

FALL FUZZY FUN HORSE SHOW

Northeast Washington Fairgrounds
317 W. Astor, Colville

OCTOBER 6 & 7, 2018

8AM SHOW BEGINS-----CHECK IN BEGINS AT 7AM



- **Costume class/contest:** Wear or bring your best costume for prizes
- English/Western/in hand/fun games
- \$5.00 per class or 50.00 per day (\$80.00 two day registration special per rider)
- Register by October 1st
- Entries accepted day of show—Post entry fee \$20.00 per rider
- See class descriptions and class sheet for specific rules and restrictions.

JUDGE: DAN MORIARTY

SHOW SECRETARY: DEBBIE HARBIN 509 690 0664

PRE-REGISTER BY OCTOBER 1st

Day of show entries accepted for a \$20.00 post entry fee

SEE 2 DAY SHOW SPECIAL WITH PRE ENTRY

4-H rules Apply—This is an open show to Adults and Youth over age 8 by Oct 1st.



CONCESSIONS PROVIDED BY SUMMIT SPIRITS 4-H CLUB

CLASS SCHEDULE							
DAY 1		SATURDAY		DAY 2		SUNDAY	
1	trail		8-10 yr	42	showmanship		8-10 yr
2	trail		11-13 yr	43	showmanship		11-13 yr
3	trail		14-18 yr	44	showmanship		14-18 yr
4	trail		19 & over	45	showmanship		19 & over
5	simon says		open	46	halter mare		open
6	stockseat equitation		w/t	47	halter gelding		open
7	stockseat equitation		8-10 yr	48	bribe a horse		open
8	stockseat equitation		11-13 yr	49	liberty		open
9	stockseat equitation		14-18 yr	50	in hand obstacles		open
10	stockseat equitation		19 & over	51	in hand jumping		open
11	egg and spoon		open	52	in hand driving		open
12	champagne class		open	53	musical buckets		13&under
	LUNCH			54	musical buckets		14&over
13	costume class		13&under		LUNCH		
14	costume class		14&over	55	costume class		13&under
15	walking race		open	56	costume class		14&over
16	western pleasure		w/t	57	pleasure driving		open
17	western pleasure		8-10 yr	58	reinsmanship		open
18	western pleasure		11-13 yr	59	huntseat equitation		w/t
19	western pleasure		14-18 yr	60	huntseat equitation		8-10 yr
20	western pleasure		19 & over	61	huntseat equitation		11-13 yr
21	western pleasure green horse	open		62	huntseat equitation		14-18 yr
22	water race relay		13&under	63	huntseat equitation		19 & over
23	water race relay		14&over	64	stepping stones		13&under
24	reining		open	65	stepping stones		14&over
25	ranch horse riding		open	66	huntseat pleasure		w/t
26	ride a buck		open	67	huntseat pleasure		8-10 yr
27	bareback equitation		w/t	68	huntseat pleasure		11-13 yr
28	bareback equitation		8-10 yr	69	huntseat pleasure		14-18 yr
29	bareback equitation		11-13 yr	70	huntseat pleasure		19 & over
30	bareback equitation		14-18 yr	71	huntseat pleasure green horse	open	
31	bareback equitation		19 & over	72	hunter under saddle		open
32	musical mounting		13&under	73	ribbons pairs		13&under
33	musical mounting		14&over	74	ribbons pairs		14&over
34	pop race		13&under	75	walk trot canter lead		open
35	pop race		14&over	76	go as you please		13&under
36	sock race		8-13yr	77	go as you please		14&over
37	sock race		14&over	78	bride path hack (flat class)		open
38	wash day race		13&under	79	hunter hack (jumping)		open
39	wash day race		14&over	80	champagne race jumps		open
40	bait on a line		13&under	81	ride jump and run		open
41	bait on a line		14&over	82	down and out jumping		open

