



Class Descriptions Defined

Hands Free Showmanship: Exhibitors showing in Hands Free Showmanship will enter the arena one exhibitor at a time. The rider will lead their horse into the arena with halter and lead and get setup at the first cone. Once the horse is set at the cone, the exhibitor will tie the lead around the horse's neck in a simple loop and knot. Riders will not be disqualified for touching the lead during the pattern, however will be penalized accordingly.

Showmanship Trail/ Showmanship Obstacle: Showmanship Trail Class is a combination of Showmanship maneuvers and trail obstacles. Exhibitors may be required to walk, trot, stop, turn, pivot, back and go through and over obstacles including poles, cones, gate, and bridge. Patterns are typically selected from the judges existing age group patterns and will have a few obstacles placed in the pattern.

No Blues Classes: The No-Blues Classes are sweepstakes format classes that are open to horse/rider combinations that have never won a first place in that particular class. The No-Blues classes are walk-trot-canter and are open to all ages and breeds. The object of this class is to level the playing field and give novice horse and riders a chance to earn sweepstakes monies.

Green Horse Classes: Open to any rider/ horse combination. Horse should be in early stages of training and not considered a finished show horse. Horses are permitted to be shown in both the Walk-Trot Novice Horse Division and this Class. Training devices such as martingales, training forks, training bits, working tack and leg protection are allowed. Draw reins are not permitted.

English Pleasure & Western Pleasure Sweeps: This is a typical Sweepstakes format class and judged at the walk, trot, canter, reverse and backing up. Judges may require exhibitors to drop bridles at their discretion for an equipment check.

Big Trotter Sweeps: Open to all riders of all divisions. This is an English Pleasure Class that is judged only at the Trot. Horses will Trot in 1st direction, Reverse at the Trot, Trot second direction and Trot into the Line Up. This class is typically a Victory Lap Class.

Easy Loper Sweeps: Open to all riders of all divisions. This is an Western Pleasure Sweepstakes Class that is judged only at the Lope. Horses will walk in the ring, Lope down the Centerline, Lope first direction, reverse at the walk and Lope second direction and walk into the lineup. This class is typically a Victory Lap Class.

Walk-Jog Sweeps: Open to all riders of all divisions with any horse of any skill level. Horse/Rider Combinations that enter this class are eligible to enter all other classes. This class is judged at the walk & jog only and will payback. This class is typically a Victory Lap Class.

Bridleless Pleasure and Bridleless Horsemanship: Exhibitors are required to use a neck strap for the bridleless riding classes. The strap may be either leather or rope and must be between 7/16" and 1" in diameter. The neck strap must be a closed loop and exhibitors will ride holding the strap. It is the exhibitor's discretion to ride either with one or two hands on the neck strap. Exhibitors will be given a short warm up period prior to the class to ensure that all horses and riders are safe and under control. Exhibitors that are deemed unsafe to compete in the class will be excused from the warm up and refunded their entry fee.

Gambler's Choice Trail: Exhibitors will be given a map of the 6 approved obstacles. The map will not have any lines of travel or gaits specified. You will draw your own pattern on the map and must include walk, trot, canter, stop and backing in the pattern. You may elect to add turns, pivots, sidepassing, back throughs and other maneuvers so long as you incorporate all 6 obstacles in the pattern. Prior to your class, you will give the judge your pattern. You will be judged on correctness of maneuvers, degree of difficulty and flow.

Make It Up As You Go Pattern Classes: You will be provided the location of the markers and you make up the pattern. Showmanship pattern must contain walk, jog, stop, back and at least 1 turn. Equitation and Horsemanship patterns must contain all 3 gaits, stop and back.

Hobby Horse Rookie Rewards Class: This is a Walk-Trot Horsemanship Class sponsored by Hobby Horse. The Top 5 winners will receive special ribbons compliments of Hobby Horse and the 1st Place winner will receive a \$100 gift card to Hobby Horse. This class is included in the Walk-Trot Blanket Fee.

Stupid Horse Tricks: Does your horse do a cool trick? Can he bow, say yes or count? Maybe he can drink soda! If so, enter your horse in Stupid Horse Tricks for a chance to the class entry monies!

Five Dollar No Holler Bareback: This is a traditional bareback class. Riders must bring their \$5 bill with them to the gate and hand to the ring steward. The judge/ring steward will place the bill under the rider's seat or leg. Riders will be required to walk/trot/canter. Each time the rider loses a bill, the rider will be called into the center. The last rider remaining with their bill will win the entire class monies!

