

Percheron and National Clydesdale Show**Guidelines for Riding Classes and Patterns for Speed Events and Obstacle Cart****Rail Classes (Pleasure)****Western****Attire**

- Western style cowboy hat or helmet must be worn.
- A long-sleeved, collared shirt of any color may be worn.
- Dark jeans without holes must be worn.
- Western boots must be worn (fashion heels are prohibited).
- Spurs are permissible but must be dull and with free-moving rowels.
- Chaps are optional.
- Failure by the exhibitor to wear correct number(s) in a visible manner shall result in penalty.

Equipment

- Horses will be shown in a western/stock saddle. A western saddle is a common type of saddle distinguished by a large noticeable fork on which there is some form of horn, a high cantle, and large skirts. Silver equipment will not count over a good working outfit.
- A western style saddle blanket must be used and should be in good condition. Ropes or riatas shall not be carried on the saddle. Breast collars and rear cinches are optional but must be fitted properly for the safety of the horse and rider.
- Western style bridle with split reins or romal reins must be used. Gag bits, mechanical hackamores, unorthodox or severe mouthpieces or pressure headstalls are not permitted. Nose bands or cavesons are not allowed in a western pleasure class.
- Spurs used forward of the front cinch shall be cause for disqualification.

Judging Guidelines for Western Class

Back-up: The back-up displays balanced and smooth flowing movements, is straight with self-carriage without gapping the mouth with light contact and without hesitation.

Walk: The walk is a natural, flat-footed, four-beat gait. The horse must move straight and true at the walk. The walk must be alert, with a stride of reasonable length in keeping with the size of the horse.

Jog: The jog is a smooth, ground-covering two-beat diagonal gait. The horse works from one pair of diagonals to the other pair. The jog should be square, balanced, and with straight, forward movement of the feet. Horses walking with their back feet and trotting in the front are not considered performing the required gait. When asked to extend the jog, it moves out with the same smooth way of going.

Extended jog: The extended jog has an obvious lengthening of stride with a slight increase in pace while exerting less effort and appears smooth to ride.

Lope: The lope is an easy, rhythmical three-beat gait. Horses moving to the left should lope on the left lead. Horses moving to the right should lope on the right lead. Horses traveling at a four-beat gait are not considered to be performing at a proper lope. The horse should lope with a natural stride and appear relaxed and smooth. It should be ridden at a speed that is a natural way of going. The head should be carried at an angle that is natural and suitable to the horse's conformation at all gaits.

English**Attire**

- Hunt Seat style helmet or cap, or any style helmet must be worn.
- Riders should wear hunt coats of traditional colors such as navy, dark green, gray, black, or brown. Maroon and red are improper.
- Breeches (or jodhpurs) are to be of traditional shades of buff, khaki, canary, light gray or rust.
- Shirts of any color with tie or choker are preferred.
- Exhibitors must wear high English boots or paddock (jodhpur) boots of black or brown.
- Failure by exhibitor to wear the correct number(s) in a visible manner shall result in disqualification.

Equipment

- In all English classes, an English snaffle (no shank), kimberwick, pelham, and/or full bridle (with two reins) must be used. All bridles must have a cavesson noseband and plain leather browband.
- Saddles must be black and/or brown leather of traditional hunting or forward seat type, knee inserts on the skirts is optional. Saddle pads should fit the size and shape of the saddle, except when necessary to accommodate numbers on both sides, for which a square pad or suitable attachment may be used. Saddle pads and attachments shall be white or natural color with no ornamentation.
- Optional equipment: Spurs of the unrowelled type that are blunt, round, or that include a smooth rolling rubber ball. Crops or bats, Gloves, or an English breastplate are also acceptable.

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The English Pleasure Class is judged primarily on the horse's way of going (movement), type or conformation, and its manners.

The purpose of the English style horse is to present or exhibit a horse with a bright, alert expression, whose gaits show potential of being a working hunter. Therefore, its gait must be free-flowing, ground covering, and athletic.

Hunters should move with long, low strides reaching forward with ease and smoothness, be able to lengthen stride and cover ground with relaxed, free-flowing movement, while exhibiting correct gaits that are of the proper cadence. The quality of the movement and the consistency of the gaits are major considerations.

Horses should be obedient, have a bright expression with alert ears, and should respond willingly to the rider with light leg and hand contact. Horses should be responsive and smooth in transition. When asked to extend the trot or hand gallop, they should move out with the same flowing motion.

This class will be judged on performance, condition, and conformation. Maximum credit shall be given to the flowing, balanced, and willing horse.

