

Wisconsin Versatility Fun Show

"Fun Class" Descriptions

36. Costume

Entries will be asked to enter the ring and exhibit their original horse and rider costume designs at a flat walk and a running walk. Judge will award points based on originality, costume quality, general presentation and audience appeal.

37. Stick Horse Race

Exhibitors must be 10 years of age or under and may use their own "stick horse" or one provided by the show. Entries will be asked to perform all three gaits and will be judged on proper execution of gait, confirmation and overall cuteness.

38. In Hand Obstacle

Course to be posted before the show: Same course and scoring as the standard Trail Obstacle Course will be used. Exhibitors will be asked to perform the class "In Hand" instead of mounted. English or Western tack is acceptable and either a bridle or halter may be used.

39. Trail Obstacle Course

Course to be posted before the show: The judge may grade each obstacle subtracting points for faults, refusals, excessive time, etc. Plus and minus points may also be used for each obstacle. The judge should request a contestant move on to the next obstacle if too much time is spent on one obstacle. Individual horse and exhibitor will negotiate an obstacle course consisting of six obstacles, three of which are mandatory, listed below. Final consideration of the judge will include quality and smoothness of performance of the horse and neatness and ability of exhibitor. The ideal trail horse will negotiate the course with surefootedness; looks at the obstacles, but does not hesitate, yet does not rush along the course; moves willingly without excessive urging of exhibitor. Horse should show willingness to stand quietly on the bridge and not rush off. At the gate, the obstacle is not complete unless the gate is closed and should be judged accordingly. Horse should position himself at all times to enable the exhibitor to keep a hand on the gate until the gate is closed. Entry may be either English or Western, but not a combination of both. Western exhibitor must hold reins in one hand (the exception being a horse five or under wearing a bosal or ring snaffle) and should not be changed during the performance except while working the gate, if necessary. English entries may be ridden with both hands on the reins. A time limit may be set for the course; however, the time itself will have no bearing on the final placement except as a limit for course completion. The use of skid boots, splint boots, polo wraps or other approved leg protection devices is permitted. Any type hackamore is not permitted with the exception of a bosal.

Mandatory Obstacles (may choose any three):

- Opening, passing through and closing gate (one that does not endanger horse or rider).
- Cavaletti (ride over at least four logs spaced on the ground).
- Ride over wooden bridge (may be plywood set so as to simulate sound and appearance of bridge).
- Ground tie horse, walking a full circle around horse.

Some Suggested Optional Obstacles:

- Back horse through "L" shaped course (logs or bales of hay suggested).
- Water hazard.
- 360 degree Hindquarter or forehand turn performed inside four poles placed 6-8 feet in width

40. Bareback Ride-A-Buck

Each exhibitor enters the ring riding bareback with a dollar bill under one knee and performs that flat walk and running walk both ways of the ring. A canter may be called for if a tie breaker is required. Horses are required to show a noticeable change in speed between the flat walk and the running walk. Judge may disqualify any horse that does not demonstrate this change in speed. The last exhibitor to have a dollar bill under their knee wins the class.

41. Water Glass

Each exhibitor enters the ring holding a full glass of water and performs the flat walk and running walk both ways of the ring. Horses are required to show a noticeable change in speed between the flat walk and the running walk. Judge may disqualify any horse that does not demonstrate this change in speed. The exhibitor with the most water left in his glass wins the class. In case of a tie, a canter may be called for. One hand only is to be used in holding the glass, out and away from the body of horse and exhibitor. The hand may not cover the top of the glass nor may any of the fingers wrap around the top of the glass

42. Crepe Paper Pairs

An entry will constitute a pair of horses and riders. Each entry will be asked to perform a flat walk and running walk while each rider is holding the end of a 3' length of crepe paper. Entries may also be asked to execute special maneuvers such as backing or 360's to increase the difficulty level of the class. If you break the crepe paper or drop it you are disqualified. Last entry holding their unbroken length of crepe paper wins.