ENTRY FORM									
DAY 1					DAY 2		SUNDAY		
1	trail			8-10 yr	42	showmanship			8-10 yr
2	trail			11-13 yr	43	showmanship			11-13 yr
3	trail			14-18 yr	44	showmanship			14-18 yr
4	trail			19 & over	45	showmanship			19 & over
5	simon says			open	46	halter	mare		open
6	stockseat equitation			w/t	47	halter	gelding		open
7	stockseat equitation			8-10 yr	48	bribe a horse			open
8	stockseat equitation			11-13 yr	49	liberty			open
9	stockseat equitation			14-18 yr	50	in hand obstacles			open
10	stockseat equitation			19 & over	51	in hand jumping			open
11	egg and spoon			open	52	in hand driving			open
12	champagne class			open	53	musical buckets			13&under
	LUNCH				54	musical buckets			14&over
13	costume class			13&under		LUNCH			
14	costume class			14&over	55	costume class			13&under
15	walking race			open	56	costume class			14&over
16	western pleasure			w/t	57	pleasure driving			open
17	western pleasure			8-10 yr	58	reinsmanship			open
18	western pleasure			11-13 yr	59	huntseat equitation			w/t
19	western pleasure			14-18 yr	60	huntseat equitation			8-10 yr
20	western pleasure			19 & over	61	huntseat equitation			11-13 yr
21	western pleasure green horse			open	62	huntseat equitation			14-18 yr
22	water race relay			13&under	63	huntseat equitation			19 & over
23	water race relay			14&over	64	stepping stones			13&under
24	reining			open	65	stepping stones			14&over
25	ranch horse riding			open	66	huntseat pleasure			w/t
26	ride a buck			open	67	huntseat pleasure			8-10 yr
27	bareback equitation			w/t	68	huntseat pleasure			11-13 yr
28	bareback equitation			8-10 yr	69	huntseat pleasure			14-18 yr
29	bareback equitation			11-13 yr	70	huntseat pleasure			19 & over
30	bareback equitation			14-18 yr	71	huntseat pleasure green horse			open
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33	musical mounting			14&over	74	ribbons pairs			14&over
34	pop race			13&under	75	walk trot canter lead			open
35	pop race			14&over	76	go as you please			13&under
36	sock race			8-13yr	77	go as you please			14&over
37	sock race			14&over	78	bride path hack (flat class)			open
38	wash day race			13&under	79	hunter hack (jumping)			open
39	wash day race			14&over	80	champagne race jumps			open
40	bait on a line			13&under	81	ride jump and run			open
41	bait on a line			14&over	82	down and out jumping			open
NAME: _____		AGE: _____			BIRTHDATE: _____				
WALK TROT _____				11-13 year _____					
		8-10 year _____				14-18 yr _____		19&over _____	

ENTRY FORM	DAY 1	SATURDAY				
CLASSES:	\$5.00	each	x _____	= \$ _____	total	_____
ALL DAY:	\$50.00	per rider			total	_____
	\$20.00	post entry			total	_____
	please fill out 1 form per person				ttl paid	_____
name	_____		Age:	_____ date of birth _____		
address	_____					
phone	_____ Email: _____					
	4-H _____	open youth _____	Adult _____			
ENTRY FORM	DAY 2	SUNDAY				
CLASSES:	\$5.00	each	x _____	= \$ _____	total	_____
ALL DAY:	\$50.00	per rider			total	_____
	\$20.00	post entry			total	_____
		2dayspecial	\$80.00 per rider		total	_____
	please fill out 1 form per person				ttl paid	_____
name	_____		Age:	_____ date of birth _____		
address	_____					
phone	_____ Email: _____					
	4-H _____	open youth _____	Adult _____			
2 day special all day fee per rider= \$80.00 if pre-registered						
Mail completed entry forms to:						
Show Secretary:	WSU Extension c/o horse show				Make checks payable to:	
	986 So Main Suite D				Summit Spirits 4-H Club	
	Colville, V 99101					
Youth age is as of Oct 1, 2018 4-H Year						
Youth must be 8 years old prior to Oct 1, to participate in this show--4-H requirements						
Helmets are required for everyone age 18 and under or 4-H enrolled as a youth						
No cross entry from walk trot to lope/canter classes except in games and green horse classes						
Ribbons to 6th place and or danish placings. Most games will be 1st place ribbon or prize only						
Please wear appropriate tack and attire for riding disciplines PNW Contest Guide rules						

Class Descriptions:

Showmanship ~ Open to any breed. Horses and ponies to be fitted and shown according to breed type. English or Western attire acceptable. Showmanship to demonstrate ability to lead, turn and move his or her animal as judge directs. Judged: 50% on showmanship and handling, 25% on grooming and cleanliness of animal and 25% on neatness and cleanliness of handler.