English and Western Rail Class Faults (scored according to severity)

- Excessive speed (any gait).
- Being on the wrong lead.
- Breaking gait (including not walking when called for).
- Failure to take the appropriate gait when called for (during transitions, excessive delay will be penalized).
- Touching horse with free hand.
- Head carried too high.
- Head carried too low (tip of ear below the withers).
- Over Flexing or straining neck in head carriage so the nose is carried behind the vertical.
- Excessive nosing out.
- Opening mouth excessively.
- Stumbling.
- If a horse appears sullen, dull, lethargic, emaciated, drawn, or overly tired.
- Quick, choppy, or pony-strided.
- If reins are draped to the point that light contact is not maintained.
- Overly canted at the lope (when the outside hind foot is further to the inside of the arena than the inside front foot).

Dressage Classes (Please see the Horse Show Office for Dressage Test Ride Times for Sunday August 22nd)**Clydesdale**

- 2019 USEF Introductory Level - Test B https://www.usdf.org/docs/showflash/web/tests/2019/Intro_Test_B.pdf
- 2019 USEF Training Level Test 2 https://www.usdf.org/docs/showflash/web/tests/2019/USEF_TLT2.pdf

Percheron

- 2019 USEF Introductory Level - Test B https://www.usdf.org/docs/showflash/web/tests/2019/Intro_Test_B.pdf

Speed Event Classes (Keyhole Race, Big T Race, Barrel Racing, and Pole Bending)**Faults/Penalties/Disqualifications on all speed events**

Disqualified for broken pattern or failing to complete the pattern.

Knocking down a barrel or pole (5 seconds per barrel or pole).

Falling of horse or rider.

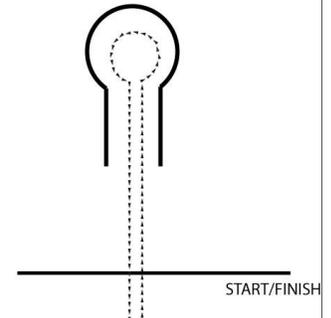
Failure by exhibitor to wear the correct number(s) in a visible manner.

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Guidelines for Riding Classes and Patterns for Speed Events and Obstacle Cart**Keyhole Race**

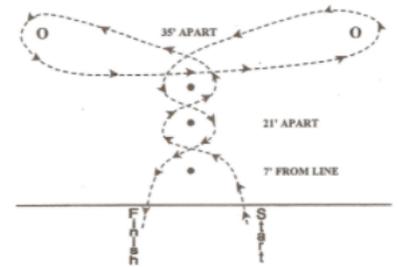
The keyhole race is a timed event executed over a pattern. The pattern is typically formed using white powder, commonly flour or powdered chalk, poured into a 'keyhole' shape in the dirt.

1. The course will be laid out with a lined keyhole on the ground with the opening of the keyhole facing the starting line.
2. The center of the circle should be about 100 feet from the timing line.
3. The keyhole will be in the form of a broken circle 22 feet in diameter with a throat 5 feet wide. The angled sides are 5 feet long.
4. The horse will cross the timing line, enter the circle of the keyhole, turn around (in either direction) entirely within the circle of the keyhole, and recross the timing line.
5. Causes for disqualification include:
 - a. The horse stepping over the chalk line at any point.
 - b. The horse turning around in the throat of the keyhole rather than in the circle.

KEYHOLE RACE**Big T Race**

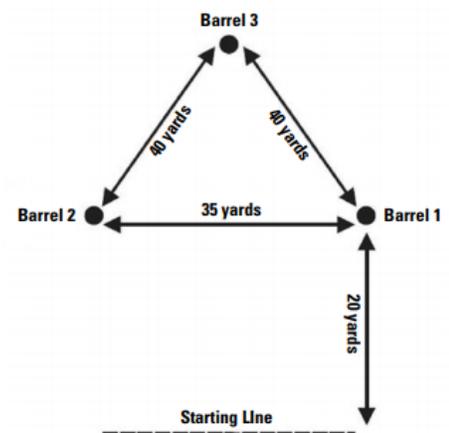
The Big T race is a timed event executed over a pattern. The pattern is made up of 2 barrels and 3 vertical poles. The pattern may be ridden to the right or to the left.

1. Begin at the start/finish line and weave through the poles.
2. Finish your weave by approaching the far side of the barrel.
3. Enter the second barrel on the closer side to the start/finish line.
4. Weave through the poles to the start/finish line.

BIG T**Barrel Racing**

The cloverleaf barrel racing pattern will be used for this event.

