



**Canadian Horse Breeders
Atlantic District
2010 Futurity and Fun Show
Class Descriptions**

Line Classes

In line classes, all exhibitors are to enter the ring at a walk, proceeding in a clockwise direction. The Judge will then request exhibitors to line up. Each exhibitor will be asked to do an individual routine of walk/trot and return to the line. At the discretion of the Judge, any horse that misbehaves will be excused from the class immediately.

Appropriate attire should be worn either English or Western. Helmets are mandatory for juniors and are recommended for all.

Riding Classes

Walk/Trot

In this class either a green horse or green rider may participate. You can show either Western or English. Horses will be asked to walk and trot both directions of the ring, line up and may be asked to back up. The Judge will be looking for performance, way of going, manners and conformation.

Open Pleasure Under Saddle (Western or English)

The horse is to be shown at a walk, trot, and easy lope/canter in both directions of the ring. Riders will be asked to line up and may be asked to back up. Horses will be judged on performance, conformation, and way of going.

Open Equitation Under Saddle (Western or English)

The horse is to be shown at a walk, trot, and easy lope/canter in both directions of the ring. This class is judged on the rider's performance and control of the horse. A good equitation rider is always in balance with her horse, maintains a correct position in every gait, movement, and possesses a commanding, but relaxed, presence.

Hunter Hack

Horses are to be shown at a walk, trot, and canter as a group both ways in the ring. Light contact with the horses' mouth is to be maintained. Horses will jump two fences, maximum 2' 6", individually, after group workout.

Suitability for Dressage

Horses are to be shown at a flat-footed walk, working trot and working canter both ways of the ring. Horse must exhibit the ability to perform a ground covering free walk on a loose rein. Collected and lengthened gaits may be called for, at the judge's discretion. Horse should be supple and move in a clear and steady rhythm, accepting contact with the bit. All three gaits are to be demonstrated. The walk is regular, free and unconstrained. The trot is free, supple, regular, and active. The canter is united, light and balanced.

Simple Reining

“To rein a horse is not only to guide them, but to control their every movement.” (NRHA Handbook)

Horses are to be judged on smoothness, finesse, attitude, quickness and authority when performing the various maneuvers. Controlled speed in the pattern raises the level of difficulty and makes the reining horse more exciting and pleasing to watch. Increased level of difficulty is rewarded with higher scores if maneuvers are performed correctly. May be performed with either one or two hands. A simple (novice) pattern will be posted the morning of the show. Maneuvers may include roll-backs, simple spins, lead changes and changes of gait. Sliding stops will not be required.

Command

The command class is neither a race nor is it a gymkhana event. It is a competition that exhibits the abilities of a well trained, responsive performance horse. Can be done in either English or Western tack and attire. Entries are eliminated, one at a time at the discretion of the judge as commands are not executed correctly. At no time are horses to be judged individually or one at a time to decide the class. At no time are ring stewards allowed to partake in the judging or placing of the class. The command to stop from the lope or hand gallop can be given only once in each direction. Specific commands and degree of difficulty will be at the discretion of the show committee and judge.

Examples of elimination are as follows: failure to execute the command correctly, wrong leads, disunited, excessive speed, breaking gait, hanging up or turning sideways at the back up, circling for better position without being commanded to do so, moving when stopped, moving when mounting or dismounting, etc. At the judge's discretion, entries

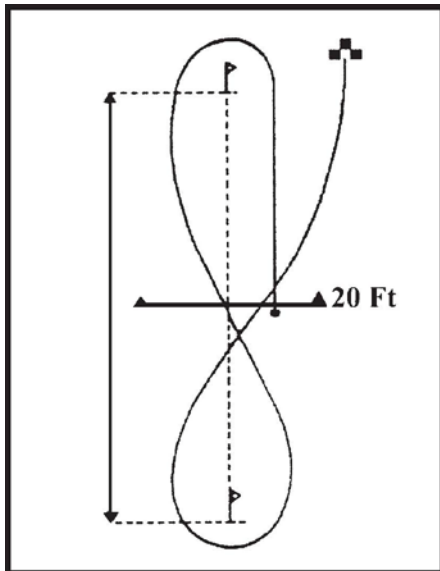
may be eliminated for poor execution of the command, i.e. taking too long to execute transition from one gait to another, horse opening mouth excessively at the back up, etc.

