

Spring Grove Horse Show

Fun & Action Show · Class Descriptions

Timed events are marked with **

Costume Class – Exhibitor and horse are dressed in creative attire. Horses can be led. Helmets are required for 17 and under.

Bareback Dollar – A dollar bill (bring your own) is placed by the judge under the rider's knee, seat, thigh or calf. This class is run as a typical pleasure class, although other maneuvers may be added. The rider who maintains the dollar in position the longest, wins all the dollars from the other exhibitors. No Chaps allowed.

Tandem Bareback – Both entrants must register. This class is run as a typical pleasure class, although other maneuvers may be added. Two riders will ride bareback on the same horse, with both riders facing the horse's head. (Riders are not back-to-back.) Extra credit will be given to those dressed alike. Chaps are allowed.

Musical Sacks – Sacks are placed on the ground in a large circle, according to the number of horses entered. For example, if ten horses are entered, nine sacks will be in the circle. Riders are mounted, when the music starts, they trot their horses around the outside of the sacks. When the music stops, riders must dismount and lead their horse forward to the next open sack. You cannot go back to a sack, you must go forward (counterclockwise). The person who does not have a sack is excused and everyone mounts up again, a sack is eliminated, the music starts, the horses start trotting, and the class continues until only one exhibitor is left.

Water In A Cup – This class is run as a typical pleasure class, although other maneuvers may be added. Each rider will receive a plastic cup full of water. As the different gaits are performed, water will spill out of the cups. The rider with the most water left in their cup at the end of the class is the winner.

Egg & Spoon – This class is run as a typical pleasure class, although other maneuvers may be added. Each rider will receive a spoon and an egg. Rider will hold the spoon by the handle with the egg in the spoon portion. The rider cannot touch the egg, or the underside of the spoon. As the different gaits are performed, eggs will fall out of their spoons. The rider whose egg stays in their spoon the longest is the winner.

**** Ribbon Race** – Will be run as a plug class. Two riders hold a ribbon between them and run around the barrel (either direction) and run back. If ribbon is dropped or broken, no time is given.

**** Plug Class** – Pattern will be posted. Run around the barrel (either direction) and run back. 5 second penalty for barrel knocked down. No Time for off course.

**** Speed & Action** – Pattern will be posted on show day. A sixteen foot square box is marked in the arena. Rider starts in the box and then runs around the barrel at end of the arena. The rider returns to stop in the box and must stay within the box for five seconds. The horse must not step on or over the box line during the five second hold or the rider is disqualified. Appropriate tack required.

**** Flag Race** – Pattern will be posted. Pick up flag from either side, run around end barrel and stick flag in other bucket. 5 second penalty for each barrel knocked down. No Time for off course, miss flag, flag doesn't stick, or hit horse with flag.

**** Cloverleaf Barrels Race** – Pattern will be posted. Start from right or left. If right, then turns are right, left, left. If left, then turns are left, right, right. 5 second penalty for each barrel knocked down. No Time for off course.

**** Relay Race** – Pattern will be posted on show day. The first entry rides around the outside of three barrels, while the second entry waits in the box. The hand-off of the baton to the next rider must occur in the box. Knocking down a barrel, hitting the horse with baton, not completing the hand-off in box, crossing through the timer prematurely or dropping the baton is disqualification.

**** Pole Bending** – Pattern will be posted. Six poles placed 21' from start and 21' apart. Start from right or left. Run down one side to end, weave down and back through poles and then run home on other side. 5 second penalty for each pole knocked down. No Time for off course.

**** Scudda Ho** – Pattern will be posted. 4 poles on right, 3 barrels on left and jump in middle. Start right and weave through poles, go over jump (a single pole approx. 12"-18"), weave through barrels, go over jump to finish. 5 second penalty for each barrel or pole knocked down, jump down, or refusal (2 tries). No Time for off course.