

Midwest Fjord Horse Club 2011 Show Handbook

Due to the inherent risks of equine activities, the MWFHC is not liable for an injury to or the death of a participant in any equine activity using these rules. Participants is defined as exhibitors, judges, spectators, coaches, trainers, show staff, horses, pets, and anyone or thing on the grounds at the horse show. The MWFHC disclaims any responsibility whatsoever, due to negligence or otherwise, for any losses, injuries, or other claims arising out of the use of these rules.

The following rules/guidelines are designed for the classes provided at the Midwest Fjord Horse Club's, Horse Show. The goal is to promote the versatility of the breed and to simplify the process to allow all exhibitors to enjoy this show experience safely.

Definitions

Adult – an individual who has reached their 19th birthday as of January 1st of the current competition year.

Youth - an individual who is 18 years of age or under as of January 1st of the current competition year.

Green Horse – a horse in their first year of showing in accordance with division rules.

Maiden Horse – a horse, which as not won 1st or 2nd in accordance with division rules.

Novice – an **individual person** that has **never won first place** in a novice class.

Open - a class that contains all horses of any age, size or sex, regardless of previous awards received, in accordance with division rules. There is no qualification for the rider, driver or handler except as specified in division rules for the particular category or level of classes.

General Rules

- 1) **All entrants are responsible** for understanding the Rules/Guidelines as set forth.
- 2) **NO ONE, except for the Show and Executive Committee** are allowed to be on the show grounds one morning prior to the show.
- 3) **Safety is the primary concern at this show.** Unsafe behavior by the horse or handler will not be tolerated.
- 4) No cross entries are allowed. Once a horse/rider combination enters a walk/trot class they may not enter a class requiring a canter. **The same horse** may show in a canter class if ridden by a different rider.
- 5) Mandatory Coggins for all horse entered in the show in accordance with the state regulations for the state where the show is held. **OUT OF STATE HORSES WILL NEED TO SUPPLY A HEALTH CERTIFICATE AS REQUESTED.**
- 6) Gate holds may be called for necessary equipment or animal changes. Gate holds must be requested prior to the class call and are to be **no more than 5 minutes**. Once a class has been called, the time for gates holds expires, judging has commenced and no exhibitor can enter the class.
- 7) If an individual wants to sign up for a class that they did not register for, they may do so **ONLY** at the beginning of each day **BEFORE** the show starts.
- 8) Show management reserves the right to split, combine or cancel classes.
- 9) The announcer will call stopping a class due to weather conditions.
- 10) **NO COACHING** from the rail. Any competitor will not be placed if coached from the rail.
- 11) All horses participating in the show need to be registered with a recognized Fjord breed Association.
- 12) **Good sportsmanship, manners and clean language are to be adhered to, to keep in good standing with the MWFHC.**
- 13) The judge's decision is final.

General Rules – Safety

- 1) Stallions may not be shown, handled or cared for by any person 18 years of age or younger.
- 2) Under no circumstances shall a bridle be removed from a horse while it is hitched to a vehicle.
- 3) A horse must never be left unattended or tied to anything while hitched to a vehicle.
- 4) While driving, a whip should be held at all times, except in the Draft division classes where a whip is not allowed.
- 5) All exhibitors must wear leather footwear with heels; ASTM/SEI Helmets for adults are strongly encouraged for all divisions. ASTM/SEI Helmets for Jr. Jr. Youth, Jr. Youth and Youth are required.
- 6) A header will be available for each turnout at ringside or on board with the driver for assistance. In Multiple classes (Pairs/Teams, Tandem, Four up/Four in Hand) a groom is recommended, but not required.

Barn Rules

- 1) No smoking anywhere on the premises.
- 2) No hitching of horses to vehicles in the barns.
- 3) No riding of horses in the barns.
- 4) All effort should be made to keep aisle ways and doorways clear to afford traffic flow through the show.
- 5) On the final day of the show or when you leave, **stalls do not need to be stripped**.
- 6) All dogs must be leashed when on facility grounds (including the camping area) and feces must be immediately removed.

General Rules – Youth Rules

- 1) Must be accompanied by an adult while driving a horse.
- 2) Must wear an approved ASTM/SEI helmet while riding and/or driving in the ring AND on the show grounds.
- 3) Must wear appropriate foot wear while riding and handling a horse.
- 4) Lead Line class the horse must wear a halter under the bridle.

- 5) An Adult must be available to the youth exhibitor for assistance.
- 6) Under no conditions will a youth handle, care for, ride or drive a stallion.

Recommendations – Attire

Draft - Protective shoes, long pants and shirt required. Jacket and hat are optional. Whips are not allowed.

Driving - Gentlemen should wear a coat or jacket, unless specified otherwise in the class list. **Ladies** should wear a conservative dress, tailored suit, or slacks, unless specified otherwise in the class list. Floppy hats are discouraged. Unless specified otherwise, the driver shall wear a hat, an apron or knee rug, and gloves, except these items are optional for draft turnouts.

English - English and Hunter riders should wear coats of any tweed or Melton, breeches or jodhpurs, and boots or half chaps and leather paddock boots. Protective headgear, hunt cap, or derby is required. Spurs, crops, or bats are optional. When permitted to ride without jackets, riders may wear long or short sleeved riding shirts with choker or ties.

Western - Western riders should wear Western hat or helmet (youth required), long-sleeved shirt with any type collar, trousers or pants, and boots. Long-sleeved shirts are traditional and preferred, but when permitted by the show committee or judge due to weather conditions, short-sleeve shirts are equally acceptable. Chaps, shotgun chaps, and spurs are optional.

Recommendations – Tack

Draft - Collar and hame draft harness to be used. Bits - any kind & type of riding snaffle or other types of traditional driving bits are allowed. Side check reins and open bridles are permitted. Whips are not allowed.

Driving - Driving harness, leather or synthetic materials. Either breastplate or full collar style. Bits - any kind & type of riding snaffle or other types of traditional driving bits are allowed. Side check reins and open bridles are permitted. Whip in hand is required, unless driving multiples, such as Unicorn or 4 horse hitch.

