



Equistar Horse Shows are designed to be fun and inclusive! While we invite seasoned exhibitors, we also welcome enthusiasts who are new to showing. Because we know showing can be a bit overwhelming to new exhibitors, we have put together this general list of class descriptions. These are *general descriptions*. Remember, the Judge has full discretion to alter the requirements to help them in making their final determinations. While Equistar does not require formal attire at its shows, proper attire is appreciated. Exhibitors must wear long sleeved shirts, proper heeled footwear, and helmets are required unless the exhibitor is 18 or older and has signed a helmet waiver. Attire should be clean and neat. Training tack is permitted in Equistar shows so long as it is not deemed a safety hazard, however, the exhibitor will be marked down for using training tack. Leg wraps are not permitted for safety reasons. All tack should be clean and in good working order. Please review Equistar rules on the web site and Entry Form for further information.

HALTER: Exhibitors are asked to enter arena with their equine. They will be lined up according to the Judge's instructions. The exhibitor should stand their equine to its best advantage or to its breed custom and standard so that the Judge can evaluate its conformation. The exhibitor will be asked to demonstrate the gaits of the equine according to the Judge's instructions. Each equine is evaluated according to its breed standards and anticipated use. The equine should be properly groomed and the exhibitor's attire should be clean and appropriate. Judged 50% on conformation and presentation; 50% on way of going.

SHOWMANSHIP: Showmanship is designed to evaluate the exhibitor's ability to execute, in concert with a well-groomed and conditioned horse, a set of maneuvers prescribed by the Judge with precision and smoothness while exhibiting poise and confidence, and maintaining a balanced, functional and fundamentally correct body position. A showmanship pattern is posted at the Show Office. The following maneuvers are acceptable for use in the pattern: lead the horse at a walk, trot, extended trot, or back; execute any of the gaits (including back) in straight and/or curved lines or a combination of straight and curved lines; stop; turn 90, 180, 270, 360 degrees or any combination or multiple of these turns. The pattern will require the exhibitor to set the horse up squarely for inspection sometime during the class. The exhibitor must wear proper attire (English or Western) and must use a proper Western halter or English Halter or English bridle.

ENGLISH PLEASURE: In English Pleasure, the equine (any breed) may be shown in any English discipline (Dressage, Hunter, Saddle Seat, Jumping). In walk and trot classes, the horse will be asked to perform the walk and the trot. A gaited equine will show at the walk and its medium gait. Each equine is judged to its own style (for instance, a Dressage equine is expected to move differently than a Saddle Seat equine). For the equine to move properly, the rider should be well positioned in the saddle and moving in coordination and rhythm with the horse. In walk/trot/canter classes, the equine must also perform the canter. The equine is judged on its manners, performance, suitability to style, quality, and conformation. It must also stand quietly and back readily.

ENGLISH EQUITATION: Here it is the rider who is judged. A good equitation rider is always in balance with the equine, maintains a correct body position in every gait, movement, and possesses a commanding, but relaxed, presence, able to direct the horse with nearly invisible cues. The rider may perform any English style but must maintain proper body position for that style. To be judged at the walk/trot/canter and Exhibitor may be asked by the Judge to perform a simple pattern.

HUNTER PLEASURE: Hunter Pleasure is based on the tradition of Fox hunting, where equine must be well-tempered, obedient and have the right sort of stride and conformation to be successful. Equine of any breed may compete. The Hunt type English saddle places the rider slightly forward. The equine should have good length of stride. Fluid movement is key. For the equine to move properly, the rider should be well positioned in the seat, very slightly forward with heels, hip and shoulder in alignment. The heels should be dropped and hands quiet. Posture should be good and eyes forward. The rider should move in coordination with the equine and elements such as diagonal and lead must be correct. The equine will be asked to walk, trot, extend the trot, canter and hand-gallop. The horse is judged on manners, performance, suitability, quality and conformation.

USEF PLEASURE DRIVING: Shown to a suitable two-wheeled cart with driver only. Light show harness with blinkers, martingale, snaffle bit (straight or jointed), overcheck or side check are required. Overcheck or side check bit is optional. Driver to dress conservatively (not period attire). Shown at a flat walk, trot and extended trot, speed to be penalized. Judged 75% on manners, performance, presence and quality; 25% on total conformation. Headers are permitted.

