

CLASS SPECIFICATIONS and INFORMATION

DIRECTIONS TO LEMMON VALLEY ARENA

Highway 395 North to Exit 74 Lemmon Drive. Four miles to Nectar Street. Right on Nectar. One half mile to Chestnut. Left on Chestnut to arena on corner of Alaska and Chestnut.

DRESS REQUIREMENTS

Riding Helmets are required for riders 18 years and younger and are strongly encouraged for the safety of all riders. Long sleeved shirt, tucked in; pants with belt if pants have belt loops is recommended. Boots with heels (no tennis shoes or fashion boots) are required. Because this is a Play Day show clothes are not required, but above stated minimal dress requirements are requested. Costume class is exempt.

CLASS DESCRIPTIONS

Classes for “*Leadline or Walk/Trot*” are for riders who have a person at least 14 years old leading the horse OR for riders who DO NOT lope or canter. Horse/Rider combination in these classes MAY NOT enter classes that have the potential for walking, jogging and loping. Riders may be of any age.

Egg and Spoon Ride: Saddled mounted rider holds a spoon in hand and balances an egg on the spoon without touching the egg or the bowl of the spoon. Riders may be asked to walk, jog/trot and lope/canter. When egg falls from spoon, rider is eliminated. Last rider with egg on spoon wins.

Single Stake: Rider crosses start line, rides around a pole, passing either on left side or right side, and returns to cross the finish line. TIMED EVENT. Best time wins.

Ribbon Race: An entry is two riders. Riders hold a ‘ribbon’ between them and ride together, crossing the start line, around a pole and return to cross the finish line. Dropping or breaking the ‘ribbon’ is a disqualification. TIME EVENT. Best time wins. This class will not count in the High Point tabulation.

Gummy Worm Race: Rider rides from start line to barrel where a plate of gummy worm candy is located. Ride to dismount and a handler will hold the horse. Rider gobbles all the gummy worms from the plate (into mouth, swallowing not recommended) WITHOUT using hands. After plate is clear of worms, rider mounts horse, returns to finish line. Rider may have assistance mounting horse. TIMED EVENT. Best time wins.

Costume Class: Horses to enter the ring at jog/trot. To be shown at a walk, jog/trot, and lope/canter (in 3 gaited classes) both ways of the ring. To be judged 60% on costume (originality, aesthetic appeal, creativity, and appropriateness) and 40% on performance, manners and conformation.

Pole Bending: Rider shall negotiate six poles placed approximately 21 feet apart in a straight line. Rider shall cross the starting line and move in an approximate straight line, riding along side of the six poles, going to the farthest pole (Pole 6), making a 180 degree turn around Pole 6, then bending through the poles, making a 180 degree turn at Pole 1 and bending through the poles again, making an 180 degree turn at pole 6. Rider then returns to finish line by moving along the side that is opposite that on which he/she first approached Pole 6. TIMED EVENT. Best time wins.

Big T: Rider crosses the start line and weaves 3 poles, starting either on the left or right. If the 3rd pole is passed on the right side, proceed to the barrel on your left making a left turn and then another left turn around the other barrel. Then weave back through the first three poles on opposite sides and pass the finish line. NOTE: If the first pole is passed on the right side, the two barrels will be left turns. If the first pole is passed on the left side, the two barrels will be right turns. Go to the far side of the pole before weaving back. TIMED EVENT. Best time wins.

Cloverleaf Barrels: Rider negotiates barrels placed to form an isosceles triangle. Rider must make a complete circle around the barrel as he/she completes the pattern starting to the left or right, making one left and two right turns or one right and two left turns around the three barrels. TIMED EVENT. Best time wins.

Gymkhana Gig: Rider crosses the start line, passes the first pole on the left side and then starts weaving with the second pole and weaves all the poles, ending on the right side of the last pole. Horse and rider jump the scurry jump and ride around the first barrel, having the barrel on the rider’s left side. Rider passes between the barrels, turning slightly to the left in order to negotiate the second barrel with the barrel on the rider’s right side, turning right, again passing between the barrels. Turn left around the first barrel with barrel on rider’s left, pass back through the two barrels, making a figure 8, and ride across finish line. Knocking over a pole or a barrel or the jump, or touching them with a hand to prevent them from tipping over will result in a five second penalty. TIMED EVENT. Best time wins.

Gymkhana Gig:

