



OPEN ALL BREED SCHOOLING & FUN SHOW SHOW TACK AND SHOW CLOTHING OPTIONAL !

Presented by Mile Hi Buckskin Horse Association - SUNDAY - JULY 12, 2009

Lazy J Bar S Ranch - 3756 West County Rd 16 - Loveland, CO 80537

Judge: Mark Guynn

COME AS YOU ARE!! - Only Requirements - English riding classes: Helmet & boots -

Western riding classes: **ANY** type of hat or helmet, long pants & boots

Humane training tack OK in all classes - Judge will inspect training tack

\$10.00 Office Charge per Horse - any number of riders on same horse

Class fees - \$8.00/class - Show office opens at 8:00am First class starts at 9:00am

1. SHOWMANSHIP: 18 & Over
2. SHOWMANSHIP: 14 - 17
3. SHOWMANSHIP: 13 & under
4. **FUN CLASS** - SYNCHRONIZED SHOWMANSHIP: ALL AGES - 2 person teams

5. ENGLISH EQUITATION: 18 & Over
6. ENGLISH EQUITATION: 14 - 17
7. ENGLISH EQUITATION: 13 & under
8. ENGLISH PLEASURE: 18 & Over
9. ENGLISH PLEASURE: 14 - 17
10. ENGLISH PLEASURE 13 & UNDER
11. **FUN CLASS** - ENGLISH "SIMON SEZ" : ALL AGES

1st place prizes for EVERY class

12. **FUN CLASS** - BAREBACK EQUITATION: ALL AGES (Uses same pattern as English Equitation)
13. **FUN CLASS** - BAREBACK PLAYING CARD: ALL AGES - (\$1 of your class entry fee goes towards class jackpot)
WINNER TAKES ALL!
14. **FUN CLASS** - WALK/TROT: ALL AGES

15. WESTERN HORSEMANSHIP: 18 & Over
16. WESTERN HORSEMANSHIP: 14 - 17
17. WESTERN HORSEMANSHIP: 13 & under
18. WESTERN PLEASURE: 18 & Over
19. WESTERN PLEASURE: 14 - 17
20. WESTERN PLEASURE: 13 & under
21. **FUN CLASS** - WESTERN "SIMON SEZ": ALL AGES



**"Come have some fun
with us!"**

22. **FUN CLASS** - RIBBON CLASS: ALL AGES - 2 person teams

23. **FUN CLASS** - CREATIVE COSTUME PARADE: ALL AGES (Lead 'em, ride 'em, up to 2 person teams, individuals, horse or no horse - anything goes! Didn't bring a costume? Go pick something from the costume box at the office, or use whatever you have in your trailer - be imaginative!)

24. REINING: 18 & Over
25. REINING: 14 - 17
26. REINING: 13 & under
27. **FUN CLASS** - DIXIE CUP CLASS: ALL AGES
28. BARRELS: 18 & Over
29. BARRELS: 14 - 17
30. BARRELS: 13 & under
31. POLE BENDING: 18 & Over
32. POLE BENDING: 14 - 17
33. POLE BENDING 13 & under
34. **FUN CLASS** - WATER BALLOON TOSS: ALL AGES - EXHIBITORS ONLY, NO HORSES!!

Door Prizes!

For more information on show

Contact:

Michelle Manseau 303-646-4990

Sandra Hall 303-690-1382

Michelle Chapman 303-678-2924

RULES FOR FUN SHOW GAMES

SYNCHRONIZED SHOWMANSHIP

Two person teams will perform the same posted showmanship pattern done by the age groups that day. Judging will be done on accuracy of pattern completion by the team as a whole. Extra points given to teams that are more in synchronization when performing pattern. Teams will be placed by the Judge down to 6th place.

ENGLISH & WESTERN "SIMON SEZ"

Same basic principal as Discipline Rail - except that all instructions to riders will be preceded by "Simon Sez". Exhibitors will be eliminated from the ring if they fail to perform the instructions correctly, or if "Simon Sez" does not precede the instruction and they perform it anyway. Judge will continue to increase difficulty of tasks, and mix in non "Simon Sez" instructions, attempting to eliminate exhibitors till only one remains. IF elimination of exhibitors down to one does not occur after approximately a **15 min time limit** -Winner of class will be declared by the Judge.

BAREBACK EQUITATION

Exhibitors will perform the same English equitation pattern for the day for this class. Exhibitors must show horse bareback and will be judged on correctness and completion of pattern. Exhibitors will be placed by the Judge down to 6th place.

BAREBACK PLAYING CARD CLASS

Exhibitors will be given a playing card from a deck of cards. They must ride their horse bareback and ring stewards and helpers will place the playing card under the exhibitor's **left** leg, just an inch or so above their knee. Judge will then call out commands for the exhibitors to perform, increasing difficulty of commands in attempt to cause the exhibitor to lose their playing card. IF elimination of exhibitors down to one does not occur after approximately a **15 min time limit** -Winner will be declared by the Judge.

WALK/TROT

Exhibitors may show horse in English or Western tack. Exhibitors are only asked by Judge to perform two gaits, Walking, and either English trot or Western jog as appropriate for exhibitor's tack.

RIBBON CLASS

Two horse/two rider teams will be give a 3 foot crepe or toilet paper ribbon to hold between them. Judge will then call out commands for the teams to perform, increasing difficulty of commands in attempt to cause the teams to break or lose hold of their ribbon.

IF elimination of exhibitors down to one does not occur after approximately a **15 min time limit** -Winning team will be declared by the Judge.

COSTUME PARADE CLASS

Exhibitors display imagination in costuming themselves, their horses or both. Horses may be ridden or led in the class. If NO horse is shown, Exhibitor must be in costume. Exhibitors will be placed by the Judge down to 6th place.

DIXIE CUP CLASS

Horse/rider will be given a small Dixie cup $\frac{3}{4}$ full of water. (Same amount doled out by ring helpers using a large syringe or something like that). Judge will then call out commands for exhibitors to perform, increasing difficulty of commands in attempt to cause the exhibitor to lose water from their cup. After 15 mins of performing commands, exhibitors that have not lost all their water, and/or their cup entirely, will be called to the center of the ring, where the judge and ring steward will determine the winner by seeing who has the **MOST** water left in their Dixie cup.

WATER BALLOON TOSS

Team of 2 persons required. Exhibitors **ONLY**. Each member of the team lines up opposite of each other. All persons on one side of the line are given water filled balloons. The judge calls out for balloon toss to occur. Any team member on the catching side that drops or breaks water balloon, eliminates that team. Teams with intact balloons then step one large step backwards, and judge again calls for balloon toss to occur. The catching team member then tosses the balloon back to the other team member. The tossing and stepping back continues until only one team remains.