Riding (English/Western) – appropriate saddle and bridle for the class you are entered into, breast collar (English/Western) and rear cinch (Western) are optional. Split or romal reins are allowed. Silver adornments of any kind are not required.

Movement

The way of going for the Fjord Horse is straight and true with good forward movement. The gaits are well balanced, with a regular cadence and a length of stride where the hind hoofprint oversteps the front hoofprint at the walk and trot.

Walk: The Fjord Horse will be eager and efficient, moving in a four-beat cadence.

Trot: A true two-beat diagonal gait. Being a powerful gait, the trot demonstrates the characteristic traits of speed, comfort and athletic ability. The trot comes naturally, and is the most favored gait of the horse.

Canter: Should be balanced and free with good forward movement.

Class Descriptions

Halter – All horses shown must be NFHR or CFHA registered or pending registration. No cross entering. Horses to be shown in hand at a walk and trot at the judge's directions. Horses may be shown in halter or bridle. Foals only allowed in Broodmares class.

Mares - To be judged in order of importance: type, conformation, suitability as a breeding animal, quality, manners, movement, substance, and presence.

Stallions - Stallions must be shown by an adult (18 years or older), in bridle or halter with a stud chain. To be judged in order of importance: type, conformation, suitability as a breeding animal, quality, manners, movement, substance, and presence.

Geldings - To be judged in order of importance: type, conformation, quality, manners, movement, substance, and presence.

Produce of Dam - Two offspring out of the same Dam to be presented in hand.

Get of Sire - Three offspring by the same stallion to be presented in hand.

Showmanship - handlers shall be judged on their ability to present the horse. Handlers to show their horses over a pattern chosen by the judge. The pattern will be posted at least one hour prior to the class. Handlers may show in English or Western attire, gloves are optional and coats may be excused by the judge. Horses may be shown in halter or bridle. To be judged in order of importance: showmanship (showing, leading, poise, alertness, and attitude) and presentation (grooming and conditioning).

Pleasure Driving - Entries are judged on the suitability of the horse to provide a pleasant drive. To be shown both ways of the arena at a walk, slow trot, working trot, strong trot (at the discretion of the judge). To stand quietly and to rein back. To be judged 70 % on performance, manners and way of going of the horse (s); 20% on the condition and fit of the harness and vehicle; 10% on neatness of attire.

Green Horse - Open to horses in their first year of showing in the particular performance division. Consideration is given to the "green" and inexperienced horse.

Novice Man and Woman - Open to individuals that **have never won first place in a Novice class.** Consideration is given to the individual new to this particular performance.

Maiden Horse - Open to horses which **have not won 1st or 2nd in a Pleasure Driving Class other than Green Horse – Single Driving.**

Pleasure Driving Turnout - Entries are judged on the performance and quality of the turnout. To be shown both ways of the arena at a walk, slow trot, working trot and strong trot. (at the discretion of the judge). To stand quietly and to rein back. To be judged 70% on the condition, fit and appropriateness of harness and vehicle, neatness and appropriateness of attire, and overall impression; 30% on performance, manners and way of going of the horse (s).

Tandem - To be shown at the walk, slow trot and working trot, and to stand quietly. Tandem shall not be asked back, except at the judges discretion in case of a work off. To be judged on performance, presence, quality, manners and matching.

Team - To be shown at the walk, slow trot and working trot and to stand quietly and to back. To be judged on performance, presence, quality, manners and matching.

Unicorn - To be shown at walk, slow trot and working trot. To stand quietly. At judges discretion to back. To be judged on performance, presence, quality manners and matching.

Four Horse Hitch - To be shown at a walk, slow trot and working trot at judge's discretion, To stand quietly and back. To be judged on the ability to work as a unit with evenness, performance, presence, quality, manners and matching

Ground Driving – To be shown at the judge's discretion.

Reinsmanship Driving Divisions - Entries are judged on the ability and skill of the driver. To be shown at a walk, slow trot, working trot, and strong trot (at the discretion of the judge). Driver required to rein back. Either the Achenbach or any two handed method of handling the reins are acceptable. Some drivers may be chosen to be worked at any gait requested by the judge and may be asked to execute a figure eight and/or perform other appropriate tests. To be judged: 75% on handling of reins and whip, control, posture and overall appearance of driver; 25% on the condition of harness and vehicle, and neatness of attire.

Drive & Ride - To be judged 50% on performance, manners, way of going (horse) and suitability in harness; 50% on performance, manners, way of going (horse) under saddle. After the driving section, only two grooms/assistants are allowed to assist with the unharnessing and saddling. Horses are to remain in line until the last person has tacked up their horse and mounted.

Single horse to be shown in two concurrent sections by the same OR DIFFERENT driver/rider:

- A) In Harness: To be shown as a pleasure driving class both ways of the arena at a walk, slow trot, working trot and strong trot (at the discretion of the judge). To stand quietly and rein back.
- B) Under Saddle: To be shown both ways of the arena (English or Western) at a walk, trot (jog), canter (lope). To stand quietly and rein back.

Obstacle Driving Division - The width of the obstacle shall be: The width of the widest vehicle in the class with six inches added on each side.

Gamblers Choice - To be driven at a trot over a course of obstacles each carrying a point value. Open to singles or pairs. Each driver has the same amount of time to navigate as many obstacles as possible within the time frame – in any order from any direction. Each obstacle may be driven twice but not in succession. No points will be awarded for an incorrectly completed obstacle. A signal will sound at the end of the allowed time and the driver must exit through the finish line where the total will be recorded. If the signal sounds when the competitor is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points. Placing determined on a high score basis, In the event of a tie the best time wins.

Pick Your Route - Open to singles or pairs, this is a timed event driven at a trot over a course of obstacles with no set route. After passing the start line the exhibitor shall proceed through each pair of cones choosing their own route to the finish line. Penalties: Knocking down a ball: 5 seconds. Break to a canter: 5 seconds (4th break is

elimination). Fastest – clean time determines the winner. The start line and finish line can be traveled through from any direction.