DRAFT HORSE PLEASURE DRIVING: Shown to a suitable vehicle with harness appropriate to the vehicle. Shown at a walk, trot and strong trot, speed to be penalized. Judged 75% on manners, performance, presence and quality; 25% on total conformation. Headers are permitted.

PLEASURE DRIVING TURNOUT: Judged on the performance and quality of turnout. Shown at the walk, slow trot, working trot, and strong trot. To stand quietly and rein back. 70% on the condition, fit and appropriateness of harness and vehicle, spares and appointments, neatness and appropriateness of attire, and overall impression; 30% on performance, manners and way of going. Headers are permitted.

PLEASURE DRIVING WORKING: Judged primarily on the suitability of the horse to provide a pleasant drive. Shown at a walk, slow trot, working trot, and strong trot. Also to stand quietly both on the rail and while lined up, and to rein back. Entries may be chosen for a work off and may be worked both ways of the arena, at any gait requested by the judge and may be asked to execute appropriate tests. To be judged: 70% on performance, manners and way of going of the horse(s); 20% on the condition, fit of harness and vehicle; 10% on neatness of attire. Headers are permitted.

MINIATURE HORSE PLEASURE DRIVING: Shown to a suitable vehicle with harness appropriate to the vehicle. Shown at a walk, trot and strong trot. Judged 75% on manners, performance, presence and quality; 25% on total conformation. Headers are permitted.

MINIATURE HORSE REINSMANSHIP: Shown to a suitable vehicle with harness appropriate to the vehicle. Shown one direction at a walk, trot and strong trot. Horses are lined up and each will perform a figure 8 individually. Judged on Headers are permitted.

TIMED CONES: In this competition, drivers and their equines drive between precisely spaced pairs of cones over a prescribed course of up to 20 "obstacles" driven in correct sequence and direction and within an allowed time based on the size of equine and level of advancement.

RANCH HORSE CONFORMATION: The purpose of ranch conformation is identify the most positive combination of balance, structural correctness, and movement with appropriate breed and sex characteristics and adequate muscling. Horses are to be shown in a good working halter: rope, braided, nylon, or plain leather. Horses are lined up for individual inspection and will be asked to trot according to the Judge's instructions so that gait may be evaluated.

WESTERN PLEASURE USEF BREEDS: Manners and suitability as a pleasure mount are paramount. Transitions from one gait to another should be smooth and effortless. Horses must be obedient with prompt transitions. Special emphasis is placed on a true, flat walk. Entries must be asked both ways of the ring to halt and stand quietly on the rail. Horses must stand quietly and back readily in the line-up. To be judged on manners, performance, quality and conformation. Pulling, head tossing, laboring action, going sideways and tail-switching will be penalized. Horses should be shown in a standard Western curb bit. Snaffle bits are permitted for horses four and under. Snaffle bits are permitted at Equistar shows for horses over four but are considered training tack and will be judged as such.

RANCH HORSE RAIL: The purpose of the ranch riding class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility, attitude and movement of a working ranch horse riding outside the confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not shown on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal ranch riding horse should have a natural ranch horse appearance from head to tail in each maneuver. Horses are shown together in rail classes and there is no individual workout. Exhibitors will be asked to perform the working the walk, working trot, and extended trot in the walk and trot classes. In the walk/trot/lope classes, exhibitors will also perform the lope and extended lope. There are individual classes for Rookie riders and Novice horses. Rookies are in their first or second year of showing. Novices have won fewer than 3 blue ribbons at a Ranch Riding show. Novices may also enter the Nonpro class if they are not a professional rider and may enter the Open class. Equistar permits cross-entry into any other classes.

RANCH RIDING PATTERN: In ranch riding, the horse is judged on its ability to work at a forward, working speed while performing required and optional maneuvers. The ranch riding horse should simulate a horse riding outside the confines of an arena and reflect the versatility, attitude and movement of a working horse. Each horse will work individually, performing the pattern posted for that show.

Scoring:

Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1 1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points.

