

Des Moines, Iowa Iowa State Fair August 17-20, 2023
Guidelines for Riding Classes and Patterns for Speed Events, Trail, and Obstacle Cart
National Clydesdale Show and Percheron Show

Helmets are strongly encouraged for riders of all ages in riding classes

*****Rail Classes (Pleasure)*****

Western

Attire

- Western style cowboy hat or helmet must be worn.
- A long-sleeved, collared shirt or western style show shirt of any color may be worn.
- Dark Jeans or pants without holes must be worn.
- Western boots must be worn (fashion heels are prohibited).
- Spurs are optional, but if used must be dull (snub/round end) and/or have free-moving rowels.
- Chaps are optional.
- Failure by the exhibitor to wear the 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. Should an exhibitor use a shank bit, the rider will be required to rein with one hand only. Nose bands or cavessons are not allowed in a western pleasure class.
- Spurs used forward of the front cinch shall be cause for disqualification. ▪ No blinders or other driving/harness equipment.

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.

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English

Attire

- Hunt Seat style helmet or cap, or any style helmet must be worn.
- Riders should wear hunt style coats fitting appropriately.
- Breeches (or jodhpurs) shall fit appropriately and plain in design.
- 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 browband.
- No blinders or other driving/harness equipment.
- Saddles must be black and/or brown coloring; all purpose, close contact, or dressage style saddles may be used.
- 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.
- Optional equipment: Spurs that are blunt, round, or that include a smooth rolling rubber ball. Crops or bats, Gloves, or an English breastplate are also acceptable.

Judging Guidelines for the English Class

- 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.

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English and Western Rail Class Faults Continued...

- 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 20th)*

Guidelines for Dressage Classes

The object of Dressage is the harmonious development of the physique and ability of the horse. As a result, it makes the horse calm, supple, loose and flexible but also confident, attentive and keen, thus achieving perfect understanding with its rider.

These qualities are revealed by:

- The freedom and regularity of the paces.
- The harmony, lightness and ease of the movements.
- The lightness of the forehand and the engagement of the hindquarters, originating in a lively impulsion. ▪ The acceptance of the bridle with submissiveness through-out and without any tenseness or resistance.

Clydesdale and Percheron Tests

2023 USDF Introductory Level - Test B

<https://www.usdf.org/docs/showflash/web/tests/2023/2023%20Intro%20B.pdf?t=4/4/2023%209:42:13%20PM>

2023 USEF Training Level - Test 3

<https://www.usdf.org/docs/showflash/web/tests/2023/2023%20Training%203%204.7.pdf?t=4/4/2023%209:42:13%20PM>

Readers - exhibitors can have a reader but a microphone will not be provided

Prohibited

- twisted, wire, or rolled bits.
- Martingales, bit guards, any kind of gadgets (such as bearing, side, running, balancing reins, tongue tied down, etc.).
- Any kind of boots or bandages (including tail bandages) and any form of blinkers, ear muffs or plugs, nose covers, seat covers, and hoods.

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*****Trail Riding**

Judging Guidelines for Trail Obstacle Riding Classes

- This class will be judged on the performance of the horse over obstacles, with emphasis on manners, response to the rider and quality of movement. Credit will be given to horses negotiating the obstacles with style and some degree of speed, providing correctness is not sacrificed.
- Horses should receive credit for showing attentiveness to the obstacles and the capability of picking their own way through the course when obstacles warrant it, and willingly responding to the rider's cues on more difficult obstacles.
- Horses shall be penalized for any unnecessary delay while approaching or negotiating the obstacles.
- While on the line of travel between obstacles, the horse shall be balanced, carrying his head and neck in a relaxed, natural position.
- Western or English tack may be used with appropriate attire for the tack chosen. See above rules for attire and tack under the 'Rail Classes (Pleasure)'.
- Each obstacle or maneuver is generally scored on a 10-point basis. Failure to complete an obstacle shall not be a disqualification but shall be scored accordingly. Horses should walk, trot and lope (always on correct lead) on a reasonably loose rein without undue restraint.
- Special emphasis shall be placed on the walk. Excessive speed will be penalized.