Halter – The halter class is a class where the horse is judged based upon its conformation, overall appearance, and usefulness. Conformation is defined as the physical appearance of a horse due to the arrangement of muscle, bone, and other body, manners, and conformation

Stockseat Equitation-- Walk-Trot ~ An equitation class for riders not ready for the lope. Judged on hands, seat, general horsemanship, and suitability of horse and rider. No cross entry with classes containing canter/lope work. (No cross entry to lope canter classes)

Stockseat Equitation ~ Western tack and attire. Horses to be shown at walk, jog, and lope always on the correct lead. Horse shall be required to back in straight line in all classes. Rider may be required to execute any appropriate test at judge's discretion. Judged on hands, seat and performance of horse and rider.

Western Pleasure Walk-Trot-To be shown at a walk and jog around the ring. Horses should stand quietly and back readily. Judged on manners and performance 80%, quality and suitability of horse and rider 20%. (No cross entry to lope canter classes)

Western Pleasure ~ To be shown at a walk, jog and lope both ways around the ring. Horses should stand quietly and back readily. Judge may request extended gaits. Judged on manners and performance 80%, quality and suitability of horse and rider 20%.

Western Pleasure Green Horse This is a walk, trot, lope class for horses that is still learning. the very basics of walk, trot, canter, and steering. Judged as a standard western pleasure class.

Bareback Equitation--Walk-Trot--~ English or Western attire acceptable. Riders to be judged on hands, seat and suitability of horse to rider. Horse to be worked both directions if the arena at a walk and jog/trot. Riders may be asked for additional tests the judge may deem necessary. (No cross entry to lope canter classes)

Bareback Equitation ~ English or Western attire acceptable. Riders to be judged on hands, seat and suitability of horse to rider. Horse to be worked both directions if the arena at a walk, jog/trot, and lope/canter and shall always be on the correct lead. Riders may be asked for additional tests the judge may deem necessary.

Huntseat Equitation Classes judge the rider only, including his or her position on the flat and over fences and overall effectiveness while riding. Therefore, it is not imperative that the horse has perfect movement or jumping form, but it needs good manners and an attractive way of going that does not detract from the rider's performance. Although temperament is not judged, horses with a more tractable temperament are generally easier to ride, and can therefore help riders demonstrate their skills.

Huntseat Equitation w/t: Judged the same and regular hunt seat equitation but this class does not canter.

Hunter Hack Horses will be shown at a walk, trot and canter both ways of the ring and shall be required to jump a minimum of two (2) jumps of two feet (2') (60.96cm) but not more than two feet, six inches (2'6") (76.12cm) in height. Jumps to be spaced on multiple of twelve (12) feet (3.65m), minimum of thirty-six (36) feet (10.97m).

Bridle Path Hack: This is a basic flat class that can also include extended trot and hand galloping in at least one direction around the arena. The judge may also ask for your horse to halt and back up.

Simon Says You probably know the horseless version from childhood: A caller makes a specific command to a group of players. If the command is preceded by "Simon says," the riders do as instructed. A rider is eliminated when he or she obeys a command that does not include the prefix "Simon says."

Trail: 3 minutes to complete the trail course. At the end of 3 minutes you will be dismissed if you have not completed the course. There will be 7 obstacles or maneuvers. You have three attempt on each obstacle. You must move on to the next obstacle after 3 refusals and received a 0 for that obstacle or maneuver. The person with the most points and the fastest times wins.

Egg and spoon: This tests how smooth your horse is and how in tune you are with his or her gaits. The standard play is sort of like a western pleasure class: a caller asks a group of riders to walk, trot, lope, reverse and back. Mounting and dismounting are particularly difficult, as is the trot..

Wash day race— Bags are filled with clothes. You will put on an outfit during this event (Pants, Shirt or Robe / Nightgown or whatever is in the bag.) Ride down to the end of the arena. Dismount. Put on outfit. Remount. Ride to finish line.

Sock race—Tube socks placed in a row at one end of the arena. Horses and riders at the opposite end. Riders race to the other end, pick out a sock and place it on one of the horse's feet. Horses and riders return to the other end of the arena. First to cross the line is the winner. Returning entries can be mounted or led. Hint: the riders who jump on their horses and run back usually lose their sock within a couple of strides.

