

NEMHS Schooling Show May 15, 2022

Overview of Classes

The following information is a basic overview of classes that we will have in the fun show. For a detailed descriptions of classes refer to the online rulebooks. The AMHA and AMHR rules do vary. If you have questions, ask the show secretary, ring steward or gate person. You may also ask questions during the walk through before Trail, Hunter and Jumper classes. We are here to have fun and maybe learn a bit! 😊

Halter – In hand. Judged on confirmation and soundness when trotting. Two gates, A trot and walk.

- 1.) **Stock** – Shown in western halter and western clothing.
 - a. Heavier bodied horse
 - b. Shown 4 legs squared under horse
 - c. Neck not over stretched.

- 2.) **Halter** – Shown in English style halter
 - a. Refined conformation
 - b. Shown stretched not over stretched or leaning.
 - c. Neck up and out. Baiting allowed.

Halter Obstacle or Trail – Shown in hand with a halter. Refusals and knockdowns penalized off course (example - doing an obstacle out of sequence or backwards) is a disqualification as is three (3) refusals on the same obstacle. Touching or pushing horse is also a point deduction. Judged on the horse and handler working together. Working through the course in an effortless way.

Driving – Single horse shown in two (2) -wheel carts with basket. Enter the ring counter clockwise at a trot (except for Roadster). Classes require trot, extended trot, and walk. Reverse direction in the ring at a walk (trot in roadster) and repeat the gaits again. The ring steward will call the class to the center, lineup side by side leaving plenty of space between carts. You will be asked to back and the horse should back at least three steps. Headers, a person that stands in front of the horse during the lineup will be called into the arena. A whip must be carried.

Driving is judged on manners, way of going, transition of gaits, standing quietly in line up and back 3 steps quietly then return into line up.

1. **Western and Classic** - A lower sweeping gate with lower headset.
2. **Country Pleasure** - Up headset lift to the legs not over level in front.
3. **Pleasure** - Collected headset, perpendicular to ground. Motion level or over. Has animated gates.
4. **Roadster** – Enters ring at a trot going clockwise. Working trot then “drive on” at fastest gate. Reverse doing gaits again. Lineup – no backing. Cart without basket drivers feet in stirrups. Roadster silks must be worn matching hat and jacket.
5. **Carriage**: In carriage driving, carts usually have wooden wheels and no basket cover on the cart and horses must wear breeching.
6. **Versatility**: Drive (any type), halter (any type) and three jumps. After driving the horse and header have two minutes to unharness the horse and get them ready for a halter class. The cart MUST be removed before the bridle.

In all driving classes, youth are encouraged to wear a helmet.

Hunter Is judged on the horse and handler going thru the course in posted order one time either at trot or canter. Minimum of six (6) jumps. Horse must stay at the same gait through the jump course and stay near handler to give the look of working as a clean team working together. The handler does not jump the jumps. A pattern will be posted

Jumper varies depending on the breed association. You will have a minimum of six (6) jumps. Sneakers can be worn. Horses follow a course or pattern similar to hunter but are judged on faults (knocking over a jump or refusals). AMHA: Does rounds where any horse/handler with clean round proceeds to the next round. The jumps will be raised in height each round until horses who go clean or until 1 horse has fewer faults. AMHR: One round which is timed and faults add to the time. A pattern will be posted.

New England Challenge: Made for people that do not have a driving horse but driving horses can enter. This class shows the connection between the horse and handler by doing a short showmanship pattern, one or two obstacles and two jumps. It is all about having fun! A pattern will be posted.

Showmanship: Judged on the how well the handler executes a pattern with their horse. The horse and handler stand for inspection and we will use the **AMHA quarter system**. Having the horse pivot is very helpful. A pattern will be posted.

Liberty: One horse goes at a time. The horse is taken into the arena and once the music starts the halter is removed. The horse shows his/hers paces by trotting, cantering, bucking, etc around the arena. The music plays for 1.5 minutes then stops. The handler has 1.5 minutes to catch the horse. The horse should use the entire arena, trot and canter in equal amounts. The handler may not touch the horse while the music is playing. The handler may have a helper but the helper never touches the horse. Whips can be used but you may not use them to make contact with the horse. Judged on way of going, presence and a good catch!

Gambler's choice: is a timed event with obstacles each worth a different set of points. You try and get the most points in 1.5 minutes. Each obstacle can only be done twice. A pattern will be posted.

Carrot Race: Timed event. The horse and handler run down to a barrel with a carrot on the top. Once the horse and handler round the barrel the handler lets go of the horse and picks up the carrot. The horse follows the handler back across the finish line. Timer will stop when both cross the line. Lead lines should be tied around the horse's neck for safety.