

# PPRPFFA 2023 CLASS DESCRIPTION SHEET

1. **Ground Poles** – jumping poles will be placed on the ground in a pattern which the rider will step over them
2. **Cross rails 18" Hunter** - can be ridden in trot or canter, courtesy circle is recommended but not required at start and finish of round. Judged on both horse and rider. There will be an order of go, riders will return to ring at the end of the class for judging.
3. **Cross rails 18" Equitation**- can be ridden in trot or canter, courtesy circle is recommended but not required at start and finish of round. Judged on horse and rider but with a larger emphasis on rider. Riders position, effectiveness of aids, and communication with their horse. There will be an order of go, riders will return at the end of the class for judging.
4. **Vertical Hunter over fences 18"**- can be ridden at the trot or the canter, courtesy circle is recommended but not required at the start and finish of round. Series of 18" verticals only. Judged on both horse and rider. There will be an order of go, riders will return to the ring at the end of the class for judging.
5. **Vertical equitation 18"**- can be ridden at the trot or the canter, courtesy circle is recommended but not required at the start and finish of round. Series of 18" verticals only. Judged on both horse and rider with an emphasis on the rider. Riders position, effectiveness of aids, and communication with their horse. There will be an order of go, riders will return to the ring at the end of the class for judging.
6. **Hunter over fences 2'-2'3"**- can be ridden at the trot or canter- course of 2'-2'3" verticals and oxers, courtesy circle is recommended but not required at start and finish of round. Judged on both horse and rider, there will be an order of go, riders will return to the ring at the end of the class for judging.
7. **Equitation over fences 2'-2'3"**- can be ridden at the trot or canter- course of 2'-2'3" verticals and oxers, courtesy circle is recommended but not required at start and finish of round. Judged on both horse and rider, with an emphasis on the rider, riders position, effectiveness of aids, and communication with their horse. There will be an order of go, riders will return to the ring at the end of the class for judging.

All jumping classes will follow the same pattern per show. Courses can be found at the registration table. You will only be allowed three (3) refusals per class, after three you will be kindly asked to leave the arena. Jumping classes will be held in the second arena.

8. **Halter saddle type**- saddle type horses are built for pleasure riding and showing, they tend to be more refined with lighter bones and muscling. They will have a higher headset, long legs, and a lively way of moving. These horses are generally ridden english.
9. **Halter stock type**- stock type horses are built for ranch work with a muscular build, short strong backs, and medium length legs. These types of horses should move with a relaxed soft stride with their feet close to the ground. These horses are generally ridden western.

10. **Halter Showmanship**- shown using a pattern, english attire. Horse should be shown in an english bridle or leather halter and lead. Handler should know and follow typical showmanship rules- quarter method etc.
11. **Open English equitation (1<sup>st</sup> year rider) (W/T)**- rail class, any age rider but must be in their first year of riding. Will be judged on horse and rider with an emphasis on the rider's position, effectiveness of aids, and communication with their horse.
12. **Open English equitation 17 and under (W/T)**
13. **Open English equitation 18 and over (W/T)**- 13 and 14- rail classes, divided by age. Judged on horse and rider with an emphasis on the rider's position, effectiveness of aids, and communication with their horse.
14. **Youth (17 and under) English Equitation (W/T/C)**
15. **Adult (18 and over) English Equitation - (W/T/C)**14 and 15- rail classes, divided by age. Horses should have above average movement with knee action and some extension. These horses should be shown in a Pelham, curb bit, or double bridle. Judge should take into consideration if horses are in these classes that do not belong.
16. **Green horse (W/T/J)**- rail class, horse in their first year under saddle, English or western, simple mistakes made by the horse will be accepted.
17. **First year rider (W/T/J)**- rail class, riders in their first year. English or western, simple mistakes are accepted.
18. **Youth Open English Pleasure -walk trot jog**
19. **Adult Open English Pleasure - walk trot jog**- movement to be expected, lower headset, not much knee action, moderate extension etc.
20. **Youth (17 and under) paso fino performance**
21. **Adult (18 and over) paso fino performance**- rail class, for paso finos only, (W/C/L) divided by age. Horses should be flashier, lots of brio, higher headset, more movement etc.
22. **Youth (17 and under) (W/T/J)**
23. **Adult (18 and over) -** rail class, (W/T/J) divided by age.
24. **Western horsemanship (W/J)**- patterned class
25. **Western horsemanship (W/J/L)**- patterned class
26. **Youth Western Pleasure (W/J/L) rail class**
27. **Adult Western Pleasure rail class (W/J/L)**
28. **Go as you please**- rail class, all ages, all breeds, all disciplines, all gaits. Walk and go as you please.
29. **Sit a buck bareback**- rail class, (W/T/C), (W/J/L), (W/G), etc. riders bareback with a dollar bill stuck under their knee. Last rider with the dollar left wins.
30. **Open color horse pleasure E or W**- rail class, English or western, color horse includes roan, appaloosa, palomino, paint, and buckskin. (W/T/C) (W/J/L) or (W/G). All ages and breeds.
31. **Egg and Spoon**- rail class, all ages, all breeds, all disciplines. Riders will carry an egg on a spoon in one hand and ride their respective gaits as called by the judge. Last rider with an egg wins.
32. **Lead line**- Ages 9 and under, all breeds, all disciplines. Beginner riders with a person leading the horse, side walkers permitted. **Walk only.**
33. **Tiny tots go as you please**- all breeds, all disciplines, rail class. Riders 7 and under. Walk and go as you please.
34. **Pony go as you please**- all breeds, all disciplines, all ages, rail class, ponies 14.2 and under, walk and go as you please.
35. **Youth (17 and under) paso fino pleasure**

- 36. Adult (18 and over) paso fino pleasure-** rail class, divided by age, for paso finos only. Pleasure horses are calmer, lower headset, less brio, less movement.
- 37. Jack benny 39 and over go as you please-** rail class, all breeds, all disciplines, walk and go as you please.
- 38. Paso Fino horsemanship-** patterned class, paso finos only, W/C/L, judged on horse and rider.
- 39. Water glass-** all ages, breeds, and disciplines, ride one handed with a wine glass of water. Rider with the most water left at the end wins.
- 40. Peach race-** timed event, run down pick up a peach, set it down on a second barrel and run back, fastest time wins.
- 41. Panty Race –** timed event the rider runs down when told to barrel with panties on it. The rider gets off the horse and grabs a pair of panties puts them on while holding the horse, mounts the horse and rides back to outside the ring while being timed.
- 42. Open arena race-** timed event, run down around one barrel and come back as fast as you can. Fastest time wins.
- 43. Beginner open poles (W/T/Gait)-** timed event, can be ridden at the walk and the trot only. You run down to the end, come back weaving in and out, at the end turn and go back weaving in and out, then at the end turn and come home. Fastest time wins. (W/T) or (W/Gait)
- 44. Open poles-** timed event, done as fast as you can. You run down to the end, come back weaving in and out, at the end turn and go back weaving in and out, then at the end turn and come home. Fastest time wins.
- 45. Beginner open barrels (W/T/Gait)-** timed event. Can be ridden in the walk, trot or gait Cloverleaf pattern. Fastest time wins.
- 46. Open barrels-** timed event, cloverleaf pattern, fast as you want. Fastest time wins.
- 47. Texas barrels-** timed event, fast as you want. Weaving in and out of barrels. Fastest time wins.