Double Jeopardy - To be driven at a trot and timed over a course of numbered obstacles by an entry consisting of two drivers. Open to singles or pairs. After passing the starting line, the first driver shall proceed through each obstacle to the designated finish line. At this point the reins are passed to the second driver who must drive the course in reverse order. Penalties: Knocking down a ball 5 seconds. Break to a canter: 5 seconds (4th break is elimination). Fastest- clean time determines the winner. **Youth class requires one driver to be 19 years or older.**

Draft Division - Harness and attire shall be suitable for this type of vehicle or activity. Over check reins and Martingales are not permitted. Side check reins and open bridles are permitted. Whips are not allowed.

Log Pull/Skid – Limited/Men/Women and Team - Entries to pull log both directions through five cones set 6 inches **more than the log** provided for the event, while staying within 30 foot boundary lines. Timed Event. Penalties of 5 seconds for touching cones and 2 seconds for going outside of boundary lines. **Lowest score of time plus penalties wins.** The use of driver's body or any other artificial devices to maneuver the log is not permitted. **For the Men/Women/Team classes ONLY**, there will be an additional requirement at the end of the course. You will be required to stop the end of the log as close as you can to a line drawn at the end of the course. Penalties will added depending on # of inches over or under the line, a penalty of **(2)** seconds per inch will be added for going over and **(1)** second per inch will be added for going under. **The Limited** class is open to men, women and youth who are a novice and new to log skid, you will not be required to stop the log on the line drawn at end of course. Course adjustments will be made.

Farm Hitch/Obstacle - All participates will use the same wagon. A team of horses and driver on foot to enter arena through “in gate”, proceed to wagon, hitch unassisted, proceed through obstacles #s 2-6 (see map for complete description of obstacles and what needs to be done), once obstacles are completed, proceed back to hitching area and unhitch without assistance, exit out the “out gate”. An additional person is required to ride in back of wagon for safety purposes. They are not to touch lines/unless horses go to take off, nor can they coach driver. Placing determined on a high score basis, in the event of a tie the best time wins.

Riding Division -

Adult/Youth Walk/Trot - Horses are to be worked both ways of the arena at a walk and trot (jog) in a relaxed manner without undue restraint. May be asked to back at judge's discretion. This class may be shown under English or Western tack. Riders competing in this class may not enter any class requiring the canter (lope). To be judged on manners, willingness, suitability to purpose and smoothness of transitions.

Green Horse Walk-Trot - two classes – one Western, one English Open to **horses** in their **first year** of show ring experience under saddle and never been in a performance class requiring a canter (lope). Horses to be worked both ways of the arena at a walk and trot (jog) in a relaxed manner with out due restraint. May be asked to back at judge's discretion. May be shown English or Western. Western horses shown in a snaffle may use two hands, western horses shown in a leverage bit must be neck reined. Horses competing in this class may not enter any riding class that requires a canter (lope).

Dressage Suitability – to be shown with light contact at the walk, trot and canter both ways of the ring. Judged on the quality of gaits, balance, presence and manners. Horses may be asked to lengthen the stride at the trot (i.e. extended trot) and or any other gaits or movement that would help a judge decision the suitability of the horse. Horses are judged and placed for the horse most suitable for dressage. Ridden English, **only legal dressage bits allowed.**

Hunter Hack - To be shown at a walk, trot and canter both ways of the arena, with additional individual work over two cross rail fences not to exceed 18 inches. Horse may be asked to hand gallop individually and back. To be judged on performance, suitability, manners and way of going (horse).

Jumpers Choice Class - To be ridden/jumped at a trot or canter going over a course of fences each carrying a point value. Each rider has the same amount of time to jump as many fences as possible within the time frame – in any order from any direction. Each fence may be jumped as many times as you wish but not in succession. No points will be awarded for a knock down and it will not be reset until your time is completed. A signal will sound at the end of the allowed time. If the signal sounds when the competitor is committed to a fence, the competitor may complete the fence and receive the appropriate points. Placing determined on a high score basis, In the event of a tie the rider taking the higher fences will win. Judge will determine if you were committed to a fence when/if the whistle blows at that time.

English Pleasure Horse - To be shown at the walk, trot and canter both ways of the arena and to back. Extension of the trot and a hand gallop may be asked for upon the discretion of the judge. Horse is to be judged on performance, suitability, manners and movement

Western Pleasure Horse - To be shown at the walk, jog and lope both ways of the arena and to back. Horse shown in a snaffle bit may be shown two handed, all horses shown in a leverage bit must be ridden with one hand on the reins.

Adult/Youth Horsemanship/Equitation - To be shown at a walk, trot (jog), canter (lope). To stand quietly and rein back. Participants may be asked to perform a pattern. Rider to be judged on seat, hands and legs and overall appearance and partnership of horse/rider.

Youth Lead Line - Shall be shown at a walk only, with an adult leading the horse. To be judged on seat, legs, hands and overall appearance. Riders in this class may not compete in any other riding classes. A halter must be worn under the bridle. Riders must wear an approved ASTM/SEI helmet.

Pairs – To be shown at a walk, trot (jog), canter (lope). Both western and English are allowed. Judged on how well horses work together in unison.

Jack Benny - Age of horse and rider must be 55 & older. Both western and english allowed To be shown at the walk, trot or jog and canter or lope both ways of the arena and asked to back. Horse shown in a snaffle bit may be shown two handed, all horses shown in a leverage bit must be ridden with one hand on the reins.

Trail Division –

Adult Trail - To be judged over an obstacle course of which will be posted in the MWFHC Show packet. The primary judged aspect of this class is to show your horses willingness to navigate an artificial trail environment. Obstacles may include opening a gate, going over a bridge and other “obstacles” seen while trail riding. Suitability to purpose and willingness are the main criteria in this class division. Horses will be asked to walk, trot (jog) and canter (lope) and back in accordance where noted on the obstacle course.