Penalties:

- One (1) point- Too slow (per gait); Over-bridled (per maneuver); Out of frame (per maneuver); Break of gait at walk or trot for 2 strides or less.
- Three (3) point- Break of gait at walk or trot for more than 2 strides; Break of gait at lope, except when correcting an incorrect lead; Wrong lead or out of lead; Draped reins (per maneuver); Out of lead or cross-cantering more than two strides when changing leads; Trotting more than three strides when making a simple lead change; Severe disturbance of any obstacle.
- Five (5) point- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal. Ten (10) point- Unnatural ranch horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver).
- Off Pattern (OP)- Placement below horses performing all maneuvers; Eliminates or adds maneuver; Incomplete maneuver; Repeated blatant disobedience; Use of two hands (except junior and Level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein).
- Zero (0) score: Illegal equipment including hoof black, braided or banded manes, or tail extensions; Willful abuse.
- No specific penalties will be incurred for nicks/hits on logs but deduction may be made in maneuver score. No specific penalties will be incurred for over/ under spins but deduction may be made in maneuver score.

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RANCH RIDING REINING PATTERN: Ranch reining measures the ability of the stock horse to perform basic handling maneuvers. This what the judges are looking for in ranch reining: "To rein a horse is not only to guide him but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely."

Scoring:

Points will be added or subtracted from the maneuvers on the following basis, ranging from plus 1 1/2 to minus 1 1/2: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 average, +1/2 good, +1 very good, +1 1/2 excellent. Maneuver scores are to be determined independently of penalty points.

Penalties:

- One-half (1/2) point: Starting a circle or exiting a roll-back at a trot for up to two (2) strides; delayed change of lead by one stride where the lead change is required by the pattern description; failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback; over-spin or under-spin up to 1/8 turn.
- 1 point: Over-bridled (per maneuver), out of frame (per maneuver), out of lead in the circles, figure eights or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead); Over or under spinning 1/8 to 1/4 turn. Slipping rein.
- 2 point: Break of gait; freeze up in spins or roll-backs; failure to stop or walk before executing a lope departure on trot-in patterns; failure to be in a lope prior to the first marker on run-in patterns; failure to completely pass the specified marker before initiating a stop position, trotting beyond two strides, but less than 1/2 circle or 1/2 length of the arena.
- 5 point: Spurring in front of cinch; blatant disobedience; use of either hand to instill fear/praise
- 10 point: Unnatural ranch horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): breaking pattern; inclusion of maneuver (e.g. over or under-spinning, backing more than two (2) strides, etc.); trotting in excess of 1/2 circle or 1/2 length of the arena; repeated blatant disobedience; use of two hands (except junior and Level 1 horses shown in a snaffle bit/ hackamore), more than one finger between split reins or any fingers between romal reins (except in the two-rein). Exhibitors cannot place above others who complete the pattern correctly.
- Disqualification (DQ): Lameness; abuse; illegal equipment; disrespect or misconduct; leaving arena before pattern is complete; improper western attire; fall of horse/rider

RANCH HORSE TRAIL: This class should test the horse's ability to cope with situations encountered while being ridden through a pattern of obstacles generally found during the course of everyday ranch work. The horse/rider team is judged on the correctness, efficiency, and pattern accuracy with which the obstacles are negotiated, and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well broke, responsive, and well-mannered horse which can correctly navigate and negotiate the course. The ideal ranch trail horse should have a natural ranch horse appearance from head to tail in each maneuver.

Scoring:

Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1 1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points.

Penalties:

- One (1) point over-bridled (per maneuver) out of frame (per maneuver) each hit, bite or stepping on a log, cone plant or any component of the obstacle incorrect or break of gait at walk or trot for two (2) strides or less both front or hind feet in a single-stride slot or space at a walk or trot skipping over or failing to step into required space split pole in lope-over incorrect number of strides, if specified one to two steps on mount/dismount or ground tie except shifting to balance
- Three (3) points wrong lead or out of lead draped reins break of gait at lope, except when correcting an incorrect lead break of gait at walk or trot for more than two (2) strides three to four steps on mount/dismount on ground
- Five (5) points spurring in front of cinch blatant disobedience use of either hand to instill fear/praise knocking over, stepping out of, or falling off an obstacle dropping an object required to be carried 1st or 2nd cumulative refusal letting go of gate five or more steps on mount/dismount or ground tie SHW422.5
- Ten (10) points Unnatural ranch horse appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP) - exhibitors cannot place above others who complete pattern correctly incomplete maneuver eliminating or adding a maneuver 3rd refusal repeated blatant disobedience, and failure to dally and remain dallied use of two hands (except junior shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two-rein) failure to open and shut gate, or failure to complete gate
- Disqualified 0 – Score lameness abuse leaving working area before pattern is complete illegal equipment disrespect or misconduct improper western attire fall of horse/rider

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