Pairs

Shown at the walk and jog/trot only, both ways of the ring. Exhibitors must work in unison with their partner. To be judged as a pleasure class.

Stake race

A timed race, participants will start behind a line from the first stake, race around both stakes as in the pattern. The finish line is defined by two cones in the middle.



Obstacles

The Obstacle Class is the performance of a safe, sensible, well-mannered horse over a course of obstacles. This class will be judged on the performance of the horse over the obstacles, with emphasis on manners, response to the rider and attitude. Western or English tack will be permitted. Two hands on the reins permitted for English horses and Western horses in hackamores, snaffle bridles or bosals. Otherwise only one hand may be used on the reins, except that is permissible to change hands to work an obstacle. Credit will be given to those horses negotiating the obstacles with style and some degree of speed, providing carefulness is not sacrificed and to horses showing the capability of picking their own way through course when obstacles warrant it, and willingly responding to rider cues on more difficult obstacles. Horses shall be penalized for any unnecessary delay while approaching obstacles. The horse will be shown at three gaits (walk, trot, lope). The trail course should consist of a minimum of six mandatory, and at least three optional obstacles. The course must be posted at least one hour before

scheduled time of the class. Failure to follow course shall cause elimination. Failure to complete obstacle shall not constitute elimination, but is to be severely penalized.

Ride a buck

A bareback class, participants will be asked to place a “dollar bill” beneath them, with a portion shown, as decided by the judge. As a group, various gaits, and maneuvers may be required. Elimination occurs when the bill is lost. Last rider with the bill in place wins.

Driving Classes

Ground Driving Cones

Horses will be asked to maneuver through some cones at a walk and a trot. They will also be asked to stand quietly and back up. Pattern will be posted the morning of the show. This event is not timed. Judging will be on performance, manners, way of going, and condition and fit of harness and appropriateness of dress of the driver. This class is for novice horses. Any horse in ground driving classes may not participate in any other driving classes.

Ground Driving Obstacles

In this class, several obstacles will need to be negotiated. There will be no pattern but rather a “gambler’s choice” with each obstacle having a set point value. This is a timed event and the most points wins. This class is for novice horses. Any horse in ground driving classes may not participate in any other driving classes.

Green Pleasure Driving

In this class either the horse or the driver may be the beginner or green. Entries will be judged on the suitability of the horse to provide a pleasant drive. Horses will be shown both directions of the ring at the walk, slow trot, working trot. They will be asked to line up and stand quietly and back up when asked by the judge. Judge will be looking for performance, manners, way of going, condition and fit of harness and vehicle, and neatness and appropriateness of driver’s apparel.

Pleasure Driving

In this class either the horse or the driver and horse are more experienced. Entries will be judged on the suitability of the horse to provide a pleasant drive. Horses will be shown both directions of the ring at the walk, slow trot, working trot **and** a strong trot. They will be asked to line up and stand quietly and back up when asked by the judge. Judge will be looking for performance, manners, way of going, condition and fit of harness and vehicle, and neatness and appropriateness of driver's apparel.

Driving Cones

This class consists of a number of cone "gates" requiring precision and timing to complete. This is a timed event and penalties are incurred for overtime as well as knocking a cone. Pattern will be posted the morning of the show.

Driving Obstacles

In this class, several obstacles will need to be negotiated. There will be no pattern but rather a "gambler's choice" with each obstacle having a set point value. This is a timed event and the most points wins.

Costume Class

Judged on originality, complexity, and horse's way of going. May be ridden, driven or in hand.