Youth Trail (Open to all Youth 18 & under) - To be judged over an obstacle course of which will be posted in the MWFHC Show packet. The primary judged aspect of this class is to show your horses willingness to navigate an artificial trail environment. Obstacles may include opening a gate, going over a bridge and other “obstacles” seen while trail riding. Suitability to purpose and willingness are the main criteria in this class division. Horses will be asked to walk, trot (jog) and canter (lope) and back in accordance where noted on the obstacle course.

Walk/Trot & In Hand Combination Trail - To be judged over an obstacle course of which will be posted in the MWFHC Show packet. The primary judged aspect of this class is to show your horses willingness to navigate an artificial trail environment. Obstacles will closely resemble the Adult and Youth Trail class; however there will **not** be a canter aspect and a portion of the obstacles will be performed in hand.

In Hand Trail (horses age 2 and under) - To be judged over an obstacle course of which will be posted in the MWFHC Show packet. The primary judged aspect of this class is to show your horses willingness to navigate an artificial trail environment. **All** obstacles will be performed in hand.

Gaming Classes – Open to all ages

Ride A Buck
Barrels
Pole Bending
Speed and Action (diagram follows)
Panty Hose Race

Ride A Buck: A bareback rider riding their horse while trying to keep the dollar bill in place. The last rider with their dollar bill still in place will win.

Barrels: A horse and rider attempt to complete a clover-leaf pattern around preset barrels in the fastest time. It combines the horse's athletic ability and the horsemanship skills of a rider in order to safely and successfully maneuver a horse through a clover leaf pattern around three barrels (typically three fifty-five gallon metal or plastic drums) placed in a triangle in the center of an arena.

Pole Bending: A rider and horse run past a timer line to the end of a line of six poles, then turn the end pole and weave down through the pattern, again turn at the last pole and weave back up, then run back home across the timer line. The fastest time will win.

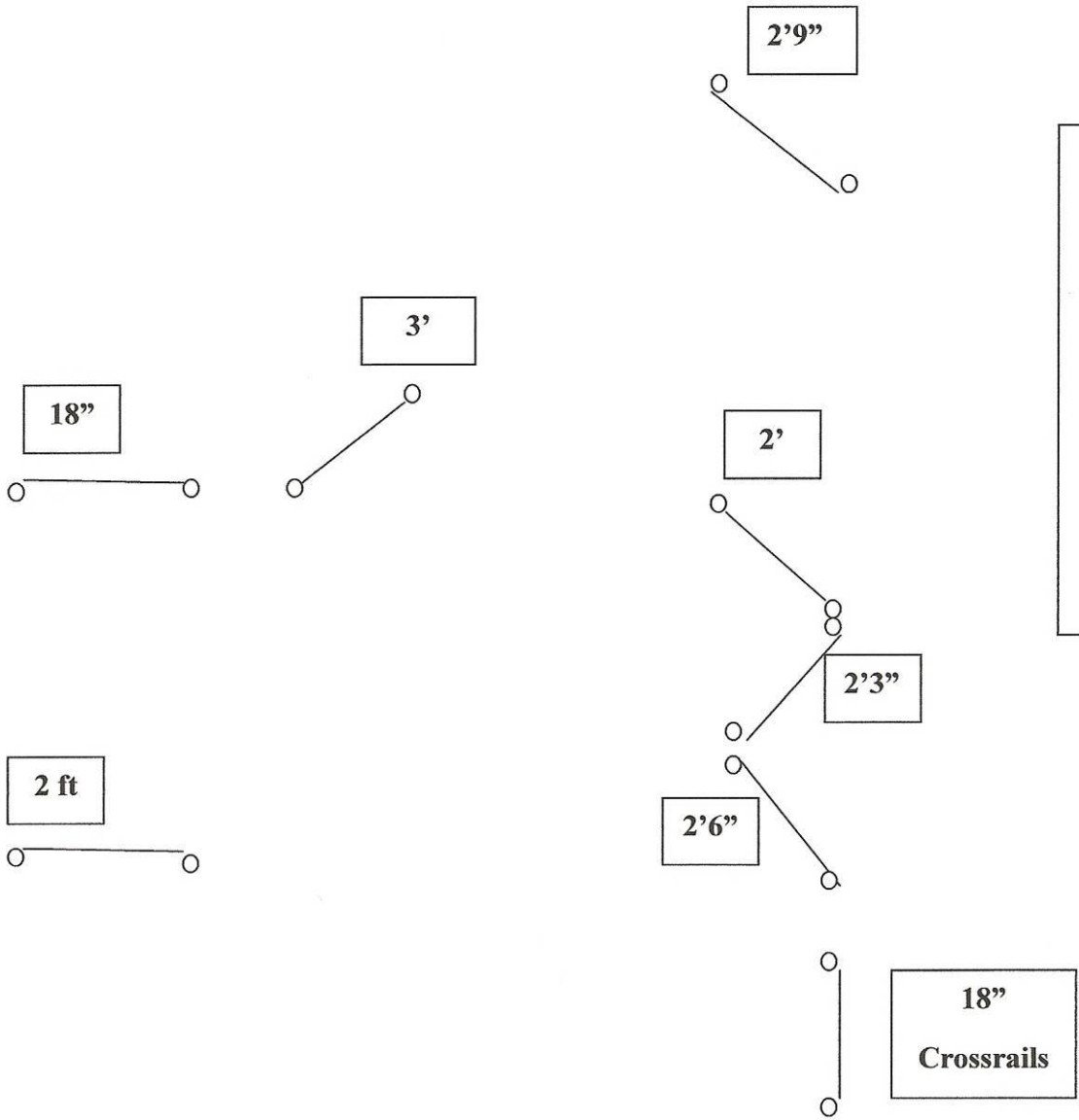
Panty Hose Race: Two riders, each holding an end of the pantyhose, race around one barrel for speed making sure the panty hose doesn't break anytime during the race. The fastest time will win.

