

## **4.6 English Pleasure**

### **4.6.1 General**

Horses are to be shown at a walk, trot and canter both ways of the ring. The pleasure horse should be easy to handle, obedient, and consistent. Pulling, tossing the head, going sideways and other indications of poor manners will be penalized. Light contact on the bit should be maintained at all times.

### **4.6.2 Scoring**

To be judged on the suitability of the horse as a pleasure mount, manners and performance. The smoothness, obedience and consistency of the performance will be considered rather than the brilliance and animation.

### **4.6.3 Tack and Equipment**

Refer to Saddle Seat or Hunt Seat Equitation.

### **4.6.4 Class Procedure**

1. All horses will enter the ring in a counterclockwise direction until they are otherwise directed by the judge. They will go least once around the entire ring at each of the three gaits - walk, trot, and canter. All horses will be asked to reverse and work in a similar manner in that direction.
2. After all entered have been worked as specified in number 1, the judge may then excuse contestants not to be further considered in the class.
3. The judge may ask for additional rail work from any of the remaining entered.
4. It is suggested that all contestants being considered for an award should be asked to back in a straight line.

### **4.6.5 Divisions and Variations**

1. English Pleasure, Senior Riders - open to riders 14 years and older as of January 1<sup>st</sup> of the current year.
2. English Pleasure, Junior Riders - open to riders 13 years or younger as of January 1<sup>st</sup> of the current year.
3. Pony English Pleasure - Open to equines not to exceed 14.2 hands. May be divided into classes for large ponies and small ponies in a manner similar to that described for Saddle Seat Equitation, Ponies.
4. English Pleasure, Novice - for members in their first year of showing. May be divided Junior or Senior.

5. English Pleasure, Pairs - to be shown as already described for regular English Pleasure, but as a matching pair. The uniformity of the performance of the entered will be emphasized, along with the uniformity of their size, coloring, type and appointments.

#### **4.6.6 Disqualifications**

Refer to Saddle Seat or Hunt Seat Equitation.

### **4.7 Saddle Seat Performance**

#### **4.7.1 General**

Horses are to be shown at a walk, park trot and canter both ways of the ring. The park horse should display brilliance and animation in his/her performance along with proficiency in executing the required gaits. Horses should stand quietly and back readily. Horses may be shown with a full or roached mane, long or short tail.

#### **4.7.2 Scoring**

Emphasis will be placed on the horse's suitability as a park horse as evidenced by the brilliance, animation and abidance of performance. Scoring will be based on performance and manners.

#### **4.7.3 Tack, Equipment and Appointments**

Refer to Saddle Seat Equitation.

#### **4.7.4 Class Procedures**

1. All horses will enter the ring in a counterclockwise direction until otherwise directed by the judge. They will go at least once around the entire ring at each of the three gaits - walk, park trot, and canter. All horses will be reversed and worked in that direction as already described. The reverse will be done towards or away from the rail.
2. All horses will be brought to a flat-footed walk before changing gaits.
3. After all the horses have been worked as specified in number 1, the judge may excuse contestants not to be further considered in this class.
4. The judge may ask for additional rail work from any of the remaining entries.
5. It is suggested that all horses being considered for an award should be asked to back in a straight line.

#### **4.7.5 Divisions and Variations**

1. Saddle Seat Performance, Senior Riders - for riders 14 years of age or older as of January 1<sup>st</sup> of the current year.

2. Saddle Seat Performance, Junior Riders - for riders 13 years old or younger as of January 1<sup>st</sup> of the current year.
3. Saddle Seat Performance, Ponies - for Equines not to exceed 14.2 hands. May be divided into classes for large ponies and small ponies as described as for Saddle Seat Equitation, Ponies.

#### **4.7.6 Disqualifications**

Refer to Saddle Seat Equitation.

### **4.8 Hunter Under Saddle**

#### **4.8.1 General**

Horses are to be shown at a walk, trot, canter and hand gallop both ways of the ring. Extended trot may be asked for by the judge. The Hunter Under Saddle should be obedient, alert, responsive and move freely with a ground-covering gait. Therefore, the walk should be true and flat-footed, the trot brisk and smooth, the canter collected and with the horse on the correct lead, and the hand gallop brisk but controlled showing ability to move on at a full gallop. When asked to pull up from the hand gallop, the horse should make the transition quickly and smoothly, but not so quickly that it resembles a sliding stop.