Scoring of an obstacle

- Each obstacle will be scored on the following basis, ranging from plus 1.5 to minus 1.5
 1.5 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, +1 very good, +1.5 excellent.

Penalty Assessment

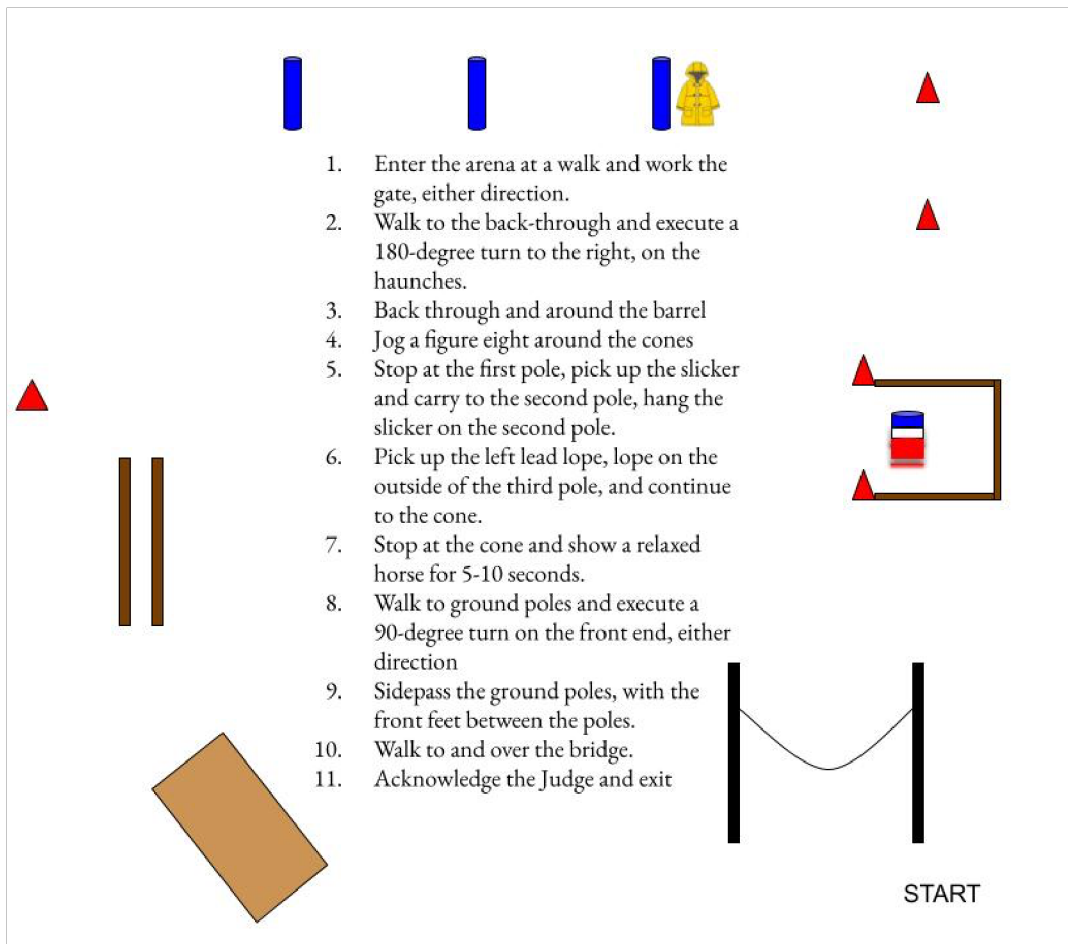
<p>Penalty 1/2 Point</p> <ul style="list-style-type: none"> ▪ Each tick or contact of a log, pole, cone, plant, or any component of an obstacle 	<p>Penalty 1 Point</p> <ul style="list-style-type: none"> ▪ Each hit, bite, or stepping on a log, cone, plant, or any component of the obstacle ▪ Incorrect or break of gait at walk or jog for two strides or less ▪ Both front or hind feet in a single-strided slot or space at a walk or jog ▪ Skipping over or failing to step into required space ▪ Split pole in lope-over ▪ Incorrect number of strides, if specified
<p>Penalty 3 Points</p> <ul style="list-style-type: none"> ▪ Incorrect or break of gait at walk or jog for more than two strides ▪ Out of lead or break of gait at lope (except when correcting an incorrect lead) ▪ Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle ▪ Falling or jumping off or out of a bridge or a water box with one foot once the horse has gotten onto or into that obstacle ▪ Stepping outside of the confines of an obstacle with designated boundaries (i.e. back-through, 360-degree box, side pass) with one foot once the horse has entered the obstacle ▪ Missing or evading a pole that is a part of a series of an obstacle with one foot 	<p>Penalty 5 Points</p> <ul style="list-style-type: none"> ▪ Dropping slicker or object required to be carried on course ▪ First or second cumulative refusal or balk, or evading an obstacle by shying or backing ▪ Letting go of or dropping rope gate ▪ Use of either hand to instill fear or praise ▪ Falling or jumping off or out of a bridge or a water box with more than one foot once the horse has gotten onto or into that obstacle ▪ Stepping outside of the confines of an obstacle with designated boundaries (i.e. back-through, 360-degree box, side pass) with more than one foot once the horse has entered the obstacle ▪ Missing or evading a pole that is a part of a series of an obstacle with more than one foot ▪ Blatant disobedience (including kicking out, bucking, rearing, striking)