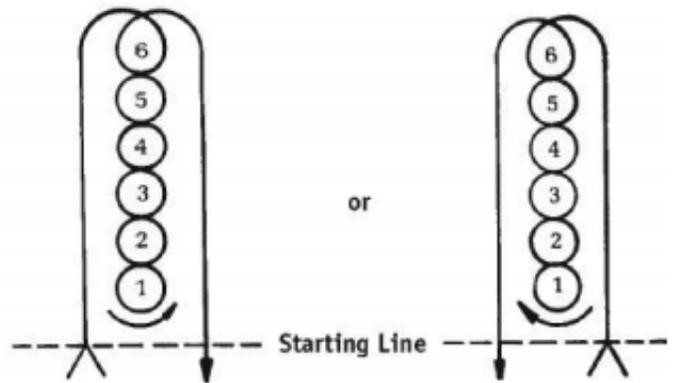
1. Barrels should be the size of a 55-gallon drum.
2. The size of the pattern should be about 105 feet (35 yards) between barrels 1 and 2, 120 feet (40 yards) between barrels 2 and 3, 120 feet (40 yards) between barrels 1 and 3, and 20 yards from the timer to the first barrel. It is also recommended that the barrels be set a minimum of 18 feet off the fence.
3. Riders have the option of riding course A or B.
 - a. Course A – The entry must cross the timing line, circle barrel 1 clockwise, circle barrel 2 counterclockwise, circle barrel 3 counterclockwise and run between barrels 2 and 3 to cross the timing line.
 - b. Course B – The entry must cross the timing line, circle barrel 2 counterclockwise, circle barrel 1 clockwise, circle barrel 3 clockwise and run between barrels 2 and 3 to cross the timing line.
4. Off course is defined as passing by the center of a barrel on the wrong side as far as the shoulder point is considered. Each barrel center should be clearly marked with straight markers parallel to the starting line. Extra loops in the pattern other than those normally diagrammed should be considered off course.

Cloverleaf Barrel Race (Patterns A and B)

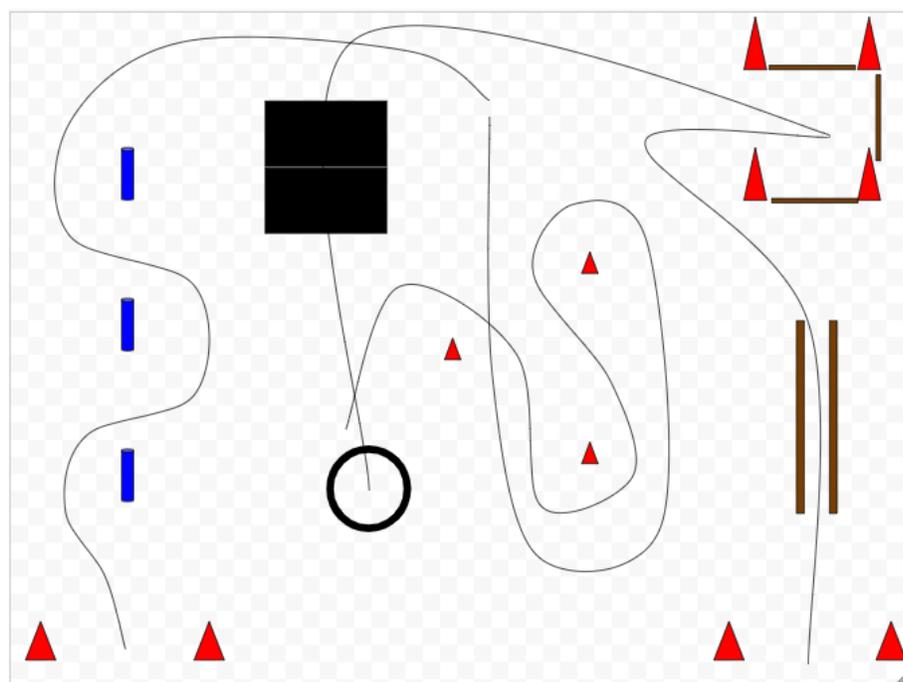
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Guidelines for Riding Classes and Patterns for Speed Events and Obstacle Cart**Pole Bending**

1. The pole bending pattern is running around six poles. The poles are placed in a straight line 21 feet apart, going away from the starting line. The first pole is to be 21 feet from the starting line. Poles are 6 feet high and set on top of the ground, with bases 10 to 14 inches in diameter.
2. Exhibitors may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 180-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6.
3. Disqualifications
 - a. Turning pole wrong way.
 - b. Running off course (not staying on pattern).

**Obstacle Cart (To be completed in a show cart)**

1. Enter the ring at a walk.
2. Begin to trot at the cones.
3. Weave through poles at the trot.
4. Navigate to the cones, break to a walk when in the center of the cones.
5. Walk through the cone pattern.
6. Place one wheel inside the ring, complete a 180-degree turn, either direction, keeping the wheel in the ring.
7. Walk out of the ring and over the black mats.
8. Execute a 180 degree turn to the right, in front of the cones and back into the box.
9. Rest in the box for about 10 seconds, showing your horse is relaxed.
10. Trot out of the box and down the rail.
11. Travel with one wheel between the ground poles.
12. Walk at the cones and exit the arena.



Start

Finish