

2011 Back to School Blast All Youth Horse Show Class Descriptions

Walk Trot Classes: The Walk Trot classes are designed for novice or beginning level riders who are not skilled or experienced enough yet to be able to lope their horses. Walk Trot status should be based on the rider's ability only – not on the age, experience or health of horse; not on the horse's training level; nor on the rider and horse's experience together. Competition in the Walk Trot classes is designed to be among riders who are less experienced, thus allowing an even playing field for beginning riders to compete safely and to have a positive show experience. Allowing riders with more advanced skills to compete in the Walk Trot classes would negatively impact the goal of nurturing our beginning riders.

Walk Trot riders are usually in their first or second year in the 4-H Horse project and are not yet skilled enough to be able to lope (unless authorized by their 4-H project leader that they should continue in walk trot classes for a longer period of time). Likewise, non 4-H Youth exhibitors should be novice level or beginning riders who are not yet skilled enough to be able to lope their horse.

Walk Trot riders may only enter classes labeled with the Walk Trot designation. If a rider participates in any Walk Trot class, they cannot enter in any other judged or game class that requires a lope or canter. Walk Trot riders must make every attempt to remain at a walk or a trot. If the rider's horse breaks into a canter or lope, they must show immediate attempts to slow the horse back to a walk or trot. It will be left to the judge's discretion whether to forfeit points or placing acquired in a class for a rider whose horse breaks into a lope.

The Back to Blast Show Committee reserves the right to remove any rider from the Walk Trot classes if it is determined their skill level is too advanced for the Walk Trot classes. Any points and placings that may have been acquired in the Walk Trot classes for such a rider would also be forfeited.

Hobby Horse Rookie Rewards: This special class, sponsored by Hobby Horse, Inc., is designed to encourage and recognize novice (beginning) show riders, offering them a chance to perform both rail work and an individual pattern. Entry into this class is limited to our Walk-Trot division riders.

Winners will receive a \$100 Hobby Horse (hobbyhorseinc.com) gift certificate and ribbons 1st through 5th place. Gift certificate redeemable as specified on certificate. Additional prizes may be offered. To see full class details, rules and the pattern, please visit the Hobby Horse website at www.hobbyhorseinc.com/rookierewards/rules_pattern.shtml.

Versatility Class: The Versatility class consists of three classes in one – English pleasure, western pleasure and barrels. English pleasure will be judged and when judging is completed all participants in the class will go to the center of the arena. Each rider will have a three minute limit to change their tack to western and their clothes to western attire. The first rider will receive a prize. Each rider is allowed two people to help them make their changes. Once the tack and attire are changed riders will go back to the rail to be judged for western pleasure. After the judging is completed for western pleasure riders will then be allowed to go back and make whatever changes to tack and/or attire they wish to run barrels. Again, they will have three minutes and be allowed two helpers. All participants will line up at the end of the arena and one by one run the barrels.

Trail Class: Trail will be held in the Main Arena on Sunday morning. A three attempt/refusal rule per trail obstacle will be strictly enforced to help keep the show moving in a timely manner.

Barrels: Standard AQHA rules apply, except that the standard pattern dimensions will be adjusted to fit the arena more appropriately.

Pole Bending: Standard AQHA rules apply.

Flag Race: Contestant crosses the starting line running toward a barrel stationed at the far end of the arena; they must pick up the flag and continue around that barrel. Run back to the barrel closest to the starting line and toss the flag into the barrel. If the flag touches the ground it will result in a no time. Crossing the starting line prior to depositing the flag is off pattern and no time. Completely circling (360* degrees) either barrel is off pattern and no time. Pattern may be started on either side of the first barrel. A five second penalty will be given for knocking over a barrel.

Egg & Spoon: The participant will ride carrying a plastic spoon with an egg. The rider must keep their hand one inch back from the egg on the spoon. Riders will be asked to walk, trot and lope both directions and the goal is to not drop the egg. As riders drop their eggs, they will be excused from the ring, (pulled into the middle). The rider may be asked to do any number of things with their egg and spoon until only one rider is left with their egg on their spoon.

Keyhole Race: The course of the Keyhole Race is laid out in the shape of a keyhole. The pattern is marked on the ground with white flour, lime or chalk. The rider begins his/her ride by crossing over the start/finish line, racing down the course, enters through the narrow keyhole opening, rides into the circle of the keyhole, turns in either direction, and rides back out through the narrow opening and races back over the start/finish line, trying to achieve the fastest time.

Contestants will receive a no time for the following infractions:

- if all four of the horse's feet do not enter the circular area of the pattern;
- riding past the opening of the keyhole;
- stepping on or outside any of the white marked keyhole lines,
- not entering through the keyhole and turning around inside the circle section of the keyhole and exiting through the keyhole altogether, or
- Crossing back over the start/finish line after the timer has started, but before finishing the pattern

The Game Judge(s) may be stationed in the arena near and around the Keyhole to determine the qualification of the ride. Such decisions by the Judge(s) are final. If the Keyhole markings are disturbed, the pattern may be raked or re-marked as needed.

Follow Me: This fun class will require the rider to get their horse to "follow them" through a designated pattern using whatever means they choose to encourage their horse to follow them! However, the riders may not touch their horse and they must cross the finish line at approximately the same time with the horse not crossing too far in front of the rider. The fastest time wins. This should be an exciting and humorous event. The full details and rules for this class will be provided at the Show!