



TOKOTA HORSE STABLES CLASS DESCRIPTIONS

LEAD LINE:

A young rider may be led through the course by a parent or responsible party provided the rider is not able to complete the course without adult assistance. Such assistance is allowed to ensure the safety of the rider but does not extend to the assistant touching the obstacles. The assistant must be able to control the horse so that no harm comes to the young rider or assistant.

PLEASURE WALK/JOG:

Contestants compete simultaneously, traveling the perimeter of the arena, and at the discretion of the judge, are asked to walk, jog and reverse the direction of the horse. Horses are evaluated on quality of movement while staying quiet and calm, traveling on a loose rein.

PLEASURE WALK/JOG/LOPE:

Contestants compete simultaneously, traveling the perimeter of the arena, and at the discretion of the judge, are asked to walk, jog, lope and reverse the direction of the horse. Horses are evaluated on quality of movement while staying quiet and calm, traveling on a loose rein.

BARRELS:

An exciting race against the clock in which exhibitors follow a course consisting of three barrels in a triangular “cloverleaf” pattern. Riders choose to circle either the right or left barrel first, race to the opposite barrel and complete the course after circling the third barrel and racing down the center of the three barrels to stop the timer. Knocking over a barrel carries a five second penalty.

GOAT TYING:

This is a timed event and is considered a game on horseback in the West. The event tests the ability of an exhibitor to ride to the goat, dismount and tie in the fastest possible time.

1. Ride from behind the starting line to the goat.
2. Dismount.
3. Throw and tie the goat.
4. Tie any three legs with a rope or leather string.
5. Time will stop when exhibitor releases the string or rope and signals completion of the tie by raising both hands.
6. Goat must stay tied for six seconds. The six seconds will start when the exhibitor’s hands are up.



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EGG & SPOON:

The announcer/judge will call out directions as riders and their horses are all walked into the arena and are evenly spaced along the gates/walls. When the race has begun, all riders must be mounted on their horses with the spoon placed in their hand and the egg placed on the spoon. Beginning with a walk in a clockwise or counterclockwise direction around the arena, the announcer/judge will then ask the riders to do certain tasks (i.e. stop, walk, trot, reverse direction, circle, etc.). Riders can be disqualified for dropping their eggs, using their free hand on either the egg or spoon, catching a falling egg and replacing it, not following the announcers'/judges instructions. The lucky winner is the last rider with the egg still on the spoon at the end. (Eggs and spoons provided).

SHORT STIRRUP REINING (10 & UNDER) PATTERN:

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.



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YOUTH REINING (11 TO 18) AND ADULT REINING (19 & OLDER) PATTERN:

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
6. Continue around the end of the arena to run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around the end of the arena to run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

POLE BENDING:

A timed event in which the speed and agility of the horse are tested as horse and rider twice weave through a course of six poles spaced 21 feet apart, twice circling end poles before turning and racing to the finish line. The pattern must be followed exactly. A five-second penalty is added for each pole knocked down.

TRAIL:

This class will be judged on the performance of the horse and rider while maneuvering five obstacles. Riders are to work individually. There will be no rail work. Judges will assign a point value to each obstacle and points will be added to or subtracted from this score, based on the horse and rider's performance over that obstacle. An obstacle missed, refused, or taken out of order will result in a score of zero for that obstacle but will not disqualify entry. Trail course will be posted the day of the fun show.