Costume Classes –

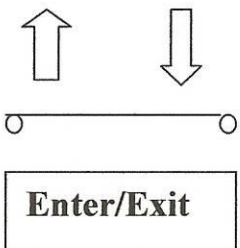
Adult Costume Class - To be shown at a walk. The exhibitor can ride or lead the horse. The exhibitor and horse are in costume. A team of two or more exhibitors and/or horses may enter under one number. To be judged on creativity and originality.

Youth Costume Class - To be shown at a walk. The exhibitor can ride or lead the horse. The exhibitor and horse are in costume. A team of two or more exhibitors and/or horses may enter under one number. To be judged on creativity and originality.

Jumpers Choice Class 2011
(See Class description)



Points:
18" – 5
2' – 10
2'3" – 20
2'6" – 30
2'9" – 40
3' – 50



Gambler's Choice Obstacle Descriptions 2011:

Plastic Transfer (50 points): Vehicles must take the plastic from one location to the other. May be repeated going the other direction. The original location of the plastic for each run will be the same. Plastic may be handled by driver or passenger, but must be transferred by/in the vehicle.

Back-Around (100 pts single, 150 pts team): Drivers must back their hitch between barrels #1 and #2, then back around barrel #3, and keep backing back out between barrels #1 and #2 until they are completely free of the barrels. Drivers may position themselves in front of barrels #1 and #2 in any fashion that they see fit. Knocking any one of the barrels over shall be considered an unsuccessful attempt and the barrel will NOT be reset for that driver to attempt it again.

Wheel Through Poles (50 pts): Drivers must drive so that one wheel of their vehicle travels between the poles without the horse stepping on either pole or the wheels hitting either pole. This obstacle may be entered from either direction. Poles will be set 12 inches apart.

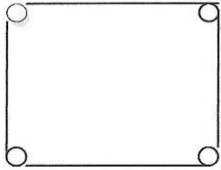
Ground Pole Weaving (40 pts): Drivers must weave through the line of ground poles from one end to the other (similar to pole weaving/bending). **All** ground poles must remain untouched for points to count. Drivers may begin from either direction on either side. When completed correctly, at least a two loop serpentine will be made.

Drive Through L (40 pts): Drivers must drive through the L from either direction without dislodging any of the logs.

Drive Over Tarp (25 pts): Drivers must drive over tarp, from any direction, without dislodging any tennis balls that will be on each corner.

Map following this page

**Gambler's Choice
2011**



**Drive Over Tarp
25 pts**

1

3

**Back Around
100 pts Single
150 pts Team**

2

**Wheel Through
Poles 50 pts**

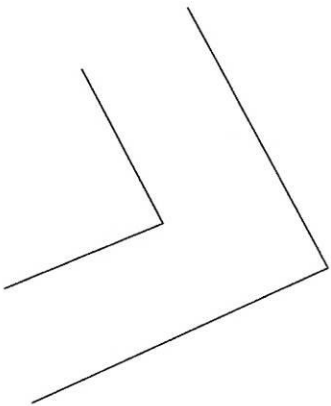


**Plastic Transfer
50 pts**

**Ground Pole
Weaving
40 pts**



**Drive Through L
40 pts**

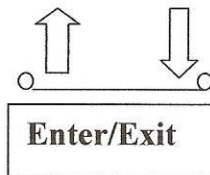
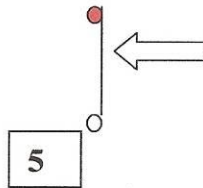
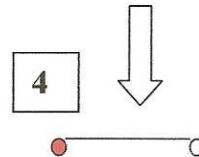
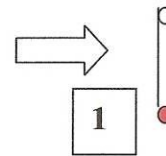
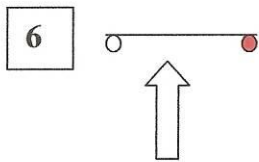
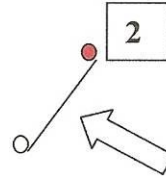
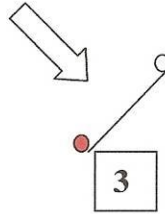
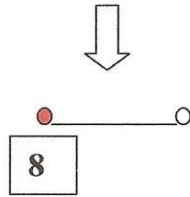
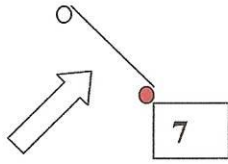


Enter/Exit

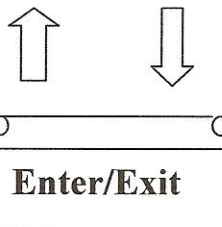
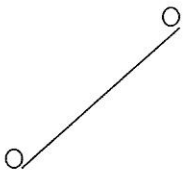
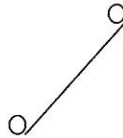
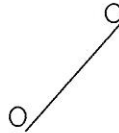
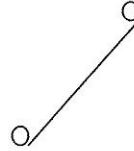
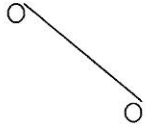