#### **4.8.2 Scoring**

To be judged on the suitability of the horse for this style of riding, manners, control, and smoothness of the performance on the flat and over fences.

#### **4.8.3 Tack, Equipment and Appointments**

Refer to Hunt Seat Equitation.

#### **4.8.4 Class Procedure**

1. All contestants will enter the ring in a counter clockwise direction until they are otherwise directed by the judge. They will then go at least once around the entire ring at each of the three gaits - walk, trot, canter. All horses will be reversed and working in a similar manner in that direction. The reverse will be done by turning toward or away from the rail. All exhibitors will be asked to hand gallop in groups of not more than eight at one time.
2. After all horses have worked as specified in number 1, the judge may then dismiss any horse not to be further considered in this class.
3. The judge may continue to work the remaining horses.
4. At the hand gallop, the judge may ask the group to halt and stand on a free rein (loosened rein).

5. It is suggested that all horses being considered for an award should be asked to back in a straight line.
6. The judge may ask any rider to dismount and mount to observe the horse's cooperation.

#### **4.8.5 Divisions and Variations**

1. Hunter Under Saddle, Senior Riders - for riders 14 years of age or older as of January 1<sup>st</sup> of the current year.
2. Hunter Under Saddle, Junior Riders - for riders 13 years of age or younger as of January 1<sup>st</sup> of the current year.
3. Hunter Under Saddle, Ponies - for equines not to exceed 14.2 hands. May be divided into classes for large ponies and small ponies as described for Hunt Seat Equitation, Ponies.
4. Hunter Under Saddle, Novice - for members in their first year of showing. May be divided Junior and Senior.
5. Hunter Pairs Under Saddle - to be shown as already described for Hunter Under Saddle, but as a matched pair. The uniformity of the performances of the entries will be emphasized, along with the uniformity of their size, color, type and appointments. Hunter Pairs Under Saddle will not be asked to hand gallop.

#### **4.8.6 Disqualifications**

Refer to Hunt Seat Equitation.

### **4.9 Hunter Hacks**

#### **4.9.1 General**

Horses are to be shown at a walk, trot, canter, and a hand gallop both ways of the ring. Extended trot may be asked for by the judge. At least eight horses, if available, or all horses being considered for awards will also be required to jump two fences. It is recommended that these fences be no more than three feet high. The horse should be similar to the Hunter Under Saddle in that he is obedient, alert, responsive and moves freely with a ground covering gait. His style of jumping should be smooth and consistent such as that he could be relied on to take his rider over fences in a safe, obedient manner at an even hunting pace.

#### **4.9.2 Scoring**

To be judged on manners, control and smoothness of performance on the flat and over fences.

### **4.9.3 Tack, Equipment and Appointments**

Refer to Hunt Seat Equitation over Fences.

### **4.9.4 Class Procedure**

1. All contestants will enter the ring in a counterclockwise direction until otherwise directed by the judge. They will then go at least once around the ring at each of the three gaits - walk, trot, and canter. They will then be asked to reverse and repeat the same procedure in that direction. The reverse will be done by turning toward or away from the rail. All exhibitors will be asked to hand gallop in groups of not more than eight at one time.
2. After all horses have been worked as specified in number 1, the judge may then dismiss any horse not being further considered in the class.
3. The judge may continue to work the remaining horses.
4. At the gallop, the judge may ask the group to halt and stand on a free rein.
5. The judge may ask any rider to back his horse in a straight line.
6. After horses have been worked on the flat, the judge may ask any horse to jump two fences, each no more than three feet in height. It is required that all horses being considered for awards will be asked to jump.

### **4.9.5 Divisions and Variations**

1. Hunter Hacks, Senior Riders - for riders 14 years of age or older as of January 1<sup>st</sup> of the current year.
2. Hunter Hacks, Junior Riders - for riders 13 years old or younger as of January 1<sup>st</sup> of the current year.
3. Pony Hunter Hacks - for equines not to exceed 14.2 hands. May be divided into classes for large ponies and small ponies as described for Hunt Seat Equitation, Ponies. Large ponies are to jump two fences, each two and one half feet in height and small ponies are to jump two fences, each two feet in height.
4. Green Hunter Hacks - open to horses of any age that are in their first year or second year of showing in classes requiring horses to jump, including equitation classes, but not including those classes which require the horse to jump obstacles lower than three feet to demonstrate obedience (i.e. trail classes). Green Hunter Hacks will not be asked to hand gallop.

