

LEG UP EQUESTRIAN - Horse Show Class Descriptions



**Where do You
Want to Go?**

Leg Up Equestrian Horse Shows are open to all ages and abilities - regardless of experience! This is a special opportunity for you to demonstrate the skills you have learned and practiced in your riding classes. Our shows are also an opportunity for you to challenge yourself, to learn, to grow, to achieve, but most of all to have FUN!

We encourage all participants, parents and guests to cheer and support all our competitors and fellow students in the spirit of good sportsmanship, and in keeping with the guiding principles of our program: Safety, Fun, Learning, Personal Growth.

Equitation Division

Equitation: Classes containing this word in the title means that they will be judging the rider's skills, form, balance, and control. We highly recommend every student enters at least one of these classes at their level because they apply the most directly to a student's riding and provide the most helpful feedback. An Equitation class would group riders together in the ring while they perform the walk, trot, and canter in each direction.

Equitation Pattern: A Pattern class would have riders enter the ring individually. A pattern will be called out for the rider to follow. The rider would perform movements at specified letters - for example, "20 meter circle at A," or "halt at B." Each movement receives a numerical score between 1 and 10. Top score wins. Riders should study course carefully before performance. Courses available day of show.

Dressage Training Level Test: Entrants perform a pre-memorized training level test which may be the exact test they ride in an outside competition. Judged exactly as it would be judged in an outside dressage competition.

Equitation Division - Jumping Classes

Level 4 - over Fences: A combination of eight jumps up to 21" to be performed at the trot.

Level 5 - over Fences: A combination of eight jumps up to 24" to be performed at the canter.

Advanced - over Fences: A challenging jump course to be performed at the canter. Course will include combinations, more difficult turns, a variety of type of jumps, and options on approaches. Jumps up to 2' 6" (Level 6) / Jumps up to 2' 9" (Level 7)

Pleasure Division

Pleasure: Which horse looks like the most pleasurable to ride? They should look smooth, comfortable, agreeable, pleasant, fun, and easy to control. It is up to the rider to make them look this way. Horses are judged at the walk, trot and canter.

Go As You Please: A variation of a traditional pleasure class. Only two gaits are ridden: the walk, and the rider's choice of gait (slow trot, posting trot, canter). The strategy is in choosing the gait that will best show your horse's ability!

Pleasure Course Challenge: Horses and riders individually navigate a series of trail obstacles including backing through poles, picking up and carrying an object, navigating through cones, riding without stirrups, riding over a low jump, the emergency dismount, and leading over a low jump. Gaits judged include the trot and canter. Entrants are judged on the manners and performance of the horse.

Jumper Division

Jumper: Riders complete a course of jumps within the time allowed. Exceeding the time and other errors receive penalty points. A second timed jump-off determines the winners.

Hunter Division

Hunter: In these classes the judge will look for the horses that most closely conform to a “hunter’s” way of going. Foxhunting entailed galloping well over open country and big fences. Horses in this division should show forward movement, willing attitude, and good manners. It is up to the rider to ensure that they do!

Hunter Under Saddle: Horses judged in groups on the flat (no jumping) at the walk, trot, and canter. Also includes the hand gallop!

Hunter Division - Jumping Classes

Handy Hunter: Like an obstacle course over jumps! Horses must make tight turns, changes in gait, halt between fences, and show an ability to be handy when it comes to jumping in tricky situations. Beg/Inter Option- jumps up to 21”; Adv Option- jumps up to 2’ 6”.

Hunter Hack: Entrants jump 2 fences up to 2’6”. Then, the group is judged on the flat.

Hunter Over Fences: 8 jumps to be performed at a canter. Jumps are slightly higher than in level 4 and 5. Jumps up to 2’ 6”.

Hunter Outside Course: 8 outside jumps: Beg. up to 2’; Adv. up to 2’9”

Hunt Teams: Teams of 3 or 4 riders to perform 8 outside jumps in a single file, maintaining equal spacing by riding an equal pace.

Games Division

Obstacle Course: Riders navigate their horses through crazy obstacles and Halloween Themed challenges. Fastest times win. Tons of fun!

Dollar Bareback: Riders supply their own dollar, which is placed under their leg. An elimination game - last rider to still have her dollar takes home all the money!

Jump-A-Lot! Contest: Riders jump as many jumps as they can in a pre-determined time limit. Jumps range from 18” to 2’ 6” (all jumps optional). Most number of jumps wins!

Count Down! Jumping Competition: Riders must count down their strides to each jump, starting by calling out “jump,” then “one, jump,” then “two, one, jump” etc. An elimination contest - last player wins!

Skills Division

Obstacle Course: Riders navigate their horses through obstacles and challenges. Difficulty based on level. Includes cones, poles, and carrying items. Control and communication a must!

Pick 3 Skills: Riders choose 3 skills (from the group below) taught at their level that they want to perform. The rider should choose the 3 skills they feel best showcases their abilities.
(Level 1: leading, mounting, or dismounting, walk/halt transitions, circle, or half-circle, sitting, two-point, or posting trot. Level 2: 20 meter circle or diagonal change at posting trot, trot-walk-halt transitions or active walk on circle, two-point trot no hands or sitting trot no stirrups. Level 3: half-circle in reverse posting trot, two-point trot no hands or posting trot no stirrups, speeds of trot or rhythm work, canter or trot poles to x jump.)

50/50 (Equitation/Skills): 50% of score is based on equitation (form and control), and 50% is based on a short pattern involving letters and cones. Total score is a combination of the two.

Showmanship Division

Grooming & Showmanship: Limited to students who are taking or who have taken the grooming & showmanship series. Judged in hand. 50% is showmanship skills, 50% is grooming.

Showmanship Pattern: Limited to students who are taking or who have taken the grooming & showmanship series. Judged in hand. Entrants perform a pattern using cones as markers and demonstrating handling skills. Judged entirely on performance. Adv. includes turn on forehand, pass by, jump, lungeing, obstacles.

Showmanship Challenge: Limited to students who are taking or who have taken the grooming & showmanship series. Judged in hand. Three separate challenges will be totalled together for the final scores. The first challenge is a backing race. The second challenge is an obstacle course race. The third challenge is a no-hands contest. Ties will be broken with a ground-typing contest. FUN!

Open Jumper

First round judged on jumping and time penalties. Second round judged on jumping penalties and fastest times. Must qualify for the second round. Jumps up to 2'6".