Double Jeopardy

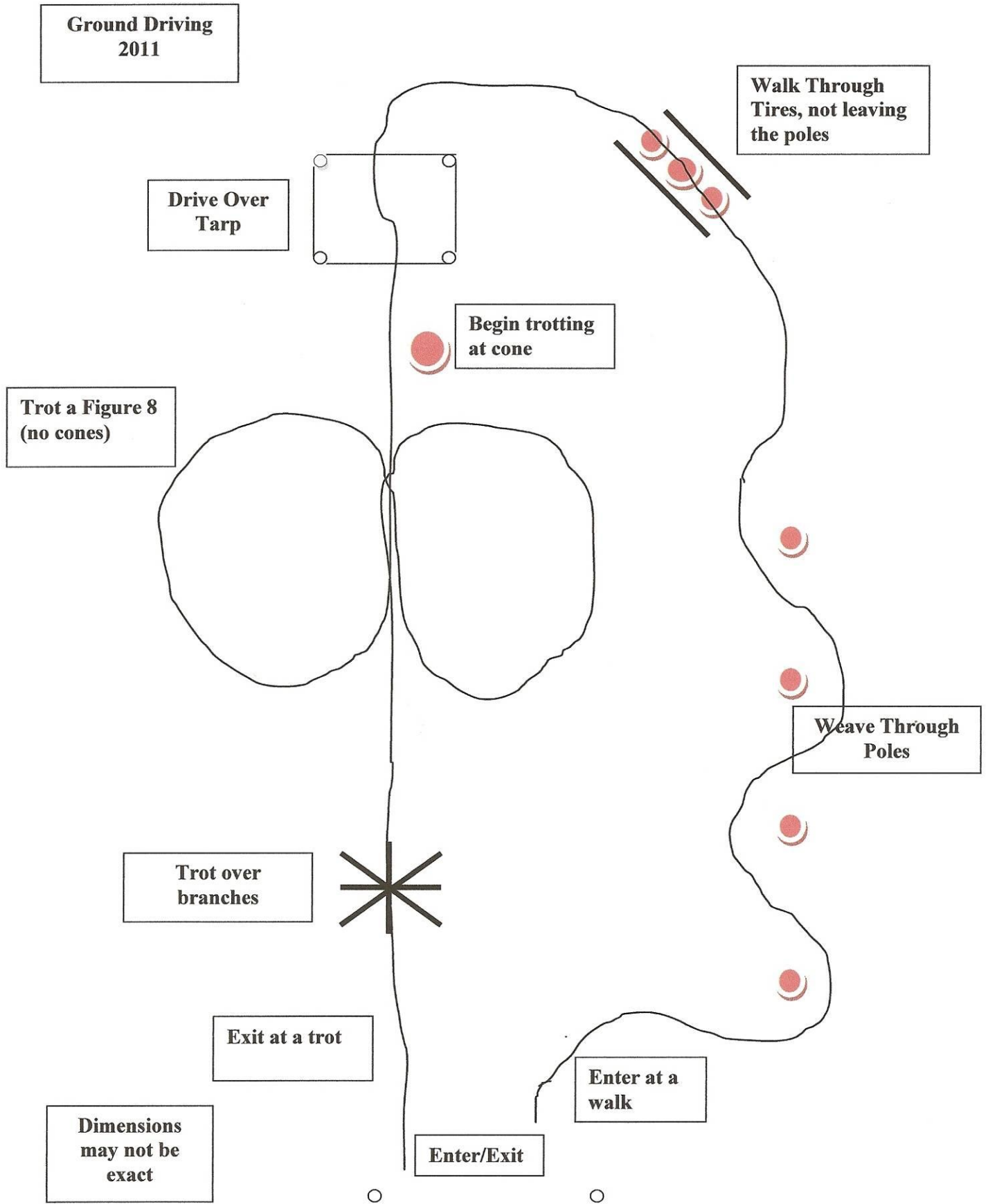
2011



Pick Your Route
2011



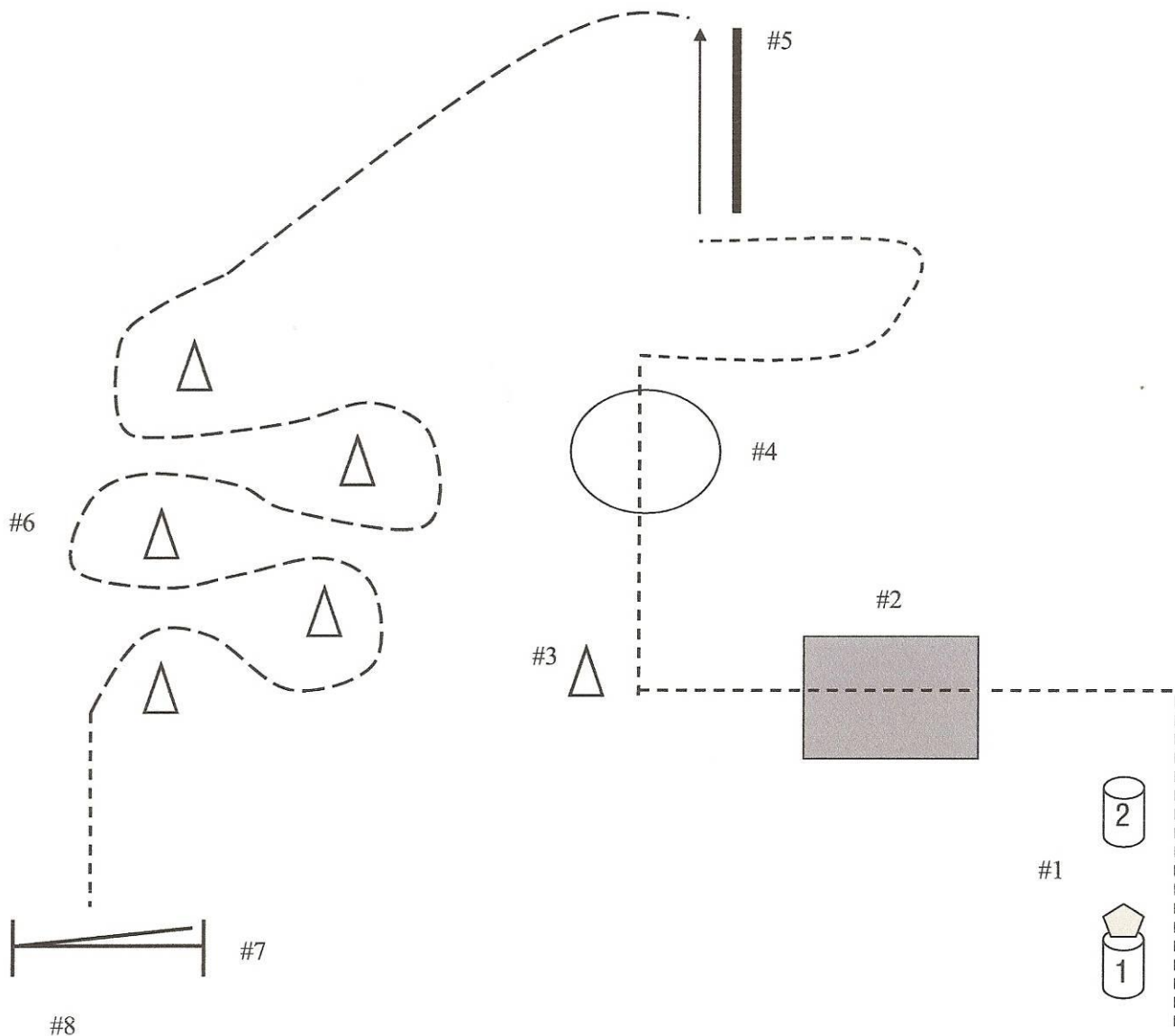
**Ground Driving
2011**



In-Hand & Walk Trot Combination Trail Class

1. Walk (in-hand) to first barrel. Move plastic bag of cans from barrel 1 to barrel 2
2. Proceed to and over tarp at a walk
3. Proceed to mount at cone (may use a mounting block)
4. Once mounted, proceed at a walk through the circle on the ground
5. Walk to ground pole and sidepass to the right
6. Pick up a trot/jog and weave through cones