### **4.9.6 Disqualifications**

Refer to Hunt Seat Equitation Over Fences.

## **4.10 Hunter Over Fences**

### **4.10.1 General**

The entries in this class will show over a minimum of six fences, with heights not to exceed 4 feet. The hunter should provide his rider with a safe, consistent ride at a working pace over a course of fences similar to those that might be encountered in the field. This requires that all horses must be serviceably sound and any horse showing evidence of lameness, broken wind or impairment of vision will be refused an award and may be excused from the ring by the steward, show veterinarian or judge.

### **4.10.2 Scoring**

To be judged on performance, manners and soundness with emphasis on performance and manners. The scoring of performance will be based on the maintenance of an even hunting pace, manners, jumping style and way of moving over the course. Although faults are taken into consideration, final placing will not rely solely on this.

### **4.10.3 Tack, Equipment and Appointments**

Refer to Hunt Seat Equitation Over Fences.

### **4.10.4 Class Procedure**

1. All horses will be worked individually over fences. Circling once upon entering the ring and once upon leaving the ring is permitted. Additional circling will be penalized.
2. After completing the course, no horse will be requested to rejump the course.
3. Upon completion of the entire class over fences, the finalists will be asked to jog their horses past the judge to show soundness.
4. The judge will penalize unsafe jumping and bad form over fences, whether touched or untouched.
5. Course to be posted at least one hour before class.
6. Fences should simulate obstacles which might be found in the hunting field such as natural post and rail, brush, stone wall, gates, chicken coops, aiken or hedge. Spreads over 4 feet are prohibited. The use of unusual objects not likely to be found under ordinary hunting conditions should be avoided.

### **4.10.5 Divisions and Variations**

1. Hunter Over Fences, Senior Riders - for riders 14 years of age or older as of January 1<sup>st</sup> of the current year.

2. Hunter Over Fences, Junior Riders - for riders 13 years old or younger as of January 1<sup>st</sup> of the current year.
3. Pony Hunter Over Fences - for equines not to exceed 14.2 hands. May be divided into classes for large ponies and small ponies as described for Hunt Seat Equitation, Ponies. Large ponies are to jump fences between two feet six inches and three feet in height and small ponies are to jump fences between two feet and two feet six inches in height.
4. Green Hunter Over Fences - open to horses of any age that are in their first or second year of showing in classes requiring horses to jump, including equitation classes, but not including those classes which require the horse to jump obstacles lower than three feet to demonstrate obedience (i.e. trail classes).
5. Hunter Over Fences, Outside Course - this class is to be considered as a suggested class to be held when an outside course is available. It is recommended that it be limited to Senior riders showing either horses or large ponies, with no Junior riders or small ponies being allowed to enter the class.

#### **4.10.6 Disqualifications**

Same as for Hunt Seat Equitation Over Fences except that a contestant may also be disqualified for unsoundness of the horse as already specified. In addition, a rider may be disqualified for being off course, or for three refusals.

### **4.11 Road Hack**

#### **4.11.1 General**

Horses are to be shown at a flat-footed walk, trot, extended trot, easy canter and hand gallop. The road hack should be obedient, consistent and easy to handle. He should back readily and stand quietly. (Not more than 8 horses will be asked to hand gallop at one time).

#### **4.11.2 Scoring**

Emphasis in this class will be placed on both the performance and manners of the horse. The scoring of the horse's performance will be based on the smoothness of the overall performance and especially on the ability to extend the trot by actually lengthening the stride rather than just moving on with more speed.

#### **4.11.3 Tack, Equipment and Appointments**

Refer to Saddle Seat or Hunt Seat Equitation.

#### **4.11.4 Class Procedure**

1. All contestants will enter the ring in a counterclockwise direction, until they are otherwise directed by the judge. They will then go at least once around the

entire ring at each of the five gaits - walk, trot, extended trot, canter and hand gallop. They will all then be asked to reverse and work in a similar manner in that direction. The reverse will be done by turning toward or away from the rail.

2. After all horses have been worked as specified in number 1, the judge may dismiss any horses not to be further considered in the class.

#### **4.11.5 Divisions and Variations**

Refer to Saddle Seat or Hunt Seat Equitation.

#### **4.11.6 Disqualifications**

Refer to Saddle Seat or Hunt Seat Equitation.

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