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Penalty 0 (Disqualification)

- Changing hands on reins except when permissible to change hands to work an obstacle
- Performing the obstacle incorrectly or other than in specified order
- No attempt to perform an obstacle
- Equipment failure to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeatedly touching the horse on the neck to lower the head
- Entering or exiting an obstacle from the incorrect side or direction
- Working obstacle in the incorrect direction; including overturns of more than a quarter turn
- Riding outside designated boundary marker of the arena or course area
- Third cumulative refusal or balk, or evading an obstacle by shying or backing
- Failure to ever demonstrate correct lead and/or gait as designated
- Failure to follow the correct line of travel between obstacles
- Excessive schooling, pulling, turning, stepping, or backing anywhere on course
- Failure to open and shut gate or failure to complete gate *if applicable*

Trail Riding Obstacle Pattern



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*****Speed Event Classes (*Keyhole Race, Barrel Racing, and Pole Bending*)**

Attire and Equipment:

- No T-shirts or Tank Tops, No ball caps – please keep dress attire appropriate and follow Western or English rail classes attire
- Single reins or split reins are allowed (Western Tack), single reins are expected for English Tack
- Protective boots, leg wraps are optional
- No blinders on bridles

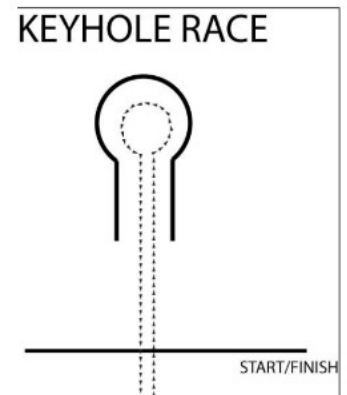
Faults/Penalties/Disqualifications on all speed events

- Disqualified for broken pattern or failing to complete the pattern.
- 5 second penalty - Knocking down a barrel or pole, crossing timing line (5 seconds per barrel/pole)
- Falling of horse or rider.
- Failure by exhibitor to wear the correct number(s) in a visible manner.
- Use of bat, spurs, reins in front of cinch. Repetitive hits may be cause for additional penalty per hit

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.

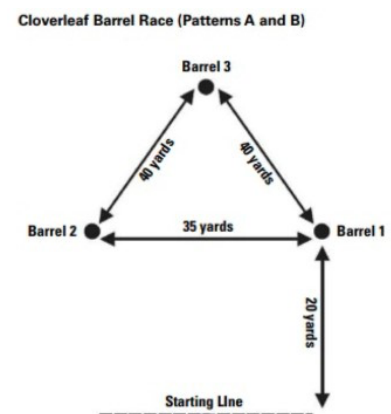
1. The course will be laid out with a lined keyhole on the ground with the opening of the keyhole facing the starting line.
2. The center of the circle should be about 100 feet from the timing line.
3. The keyhole will be in the form of a broken circle 22 feet in diameter with a throat 5 feet wide. The 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.



Barrel Racing

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

- Barrels should be the size of a 55-gallon drum.
- 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.
- Riders have the option of riding course A or B.
 - 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.
 - 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.
- 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.

