



لجنة لرياضة الفرس

Performance Event Descriptions

Showman Equipment/Attire

1. Gloves (optional, but advised)
2. Long jeans and or equitation pants
3. Boots. Western boots or equine lacers with sewn-on sole and drop down heel (minimum of 1/2 inch) are required.
4. Long sleeve western shirt or showman apparel
5. Belt
6. Hat or helmet (if Showman has long hair it should be put up so that the judge can see the Showman's number)

Showmanship

Required Equine Equipment

1. Halter and lead rope. Nylon or leather
2. Lead shall be 6' to 8' in length

Prohibited Equine Equipment

1. Bridle of any type
2. Whips, crops, or bats
3. Any training aids
4. Spurs
5. Chaps/chinks
6. Leg wraps
7. Ribbons, glitter, and sparkle on equine, the only allowable ribbon is a red ribbon in tail to notify others that pony may kick.

Showmanship is a demonstration of the showman's ability to show the equine to the best advantage in\halter. With the ability to create a presence that convinces the judge and audience that their horse is the best and that they have successfully completed every element of the pattern. Eye contact with the judge, crisp body communication and facial expression are all part of this ground equitation class. Changes of sides should show the willingness of the horse to yield to the showman under any conditions. Condition of coat, feet, mane, and tail does count in this class. Showman and horse should be neat, clean, and well groomed. Horse should display no resistance. Halter and lead rope should be properly adjusted and appear to not be necessary in the

horse's performance. Conformation is not to be considered. Hand aids, without touching the equine, are allowed. Showman may touch the equine when directed by the judge or specified in the pattern. Showmen that touch their equines should not expect a zero, but will be scored accordingly.

Performance

Horseman Equipment/Attire

1. Gloves (optional, but advised)
2. Long jeans and or equitation pants
3. Chaps (optional)
4. Boots. Western boots or equine lacers with sewn-on sole and drop down heel (minimum of 1/2 inch) are required.
5. Long sleeve western shirt or showman apparel
6. Belt
7. Hat or helmet (if Showman has long hair it should be put up so that the judge can see the Showman's number)
8. Spurs (optional)

Required Equine Equipment

1. Western saddle with horn
2. Standard western bit
3. Snaffle bits and rawhide Bosals may only be used in junior equine.

Prohibited Equine Equipment

1. Any training aid
2. Whips, crops, or bats
3. Slip or gag bits
4. Wire chin straps
5. Any chin strap narrower than 1/2 inch
6. Martingale and draw reins
7. Sidesaddle / English saddle
8. Nose bands or tie down
9. Protective boots, leg wraps and bandages
10. Roping reins
11. Snaffles or Bosals on an equine 6 years and older. Junior equine is 5 years and younger
12. Side pulls
13. Two hands on a curb bit, or one hand on a snaffle bit
14. Obvious lameness or unsoundness in equine
15. Ribbons, glitter, and sparkle on equine, (the only allowable ribbon is a red ribbon in tail to notify others that pony may kick

Western Equitation

Equitation is the art or practice of horse riding or horsemanship. More specifically, equitation may refer to a rider's position while mounted, and encompass a rider's ability to ride correctly and with effective aids. In horse show competition, the rider, rather than the horse is evaluated. The performance of the horse is not judged *per se*, but a poorly-performing horse is considered to reflect the ability of the rider. A good equitation rider is always in balance with the horse, maintains a correct position in every gait, movement, and possesses a commanding, but relaxed, presence, able to direct the horse with nearly invisible aids.

Western Pleasure

Western Pleasure is a western style competition at horse shows that evaluates horses on manners and suitability of the horse for a relaxed but collected gait cadence and relatively slow speed of gait, along with calm and responsive disposition. The horse is to appear to be a "pleasure" to ride and very comfortable, while being very smooth. Horse conformation and temperament play a role in this event, and hence animals that are calm, quiet, have collected, soft gaits and the strong muscling required to sustain slow, controlled movement are the most competitive.

Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness and acceptance of obstacles should be points of training. Event can be timed for scoring. Horseman and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step. Leads should be accurate and backing should be precise, but not too slow. Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.

Refusals will deduct points. Two refusals will require moving on to the next element. A refusal is any unnecessary and unintentional movement not aiding in completion of the maneuver. The following two examples would be considered refusals. A horse taking a step backwards while approaching a bridge without being asked to do so by its rider. A horse taking a step forward while attempting to complete a back through without being asked by its rider. An unintentional complete stop of movement while approaching or completing an obstacle will also be considered a refusal. Judges will be looking for a "finished" equine/horseman combination

Judges Command

Judges Command is a class that allows the horseman/equine partner to follow the direction of the judge. This class may ask the horseman to show a higher knowledge and ability to show the best assets of the equine. Horseman shall follow the rules of Western Equitation and Pleasure.

Drill Team

An equestrian drill team is a group of horses and riders performing choreographed maneuvers to music. Drill teams are intended to entertain, show sportsmanship, horsemanship, team work and dedication. Drill is a controlled ride and has continuous forward motion. Theme drill provides a division that allows teams to showcase their uniforms, horse ability, music, and inclusions of trick riding or other variations. Members must have a uniform appearance, including outfits, hats, tack, and flags (if used). Teams can range in size from four horses (Quad team) to 20 plus horse