Musical Muck buckets: Exhibitors will ride their horses in this class which is similar to musical chairs. However, your chair is the muck bucket. Riders must bring their own muck bucket or water bucket with them to the class. Music will be played in the style of musical chairs and stopped accordingly. When the music stops, the riders must go to the nearest bucket, dismount their horse and sit on the upside-down bucket. When the music starts, the riders must mount their horses and ride around the buckets. Riders are allowed to use the bucket as a mounting block. One bucket will be removed each time the music stops. The rider sitting on the last bucket wins!

ShoMe The Money FREESTYLE REINING Rules

A. GENERAL RULES

- (1) Reining maneuvers originated from moves that a cow horse must use in performing its duties and have been refined to the high level of competition existing today. Freestyle Reining not only provides an opportunity to use these maneuvers creatively, but also to expand them to music by means of choreography. Riders are encouraged to use musical scores which permit them to show the athletic ability of the horse in a crowd appealing way.
- (2) NRHA and Michigan 4-H rules will apply except where the following rules pre-empt same.
- (3) Required Maneuvers. Will be defined as follows:
 - (a) A minimum of 4 consecutive spins to the right (4-H Youth Riders, Minimum 1 spin to right.)
 - (b) A minimum of 4 consecutive spins to the left (4-H Youth Riders, Minimum 1 spin to left.)
 - (c) A minimum of 3 stops
 - (d) A minimum of 1 lead change at the canter from right to left
 - (e) A minimum of 1 lead change at the canter from left to right
- (4) Exhibitors will only be judged astride.
- (5) Exhibitors are allowed to use two hands (as well as one or no hands) and any bit approved by the NRHA Handbook, including snaffle bits and bosals approved for use in the Snaffle Bit or Hackamore classes.
- (6) Failure to perform all the required maneuvers or failure to complete the performance within the time limit will result in a score of 0.
- (7) Additional maneuvers such as rollbacks, backups, speed variations, and non-classical reining maneuvers such as half pass and side pass are appropriate in Freestyle and shall be given appropriate credit. Additional repetitions of required maneuvers are appropriate, but will only add or subtract from the existing scores already given for the required maneuvers, not as additional scores.
- (8) Equipment used in Freestyle must adhere to the following standards:
 - (a) All equipment must be non-abusive and humane based on NRHA Rules and Guidelines.
 - (b) Any equipment not specifically covered by or in conflict with standard equipment guidelines must be nonabusive to the horse.
- (9) Time Limit. A maximum of 4 minutes including any introductions. The time limit will be from the beginning of the music or from the beginning of the introduction (whichever is first) and will end with the music.
- (10) Costumes. Permitted but not required. Emphasis is placed on performing the reining maneuvers to music.
- (11) Props. Permitted but at no time may hinder the judges' view of the horse. The use of props will not add to the score.

B. JUDGING OF FREESTYLE REINING

- (1) Required maneuvers in Freestyle will receive a score based on technical merit from the technical judges utilizing judges score sheets specifically designed for the Freestyle. Transitional maneuvers and other maneuvers not specified as reining maneuvers will be evaluated and scored accordingly in a specified box and counted as a single maneuver score. If an artistic impression judge is used, they must use the score sheet provided by NRHA and are encouraged to include remarks regarding performance. In the event an artistic judge is not used, the technical judges will assess an artistic impression score in the box specified using a -2 to a +2 evaluation. (See Figure #9.)
- (2) Number of Judges. One or Two judges may be selected depending upon show format.
- (3) In the case of one or two judges being used, they will judge the technical merit of the ride. As part of the overall score, each judge would weigh the artistic impression of the ride as 10 percent of the overall ride.
- (4) Ties – In the event of a tie, at the discretion of the judges the tied exhibitors may be required to complete a run-off pattern. The pattern will be chosen by show management. In the event a tie still occurs (or the tie occurs with one judge), the maneuver scores will be tallied to break the tie. In the event a tie remains, the exhibitors tied will be declared co-champions.
- (5) Validating required maneuvers will be the responsibility of the judges. However, at least one scribe will be used to assist in verifying the required maneuvers for each horse as they are completed in the pattern.
- (6) Eliminations are to be used at the discretion of show management and must use NRHA patterns, NRHA judging rules as applied to Category 1 classes, and NRHA judges. Eliminations may be held without music or costuming, but must allow the use of either one or two hands. The emphasis in the design of any eliminations should be on quality of competition.
- (7) Artistic impression judge or applause meter should not represent more than 20 percent of the combined score and should only be used in conjunction with (minimum) two approved judges. When used in scoring, the following formulas should be applied to properly weigh the scores according to the above percentage and still produce a comparable numerical score as when three judges are used.
 - (8) Show management will reserve the right to rule on music or dress which may be inappropriate or offensive to the spirit and nature of the show. Show management may also determine the use of special lighting.