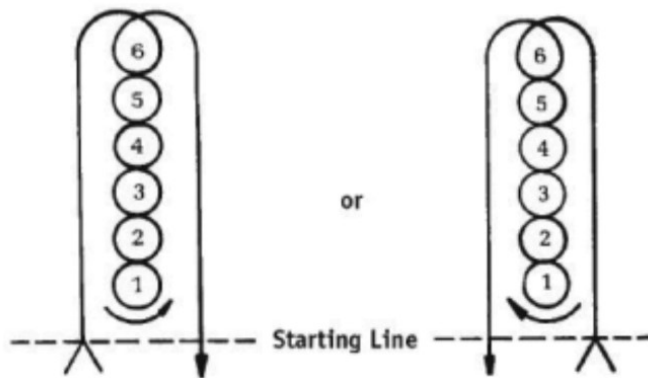


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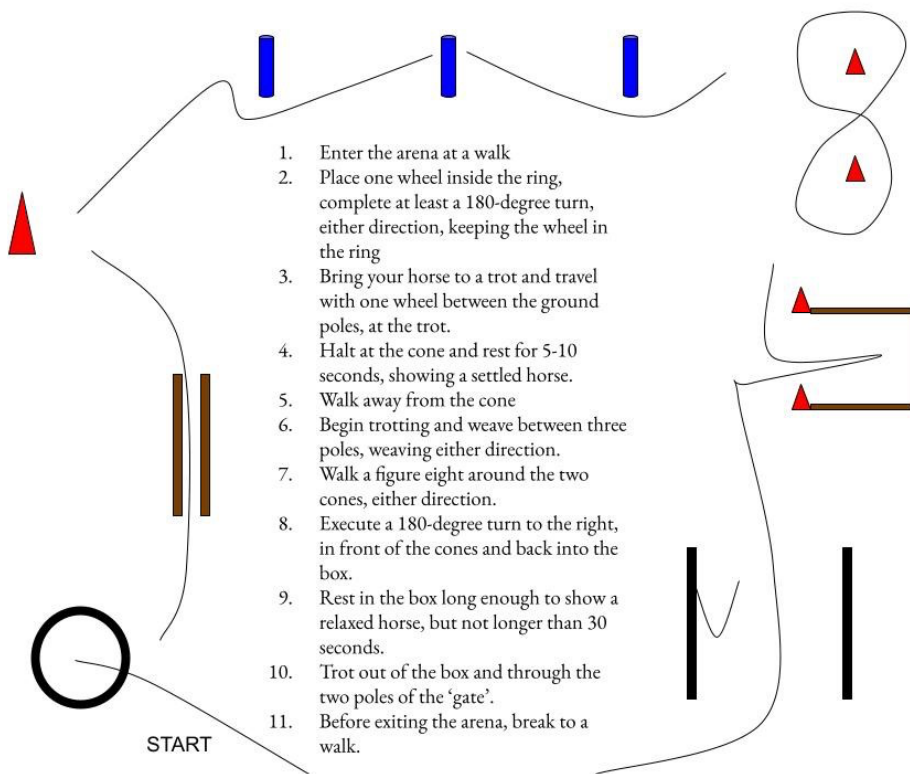
Pole Bending

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. 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.

- Disqualifications
 - Turning pole wrong way.
 - Running off course (not staying on pattern).



*****Obstacle Cart Pattern** *(To be completed in a 2 wheeled show type cart)*



1. Enter the arena at a walk
2. Place one wheel inside the ring, complete at least a 180-degree turn, either direction, keeping the wheel in the ring
3. Bring your horse to a trot and travel with one wheel between the ground poles, at the trot.
4. Halt at the cone and rest for 5-10 seconds, showing a settled horse.
5. Walk away from the cone
6. Begin trotting and weave between three poles, weaving either direction.
7. Walk a figure eight around the two cones, either direction.
8. Execute a 180-degree turn to the right, in front of the cones and back into the box.
9. Rest in the box long enough to show a relaxed horse, but not longer than 30 seconds.
10. Trot out of the box and through the two poles of the 'gate'.
11. Before exiting the arena, break to a walk.