43. Egg and Spoon

Each exhibitor enters the ring holding a spoon with an egg balanced on it and performs the flat walk and running walk both ways of the ring. A canter may be called for if a tie breaker is required. Horses are required to show a noticeable change in speed between the flat walk and the running walk. Judge may disqualify any horse that does not demonstrate this change in speed. The last exhibitor to be holding their egg is the winner of the class. One hand only is to be used in holding the spoon with egg, out and away from the body of horse and exhibitor. Spoon must be held by the handle and the exhibitor's hand must never touch or wrap around the egg.

44. Egg Stomp

According to our exhibitor's one of the "funniest classes they've ever seen". This is a timed event – An egg is placed at the far end of the arena and the horse and rider dash down to the egg, try to get the horse to step on it and break it, then dash back across the finish line. Quickest time wins.

45. Bribe Your Horse

This is a timed event and entries will be asked to "bribe" their horse with or without a treat of their choosing. Object is to "bribe" your horse into following you to one end of the arena and back across the finish line without ever touching your horse. Touching or grabbing your horse results in disqualification. Fastest time wins.

46. Catalog Race

The use of skid boots, splint boots and polo wraps is permitted. Mechanical hackamores may be used however, the judge may disqualify a horse that is using shanks that are felt to be too severe. The judge may prohibit the use of bits or equipment he may consider severe. Whips, crops or bats of any kind are prohibited.

- Catalog racing is a timed event. Each contestant will begin from a running start, and time will begin and end as the horse's nose crosses the line. (A clearly visible starting line will be provided.) An electric timer or at least two (2) watches will be used, with the time indicated by the electric timer or the average time of the watches used by the official timers to be the official time.
- Prior to crossing the start line, each contestant will be given a page number. The contestant will then race across the start line to a catalog sitting on a table 100 feet from the start line. Rider will come to a halt, dismount, find the page in the catalog, remove it, remount, race back across the start line, and hand the page to the ringmaster for verification.
- Disqualification will result if rider takes the wrong page from the catalog.

47. Dizzy Cowboy

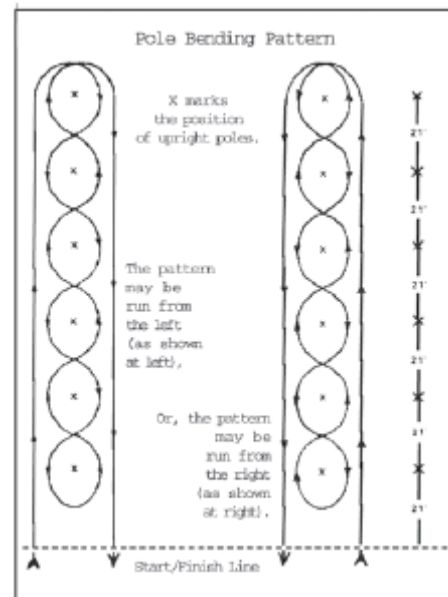
This is a timed event and two people (rider and handler) are required. The horse and rider race down to the far end of the arena where the second person (handler) will hold the horse while the rider dismounts and spins. After dismounted the rider puts one end of the bat on the ground then places his/her forehead on the other end of the bat, spins completely around 5 times, and then (tries) to get back on your horse (or can then lead the horse) and races back across the finish line. Horse and rider must cross the finish line together (mounted or unmounted). Fastest time wins.

48. Musical Stalls

All entries will enter the arena at a flat walk the first way of the ring. When the music stops entries must race to the nearest available open stall. The entry left standing without a stall will be asked to leave the arena. Music starts again and this is repeated until only two entries are left. The last entry to find a stall wins.

49. Pole Bending

- Western type equipment must be used in the pole bending class. The use of skid boots, splint boots and polo wraps is permitted. Mechanical hackamores may be used, however, the judge may disqualify a horse that is using shanks that are felt to be too severe. The judge may prohibit the use of bits or equipment he may consider severe. Cavesons, whips, crops or bats of any kind are prohibited.
- Pole Bending is a timed event. Each contestant will begin from a running start, and time will begin and end as the horse's nose crosses the line. (A clearly visible starting line will be provided.) An electric timer or at least two (2) watches will be used, with the time indicated by the electric timer or the average time of the watches used by the official timers to be the official time.
- The pole bending pattern is to be run around six poles. Each pole is to be 21 feet apart and the first pole is to be 21 feet from the starting line. Poles will be set on top of the ground, six feet in height, and with no base more than 14 inches in diameter.
- A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. (See pattern.)
- Knocking over a pole, touching the pole with the contestant's hand will cause a five second penalty. Failure to follow the course will cause disqualification.
- In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two seconds of its original time or the runoff must be held again.



