

Marshfield Saddle Club Fun Show Rules

Show Rules:

1. MSC Fun Show is not pointed for MSC Year End Awards. Its purpose is to provide a fun outlet for members and non-members beyond our pleasure and speed shows and draw new exhibitors to MSC.
2. \$50 All Day Show Fee is per horse and rider pair and includes all fees except HighPoints.
3. Team Challenge HighPoints are available for teams of two exhibitors. Teams entering the 18 & under division must be comprised of two exhibitors 18 years of age or under. Teams entering the 19 and over division must be comprised of two exhibitors 19 years of age or over. Teams must register for the Team Challenge HighPoint by the start of the show (9am) and pay the \$10 fee per team.
4. Exhibitors participating in the Team Challenge HighPoints must show with their team challenge partner in partner classes if they choose to enter these classes: 6, 7, 8, 23, 27, 28 and 38.

Class Rules:

Class 1. Open Dog Showmanship

The exhibitor is to show using their given backtag number for horse and rider pair. A new number will NOT be given for exhibitor and dog pair. A pattern will be provided where the following maneuvers may be asked: walk, trot, stop, back, pivot, inspection. The exhibitor may lead their dog on either side of their body. Dog must be leashed at all times. Typical showmanship pattern scoring will be used per the judge's discretion.

Class 2. Open Opposite-Side Showmanship

The exhibitor will perform a provided showmanship pattern while leading their horse from the off-side (right). Typical halter, lead, and chain (optional) are required. Typical showmanship pattern scoring will be used per the judge's discretion.

Classes 3-4. Shank-less Showmanship

The Exhibitor will perform a provided showmanship pattern while maneuvering through their pattern without using the showmanship lead. The horse should be wearing a halter with lead secured safely around the horse to be easily reached if needed for emergency purposes. Typical showmanship pattern scoring will be used per judge's discretion. A penalty will be applied each time the exhibitor touches the lead while completing the pattern.

Class 5. Open Parent/Significant Other Showmanship

A parent or significant other of an exhibitor is given the opportunity to show a horse through a showmanship pattern provided by the judge. Typical showmanship pattern scoring will be used per judge's discretion.

Class 6-7. Bareback Showmanship

The showmanship exhibitor wears the backtag number for horse and rider pair and chooses another exhibitor to ride bareback through the showmanship pattern provided by the judge. The showmanship exhibitor will complete the provided pattern with scoring of a typical showmanship class and an additional "bareback rider score" will be added to the team's final score. The "bareback rider score" ranges from 1 (poor)-10 (excellent) for overall horsemanship etiquette. For example: the showmanship exhibitor receives a 70-showmanship score, the judge then rated an overall horsemanship "bareback rider score" of 5, giving the team an overall score of 75. Disqualification will only be applied due to separation of horse and bareback rider.

Class 8. Open Tandem Bareback Horsemanship

The exhibitor whose horse is being shown will wear their backtag number and announce it to the judge before starting their pattern (the tandem rider will likely make viewing the number difficult). The exhibitor will perform a given W/T/L bareback pattern provided by the judge while accompanying a tandem rider. Typical

horsemanship pattern scoring will be used per judge's discretion. The tandem rider is allowed to hang on to the exhibitor if they so choose during the pattern. Disqualification will only be applied due to separation of horse and riders.

Class 9-10. Ground Poles

The exhibitor will complete a given "hunter hack" pattern provided by the judge where poles are set at ground level instead of raised on the jump standards. Typical hunter hack scoring will be used per judge's discretion. Disqualification will only be applied due to separation of horse and rider.

Class 11-12. Cross Rails

The exhibitor will complete a given "hunter hack" pattern provided by the judge where poles are set at 18-inch cross rails. Typical hunter hack scoring will be used per judge's discretion. Disqualification will be applied due to separation of horse and rider.

Class 13-14. Hunter Hack

The exhibitor will complete a given "hunter hack" pattern provided by the judge where poles are set at 18-inch straight rails. Typical hunter hack scoring will be used per judge's discretion. Disqualification will be applied due to separation of horse and rider.

Class 15-19. Western Pleasure

The exhibitor will complete a typical western pleasure or W/T western pleasure rail class.

Class 20. Open Bridle-less Western Pleasure

The exhibitor will complete a typical western pleasure rail class without the use of a bridle. A neck-roped to allow neck reining is required. Disqualification will be applied due to separation of horse and rider.

Class 21-22. Open Blind Western Horsemanship

All exhibitors enter the arena and face towards the rail so they are unable to see the pattern being set up. The first exhibitor will be asked to step forward, view the pattern given by the judge, review for no more than 90 seconds, and perform the pattern. While the first exhibitor is completing their pattern, the second exhibitor will be able to view the pattern on paper, but without viewing the current rider on pattern. The exhibitors may exit the arena upon pattern completion. Typical horsemanship scoring will be used per judge's discretion.

Class 23. Open Partner Horsemanship

Exhibitors partner with another horse and rider pair to complete a horsemanship pattern provided by the judge. The pattern is to be completed in a synchronized manner with horses side by side at all times (with a safe distance in between). Think of this as watching a drill team duo. The team will be scored together as a typical horsemanship class per maneuver, or stated another way, each maneuver will have one overall score (the rider's + or - maneuvers will be judged together). Remember this is one judge, with one set of eyes. Disqualification will be applied due to separation of horse and rider. "Kudos" points may be applied under the F&E scoring section for fun additions to your partner horsemanship, get creative!