7. Approach the gate at a walk and proceed to open and close the gate (safest and most efficient)
8. Exit arena at a walk

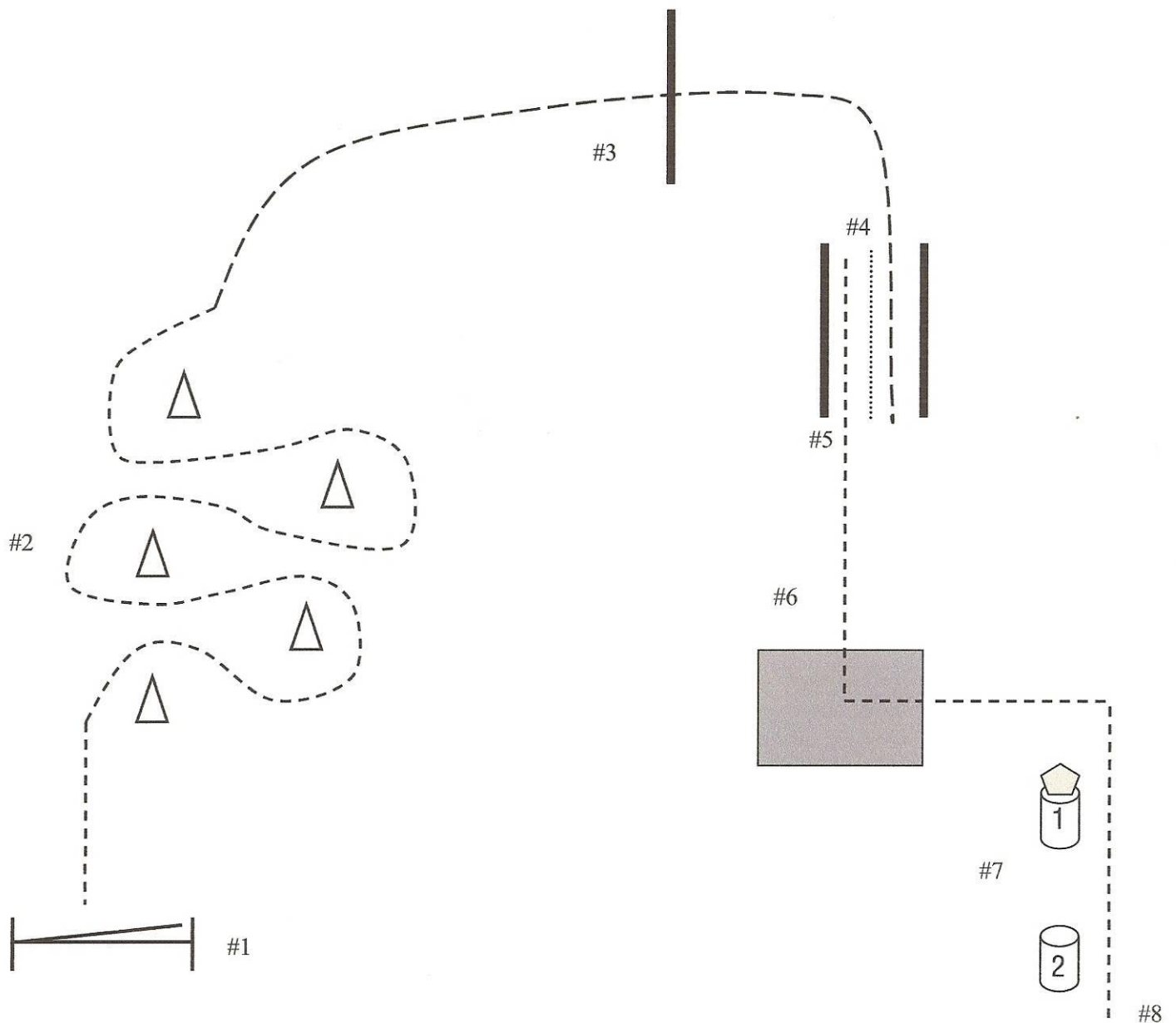
Guide	
Walk	-----
Trot/Jog	- - - - -
Canter/Lope	—————
Sidepass	—————>



Youth Trail Class

1. Enter ring and proceed to open and close the gate (safest and most efficient)
2. Walk and weave through the cones
3. Pick up a trot/jog and proceed over ground pole
4. Continue at a trot/jog into chute. Stop and back out of chute.
5. Walk through chute.
6. Proceed to and over tarp
7. Walk to first barrel. Move plastic bag of cans from barrel 1 to barrel 2
8. Exit arena at a walk