50. Mug Shuffle

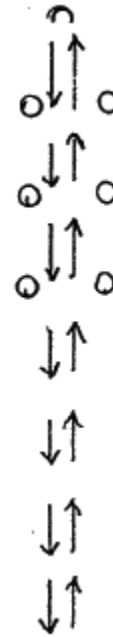
This is a timed class with teams of two. Rider #1 races to pole 1 and moves the cup to pole 2 and then moves the other cup from pole 3 to pole 4 before crossing the changeover line at the far end of the arena where Rider #2 is waiting. Rider #2 then races back through the course by moving the cup from pole 4 to pole 3 and the other cup from pole 2 to pole 1 before crossing the Start/Finish line.

51. Key Race

Pattern is set a maximum of 100 feet from the timing line. The pattern will consist of 6 poles set 6 feet wide and 12 feet long. 3 poles on each side set 6 feet apart. The rider will ride through the poles, turn around, and ride back through the poles, and across the timing line.

Disqualifications:

Knock down any of the poles, broken pattern, running off course or separation of rider and horse during the timing period will disqualify contestant.

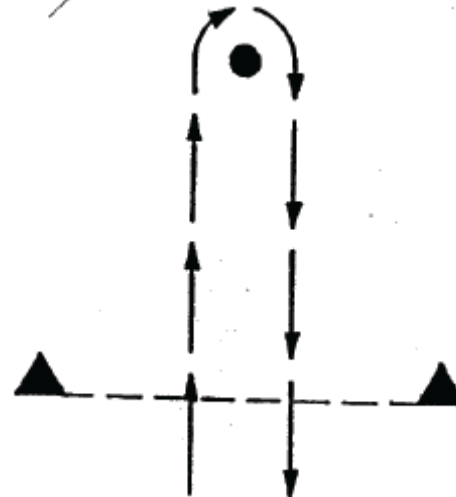


52. Plug Race

Pattern will be set to fit arena, with one barrel used to run at. Barrel may not be closer that 15' from any fence. Rider may run left or right. Horse must go around barrel. Rider may touch barrel in an attempt to prevent it from falling over. Barrel must stay in same place for entire class, or entire class will be rerun, including original no times.

Disqualifications:

Contestant is disqualified for knocking barrel over, breaking pattern or separation of rider and horse during time period.



53. Rescue Race

This is a timed event and two people (rider and partner) are required. Barrel pattern is the same as the Plug Race. The horse and rider race down to the far end of the arena and pick up the partner who is waiting on top of a barrel (partner may also mount from the ground if needed). They then race back riding double to the finish line.

54. Barrel Racing

In these classes, it is mandatory to wear appropriate western attire, including a shirt with long sleeves and collar, western hat, helmets and western boots. The hat must be on the contestant's head when the contestant enters the arena. A five second penalty will be assessed if the hat or helmet is not on the contestant's person the entire time the contestant is in the arena. (Hats held on the body by a stampede string are allowed).

(a) Western type equipment must be used in barrel racing classes. The use of skid boots, splint boots and polo wraps is permitted. Mechanical hackamores may be used, however, the judge may disqualify a horse that is using shanks that are felt to be too severe. The judge may prohibit the use of bits or equipment that he considers severe. Cavesons, whips, crops or bats of any kind are prohibited.

(b) The course must be measured exactly. If the course is too large for the available space, then the pattern should be reduced five yards at a time until the pattern fits the arena. Remember to leave adequate space between barrels and any obstacle. The distance from barrel number three to the finish line need not be reduced five yards at a time if there is sufficient room for the horse to stop.