Boxer relay: Get a pair of boxers that are rather large and have them at the other side of the arena. Make sure you have a starting point. One at a time, run your horse down there as fast as you can, jump off of him/her, pull the boxers on, get back on your horse, and get back to the starting line! Take the Boxers off and your teammate must put them on and run back to the other end of the arena, get them off, and run back to the starting line. First team finished, wins.

Reinsmanship: This class is designed to test the driver's knowledge of driving techniques and his or her ability to put that knowledge to use to present a proficient performance. Patterns are required. Reinsmanship is judged as an equitation class based on hands, seat, correct driving technique, and proper harnessing and hitching. Driver should be able to change gaits quickly, smoothly, and unobtrusively while always maintaining contact and demonstrating correct driving techniques.

Pleasure driving: The pleasure driving horse should have the same general qualities as the pleasure saddle horse. Special emphasis is placed on the quality of the gaits, manners, and the pleasurable of the ride for the driver. The horse should be in balance with a head and neck carriage typical of its breed or type, should be light-mouthed, and have a free way of moving. Erratic movements are highly undesirable. Hesitation or breaking stride will be penalized.

Ranch Horse Riding: A. This class shows the horse's ability to move at working speed with a rider. B. Horses will be shown at three gaits - walk, trot, and lope - in each direction of the arena. Horses also will be asked to change directions while on the rail as a roll back, stop and backup. The judge will also ask for an extended trot in either direction. C. Judging: 1. A horse will be given credit for traveling with his head held in a normal position, ears alert and moving at a natural speed for the gait requested. 2. Credit also will be given for making a smooth transition between gaits, for keeping the correct lead, and for maintaining the gait until the judge asks for a change. 3. A rider must show his horse with only one hand on the reins, unless it is being shown in a snaffle bit or bosal. D. Patterns will be posted day of event.

Reining: "To rein a horse is not only to guide it, but also to control its every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on its own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control, and therefore faulted according to severity of deviation. Credit shall be given for smoothness, finesse, attitude, quickness and authority in performing the various maneuvers while using controlled speed." (Adapted from the National Reining Horse Association Rulebook

Bribe Your Horse Without touching the horse, each competitor may use treats, as well as verbal and body language, to entice his haltered equine companion to follow him from the starting point to the finish, in this solo event. A pattern may be provided for this class.

Musical Stalls: The poles on the jumps are arranged on the ground and the horses trot around them in a circle while music plays. When the music stops, the horses and riders have to get in a "stall". After a horse is eliminated, a stall is removed.

Go as you please: in a "go as you please" class, the horse is judged at a walk and at one other gait. this "other" gait must be the same both ways of the ring. you want to show off your horse's best gait!

In hand driving stages of training horses for riding as well as for driving. The driver is on foot and will maintain at least a six foot space from the horse's rear legs at all times for safety. 3. Tack can be either a halter or bridle with snaffle bit (no shanks on the bit; no metal curb straps or metal of any kind over the nose or under the jaw). A surcingle, harness, or saddle may be used through which the driving lines will pass. Lines may be leather, rope, or nylon without chains. The lines must not be connected together and need to be 25 feet long. (Long enough to allow 6ft between horse and driver.) The Exhibitor may be asked to drive the equine through a series of obstacles or a pattern that are determined by the judge, and will be posted the day of the show.

liberty class the liberty class demonstrates the beauty and elegance of the style of movement that is natural to the particular miniature horse. some miniatures may gallop wildly, buck, and rear, while others may go through various gaits including the canter. the selection of music should suit the style of the horse. the exhibitor and handler enter the ring with the horse. at the first sound of the music, the halter is removed by the exhibitor and the horse runs "free" in the arena demonstrating various

gaits, or just trotting to the music. the exhibitor's musical choice should be taped to end at exactly one and a half minutes. the exhibitor has exactly two minutes to catch and halter the horse. a handler may assist the exhibitor in the ring to keep the horse in motion but may not catch or halter the horse. neither the exhibitor or the handler may touch the horse in any way during the performance. shakers and whips are allowed but the must not touch the horse. baiting to catch the horse is not permitted

jumping –in hand--handler will lunge horse over a set of jumps. horse will be judges on ground manners and way of going over the fences.
trail—in hand—**In hand obstacles:** horses to be led in-hand (halter) and shown negotiating man made obstacles such as ground poles, bridges, gates, and other maneuvers found in trail classes . course may be timed. rider is allowed 3 refusals per obstacle and then will score a 0 and move onto next obstacle. if timed, handler must end course when time is called. any obstacles not completed, will count as 0.