Class 24. Open Freestyle Horsemanship

The exhibitor enters the arena given 90 seconds to complete their own made-up pattern. The pattern must include the following maneuvers: walk, jog, stop, back, pivot. Additional maneuvers are also accepted but not required: lope, extended gaits, lead changes. No obstacles or cones may be used. Typical horsemanship scoring will be used per judge's discretion. Disqualification will be applied due to separation of horse and rider. Rider props and costumes are allowed if done safely.

Class 25. Open Simon Says

The exhibitors enter the arena on the rail and perform maneuvers similar to a disciplined rail class. However, the judge, and appointed arena attendants will dismiss exhibitors who complete maneuvers incorrectly or complete tasks when "Simon didn't say". Top 6 exhibitors left will be placed.

Class 26. Open Egg & Spoon

The exhibitors enter the arena will eggs on their given spoons. When the announcer asks for thumbs to be removed from the eggs exhibitors must do so immediately. Exhibitors complete maneuvers as stated by the judge in a timely fashion. The following maneuvers are accepted: walk, jog, lope, gait extension, stop, back, pivot, roll-back, leg yield, side pass, lead change, counter canter, arm extension, switching hands, drop and pick up stirrups, posting, two-point. Riders cannot be asked to get off and back on their horses. Disqualification will be applied due to separation of horse and rider. Top 6 exhibitors left with eggs on their spoons will be placed.

Class 27 -28. Trail Team Challenge

Exhibitors partner with another horse and rider pair to complete a trail pattern provided by the judge. If the trail pattern presents 12 obstacles one exhibitor is asked to complete the first six obstacles, while the second exhibitor is asked to complete the last six obstacles in the form of a relay. Trail pattern could include typical MSC trail obstacles: walk, jog, lope, gait extensions, logs, box, chute, backing, pivot, side pass, gate, weaving, bridge, but may also include new obstacles: dummy roping, log dragging, horse ball, tarps and more. Typical trail scoring will be used per judge's discretion and team's total score will be combined. Penalties will be applied for obstacle refusals. Dismals from an obstacle will not be allowed by the judge in an effort to encourage riders to work through challenges with their horses. Disqualification will be applied due to separation of horse and rider.

Class 29-30. Ranch Rail

Exhibitors enter the arena on the rail and complete a rail class judged on a horse's forward movement like that of a working ranch horse. Walk, jog, lope and extensions will be called for.

Class 31-32. Ranch Riding

Exhibitors will complete an AQHA Ranch Riding pattern provided by the judge.

Class 33-34. Reining

Exhibitors will complete an AQHA Reining pattern provided by the judge.

Class 35-36. Western Riding

Exhibitors will complete an AQHA Western Riding pattern provided by the judge.

Class 37. Open Water Glass Race

Exhibitor will enter the arena and be given a plastic cup filled with a measured amount of water (marked with a sharpie). The exhibitor must complete the race down the arena and back. The exhibitor with the most water remaining in the cup after completing their race wins. Maintaining at least a trot is required throughout entire pattern. Disqualification will only be applied if exhibitors stop mid pattern for any amount of time, drop their cup, knock over a barrel or are separated from their horse. In the event of a tie for most water left in the cup, the fastest time wins.

Class 38. Open Ribbon Race

Exhibitors partner with another horse and rider pair to complete the race down the arena and back while each holding the end of a ribbon provided by MSC. The fastest time win. If one exhibitor drops their end of the ribbon, they are to pick it back up and continue to the finish line with their partner. Penalty of 5 seconds for knocking over a barrel. Disqualifications will only be applied if both exhibitors drop the ribbon and it hits the floor.

Class 39. Open Scurry

Exhibitors complete the scurry pattern by racing down over all 3 jumps, then around the barrel, then back over all three jumps to the finish line. Scurry pattern set as follows: 3 jumps, spaced 30-feet apart, parallel to each other and to the start/finish line. Knockdown of any jump is a 2 second penalty for each, knockdown of any barrel is a 5 second penalty. Disqualification will be applied due to separation of horse and rider. Fastest time wins.

Class 40. Open Magazine Race

Exhibitors begin by crossing the start line and heading toward the barrel on the far end of the arena. Upon heading to the barrel the announcer will call out a page number. Once the exhibitor reaches the barrel they pick up the magazine, tear out the said page and race back to the finish line with page in hand. Fastest time wins. 5 second penalty for knocking over a barrel. Disqualification will be applied due to separation of horse and rider.

Class 41. Open Chug & Run Race

Exhibitor begins stop their horse by crossing the start line and heading towards the barrel on the far end of the arena. Once arriving to the barrel, they dismount their horse, chug the drink provided on the barrel, and run (horse in hand) back to the finish line. Exhibitor cannot leave the barrel until the drink is empty. Penalty of 5 seconds for knocking over the barrel. Disqualification will be applied due to separation of horse and rider at any point in the race (you must always have reins in hand). Fastest time wins.

Class 42. Open Bribe Your Horse

Exhibitors enter the arena with their horses haltered and lead in hand. Exhibitors remove lead rope from halter and use whatever they choose to "bribe" their horse to follow them down the arena, around the barrel and back to the finish line. Promptly reattach the lead rope once back across the finish line. Penalty of 5 seconds for knocking over the barrel. Fastest time wins.