(c) When measuring the area for the barrel course, remember to leave ample room for the horses to complete their turns and to stop at the finish.

(d) A clearly visible starting line must be provided. Barrel Racing is a timed event. An electric timer or at least two watches will be used, with the time indicated by the electric timer or the average time of the watches used by the official timers to be the official time.

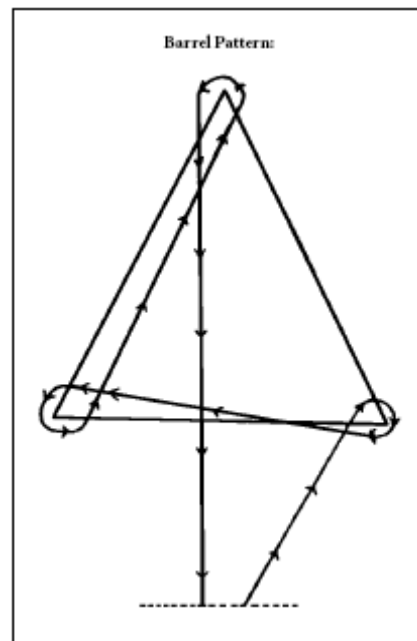
(e) The contestant is allowed a running start. Timing will begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

(f) At a signal from the starter, the contestant will run to barrel one, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel number two, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel number three, pass to the right of it, and do another approximately 360 degree turn around it, and then sprint to the finish line.

(g) This barrel course may also be run to the left. For example, the contestant will start by running to barrel number two, turning to left around this barrel then to barrel number one, turning to the right, then to barrel number three, turning again to the right, followed by the final sprint to the finish line.

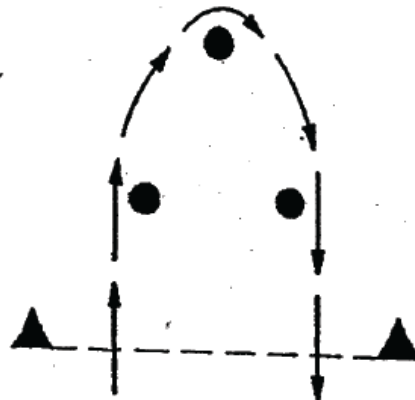
(h) Knocking over barrels will cause a five second penalty per barrel. A contestant may touch the barrel with his hand in Barrel Racing. A contestant that breaks the pattern or fails to follow the course will be disqualified.

(i) In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two seconds of its original time or the runoff must be held again.



55. Flag Race

The three (3) barrels are placed in a triangle pattern, as in cloverleaf barrels. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence. Flag is to be picked up at first barrel, contestant to proceed around the second barrel and deposit flag in container on third barrel and then cross finish line. Containers for the flags shall be at least the size of a two-gallon bucket (plastic or rubber). Material in container (to about 1" from top) should be suitable material to allow flag to be easily removed and stuck, i.e., soybeans, corn, wheat, loose sand. Flag sticks should be 18" in length with about 1/2" round dowel and blunt ends. The container must be set on the outer edge of the barrel and the flag in the outer edge of the container. The same flags will be used by all contestants in a class. If a flag breaks during the run, the rider will be given a rerun. Rider may run the course to the right or left. The rider must signal to the ring crew if they will be running right or left.



Disqualifications:

The rider will be disqualified for dropping the flag. Flag not staying in the "stuck position" in the material inside the container on the third barrel, not going around the second barrel, knocking over any flag container, knocking over any barrel, using the flag for a bat, running off course or separation of rider and horse/pony during the timing period.

56. Ball and Pail

The barrel pattern is the same as the Flag Race – running outside of all three barrels. The exhibitor races around the outside of the first two barrels and places a rubber ball into a bucket that is sitting on the third barrel. Exhibitor may choose to race to the left or to the right.

Exhibitor is disqualified if the ball misses the bucket or if it bounces out. Knocking a barrel over or breaking pattern is also grounds for disqualification.

Don't forget that Hi Point Horse and Hi Point Youth trophies will be awarded immediately after the show just as soon as the points are tabulated!

**Good Luck to all the exhibitors
and remember to have FUN!**