Stepping stones: where the rider dismounts, runs nimbly across a set of upturned buckets (or stepping stones), and vaults back into the saddle to complete the race, this involves skill and control.

Hunter Under Saddle Hunter under saddle is the preliminary class for English riding disciplines, and judges evaluate the way of going of a hunter-type horse on the flat, at a walk, trot and canter. Horses circle the perimeter of the arena, performing each gait called at the judge's discretion.

Walk, Trot, Canter, Lead: :During this race the riders walk from the start to a predetermined point. They then turn and trot back, to the start, where they turn again, canter to the same point as before, dismount and lead their horses back to the finish line. If they break gait they must turn a small circle.

Ride, Jump, and Run—Jump course, then jump 3 fences on foot, fastest time wins; 4 second penalty for downed rail 2'-2'6

Pop race: Run down, get off your horse and chug a can/cup of pop. Get back on your horse and run back to the time line.

Bait on a line: Riders line up at one end of the arena and when the signal is given, run down to the other end of the arena dismount and hold horse while they eat all the bait off the line as fast as they can without touching it with their hand. Once all bait is swallowed, they mount their horse and run back across the arena. First one back is the winner.

Musical buckets: handlers will walk around in a circle to music. When the music stops, the handler must sit on a bucket. The last handler that is not in a stall is eliminated. Each round a stall is removed until there is two people left and one bucket. The first person who sits on the last bucket, wins..

Ribbon pairs Two riders walk, trot, and canter holding a ribbon between them. The last pair holding the ribbon wins

Champagne race: Riders carry a glass of liquid on their horse. As the competition moves on, you walk, trot, and even canter. When the time is up, the riders with the most soda in their cups win. Other commands may be given to find a winner

Champagne race—jumps. Same as above class, except there are jumps involved. The person with the most liquid left is the winner.

Costume class Riders dress up themselves and their horses in any theme they choose. Youth must wear helmets if they are mounted while in costume. Costumes may be exhibited at in hand or mounted entries.

Ride a buck A bareback class where each rider tucks a dollar bill under one thigh for this class, riding a group pattern at walk, trot, and canter. The class ends when only one competitor still holds the money. The winner takes all the dollar bills.

Egg and Spoon This tests how smooth your horse is and how in **tune** you are with his or her gaits. The standard play is sort of like a western pleasure class: a caller asks a group of riders to walk, trot, lope, reverse and back. Mounting and dismounting are particularly difficult, as is the trot.

Walking Race This is an excellent game for teaching impulsion and extension at the walk. Riders line up at the starting line. When the signal is given, riders have their horses walk to the opposite side of the arena. If a horse breaks stride, it is disqualified. The person who reaches the finish line first is the winner. The key to winning is learning how to extend the gait. By using one's legs while keeping the horse on the bit (to prevent the horse from trotting), the rider can engage the horse's hindquarters. This causes the horse to reach farther forward with the legs, thereby lengthening its stride

Down and out- whoever is last one to clear fence at height which is raised after each rider gets a turn wins. If most riders are lower level you just start lower and finish lower. Our 2' riders still have fun although it does usually get over 3'

Musical Mounting: A riding class: walk, jog/trot, lope/canter to music. When music stops, you are to dismount, run around your horse and mount on the off side.

Whoever mounts last is out of the next go-round and must line up in the middle. Last person left up wins. This game is similar to musical chairs only on horseback.

Water Race--2 ways to play....(1.) Place a barrel about 1/3 of the way into the arena, the other about the middle. Put 3 large cups of water on the first barrel, coffee can on second barrel. Rider runs to first barrel, picks up cup of water, runs to second barrel, and empties water into can. Repeats process till all cups are empty.

(2.) Played the same as #1, but a bucket of water w/cup is placed on first barrel. Rider has to dip water, run to second barrel, and empty it into can. Winner is rider with most water in the can.

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