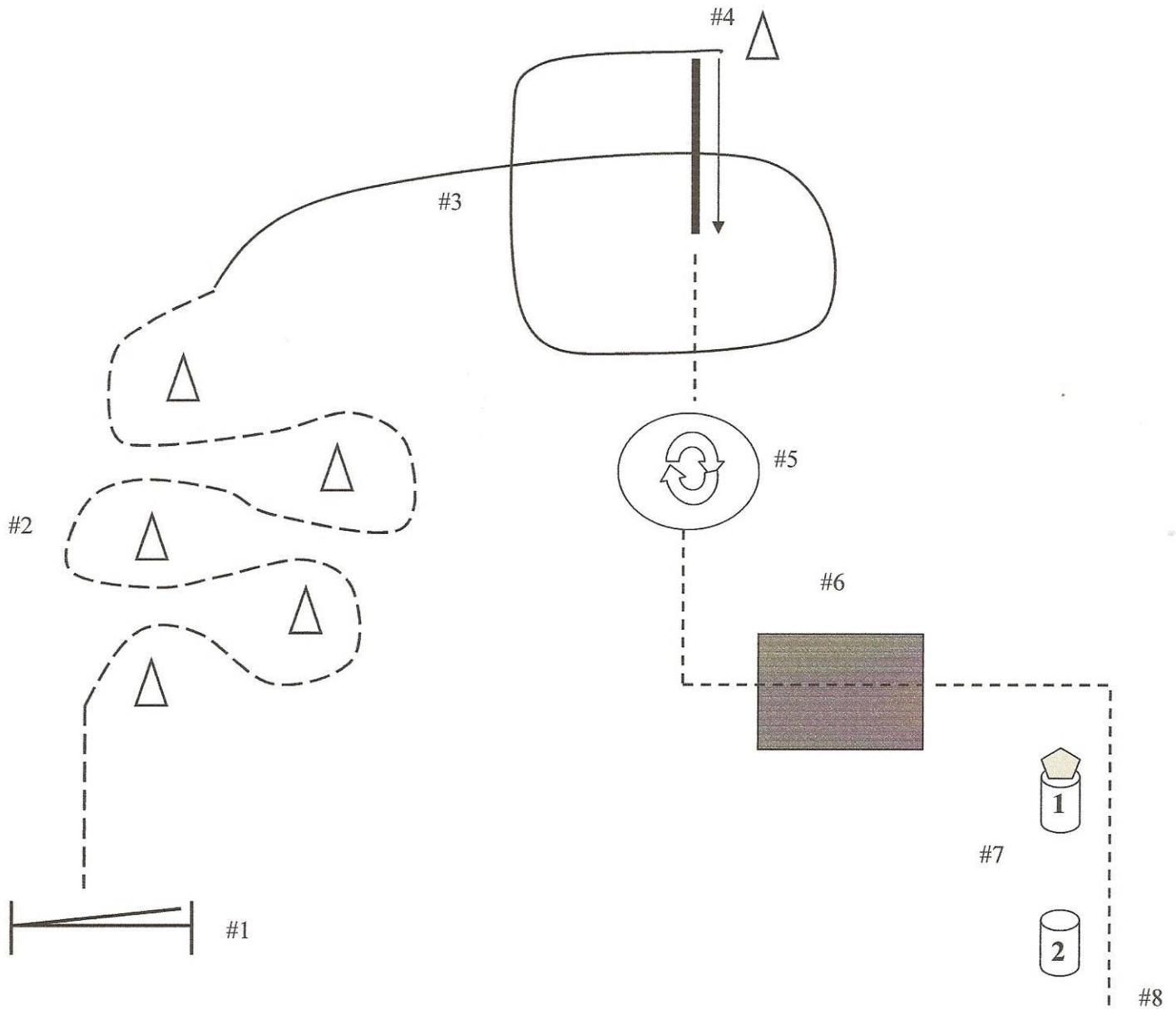
Guide	
Walk	-----
Trot/Jog	- - - - -
Canter/Lope	—————
Back



Adult Trail Class

1. Enter ring and proceed to open and close the gate (safest and most efficient)
2. Pick up a trot/jog and weave through the cones
3. Pick up a canter/lope on the right lead and proceed over ground pole
4. Stop at cone and sidepass ground pole to the right
5. Walk to circle on ground. Place horses front feet in circle, and complete a 360° turn on the forehand either direction (keeping front feet in circle)
6. Proceed to and over tarp
7. Walk to first barrel. Move plastic bag of cans from barrel 1 to barrel 2
8. Exit arena at a walk

Guide	
Walk	- - - - -
Trot/Jog	- - - -
Canter/Lope	—————
Sidepass	—————>
Back

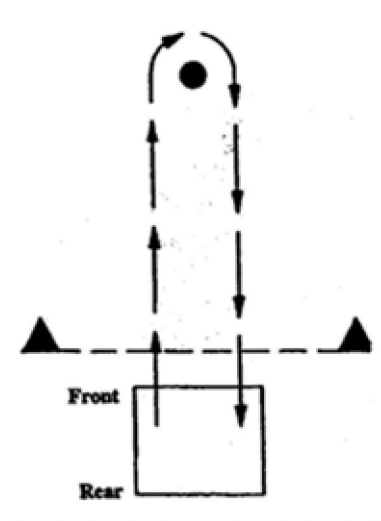


Speed and Action

A box that is 16' x 16' is outlined with lime or flour and is located three (3) feet behind the timing line. A barrel to run at is placed 125' from the starting line. This barrel may not be closer than 15' from any fence. Mounted rider enters the rear of the box and settles horse/pony for 5 seconds. On judge's signal, contestant runs the pattern. The rider must exit the front of the box (nearest barrel), ride around the barrel, either left or right and then reenter the front of the box for 5 seconds. The time starts when rider crosses timing line and stops with recrossing of timing line. The barrel must stay in place for the entire class. Rider may not touch barrel in an attempt to prevent it from falling over.

Disqualifications:

There will be no time if the rider does not enter the rear of the box, if the barrel is knocked over, the horse/pony does not stay inside the box for the two required five (5) second timing periods, if the horse does not reenter the front of the box, for a broken pattern, or separation of rider and horse/pony during timing period.



Farm Hitch Class Map

