

### **Stick Horse Races (Pay \$1 entry as you enter the ring)**

- You may bring your own stick horse or use one of ours.
- Races will be organized according to size and age of participants—Everyone is encouraged to participate—We'll even run a special heat for horse show parents and trainers☺
- Several heats will be run and may include jumps.
- Participation prizes will be given to all entrants. No placing or points are awarded in these races.

## **Timed Division Class Descriptions**

### **Disqualification from any of the events in this division will occur if:**

- A rider starts the timer and then recrosses the starting line (thus stopping the timer) before completing the pattern. Keep in mind that the timer is automatic. It starts and stops each time the horse or a person crosses the line. (Depending on the number of entries, the donut Race may or may not use the timer.)
- A rider does not complete the pattern correctly.
- Walk Division: If a walk division horse breaks into a trot/jog or canter/lope/gallop, the rider will be disqualified if the horse is not brought back to a walk within three steps.
- Walk/Trot Division: If a Walk/Trot division horse breaks into a canter/lope/gallop, the rider will be disqualified if the horse is not brought back to a walk or trot within three steps.

### **Poles**

- The rider must ride straight to the end pole making a U turn around it. (Walk riders will ride a shortened course of three poles).
- The rider then weaves through the poles back toward to the pole closest to the starting line.
- The rider will again make a U turn around the pole closest to the starting line and weave back through the poles to the far end a second time.
- After rounding the last pole, the rider will make a U turn around the end pole and return straight back to the starting line.
- Missing a pole, completing circling a pole 360 degrees or any other deviation from the course will result in disqualification.
- Knocking over a pole will result in a 5 second penalty.

### **Sword**

- Rings will be affixed to each pole.
- The rider will carry a wooden “sword” down around the end pole and back.
- At some point on the trip down or back, the rider must spear one ring on the sword to bring back over the starting line.
- Once a ring has been speared, riders may not hold the ring on the sword with their hand. Holding the ring will result in disqualification.
- If a ring is dropped, the rider must spear another ring.
- In the event that all rings have been attempted and dropped, the rider may complete the ride ringless and a 15 second penalty will be added to the time.
- Circling any pole 360 degrees will result in disqualification.

### **Mug Race**

- A Mug will be hung upside down over the top of one pole.
- The rider must go down around the end pole and back to the starting line moving the mug from the top of one pole to the top of any other pole.
- The mug may be moved on the ride up or on the ride back.
- If the mug is dropped while attempting to move it, the rider may finish the ride and a 15 second penalty will be added to the time.
- Circling any pole 360 degrees will result in disqualification.

### **Catalogue Race**

- Equestrian Catalogues will be placed on a barrel at the end of the ring.
- The rider must go down to the barrel, dismount and tear out a page that contains a designated item. (For example if “saddle” is the designated item, the rider must return with a picture of a saddle on the torn page.)
- The rider will then remount (a mounting block will be placed at the end of the ring for assistance) and ride back to the starting line.
- The horse can go around the barrel either from the left or the right.
- If the horse circles the barrel 360 degrees, the rider will be disqualified.

### **Flag Race**

- Three barrels will be placed in the ring, one on each side and one at the end. A bucket of sand will be placed on the two side barrels.
- The rider will indicate which bucket they want the flag to start in (left side or right side).
- The rider must ride to the side barrel containing the flag, pick up the flag and carry it around the end barrel and stick it in the bucket of sand on top of the barrel on the opposite side of the ring.
- The horse must stay on the outside of all three barrels. If a horse completely circles any barrel, the rider will be disqualified.
- If the flag is dropped a 15 second penalty will be added to the time.

### **Cloverleaf Barrels**

- A standard cloverleaf pattern will be required.
- The rider may choose to circle either the right or the left barrel first.
- Our ring is small so standard measurements between barrels is not possible. The first barrels will be placed 21 feet from the starting line and the end barrel will be approximately 30 feet from the fence at the end of the ring.

## General Show Rules

**No individual of any age is allowed on a horse anywhere on the grounds without wearing an ASTM/SEI approved riding helmet properly secured and appropriate flat soled footwear with a heel. SAFETY is of Paramount Importance!!!!**

**Riders may not cross enter between divisions.** Please carefully select the division that best fits your riding skill. SAFETY is of Paramount Importance!!! Any rider who is overmounted or is clearly having difficulty controlling their horse at the level selected will be asked to leave the ring.

Walk Divisions are limited to our most beginning riders. It is not a lead line division! However an adult may be in the ring to provide ground support as necessary to ensure safety. Riders in the walk division may not cross enter into any other division-level classes. In timed events, the rider will be disqualified if they exceed the walk.

Walk/Trot Divisions are limited to beginning riders of any age who are only comfortable riding at a walk and trot. In timed events, the rider will be disqualified if they exceed the trot. Note that there is no designated walk/trot division for pairs classes. Walk/trot pairs or walk/trot-junior or open rider pairs are fine, but any walk/trot partners may not exceed the trot or the team will be disqualified.

Junior Divisions are for all riders 14 and under who are comfortable at a walk, trot, and canter.

Open Divisions are for riders over 14 who are comfortable at a walk, trot, and canter.

Pairs Divisions Any rider may enter pairs classes with a partner from any division. However, individuals previously designated as walk or walk/trot riders, may not exceed those gaits respectively or they will be disqualified.

**Only Positive and Friendly Cheering is allowed.** No coaching! Trainers should limit themselves to encouragement once their rider has entered the ring. Any unsportsmanship-like conduct will result in being asked to leave the show. Remember a fun show should be fun.

**Be considerate of your horse.** Rough handling will be grounds for dismissal. Also, make sure your horse gets rest and water between rides. This is a long day. If you are sharing a horse with another rider, please limit the number of classes your horse is expected to compete in.

**English or western tack is acceptable in all classes.** The 4-H rule book rules will apply regarding acceptable tack. While, riders are encouraged to dress appropriate for the “show divisions,” casual dress appropriate for riding is allowed for all classes.

**The decision of the judge is final.** Classes may be split/combined as needed.

**No alcoholic drinks will be allowed on the grounds.**

**Dogs must be kept leashed and under control at all times.**

**Proof of current negative Coggins and a Self-Certification of Equine Health Form is required at registration.**

**Clean up after your horse and yourself.** The groundskeepers get very grumpy when they run a lawnmower into a pile of manure. Likewise, littering is not an acceptable 4-H activity.

**Be safe.** Please make sure your horse is “OK” with any potentially scary situations involved in an event before entering. For example, if you know your horse will “freak out” when you pick up the flag—do not enter the flag race. We don’t want our fun show to become “Not Fun” for anyone.

Please pay attention to what class is in the ring so that you are ready and waiting at the gate when your classes are called. In order to get through all the classes before dark, we cannot wait for riders who are not ready to go. Likewise we will not repeatedly call a class. Once the gate is closed, the class is closed. In the event that two riders are sharing a horse, please have adequate ground support to make changes as quickly and efficiently as possible. For timed events, let the announcer’s stand know that a horse is being shared when you register and we will make sure the two riders are not back to back in the ride sequence.

Trail course must be completed before the lunch break. Many riders do not stay for the whole day and final placings are needed before we can announce the division winners. The trail course will be set up behind the announcers stand.