



# Wyoming Mustang Days 2016



## Wyoming State Fair Horse Show Schedule

### **Show Starts at 8:30 AM**

#### **Halter Classes**

1. Mares 3 years and younger
2. Geldings 3 years and younger
3. Mares 4 years and older
4. Geldings 4 years and older
5. In Hand Trail

**English or Western Pleasure Classes (Walk/Trot/Canter)** English or Western saddles allowed, dress is casual (boots with a heel are required). All riders in each age division will enter the arena to be judged at the same time.

6. W/T/C Youth (13 and Under)
7. W/T/C Junior (14 to 17)
8. W/T/C Senior (18 and Over)
9. W/T/C Open

**20-30 Minute Schooling Break/Fence Set Up** (Riders competing in any of the Hunter Hack Classes will be allowed to school the course/fences prior to competition. The center of the X-Rail fence will be approximately 12"-15" in height.)

**English Only Classes** (English saddles only, helmets and boots with a heel are required, dress is casual.)

10. X-Rail Hunter Hack Youth (13 and Under)
11. X-Rail Hunter Hack Junior (14 to 17)
12. X-Rail Hunter Hack Senior (18 and Over)
13. X-Rail Hunter Hack Open
14. 2' Hunter Hack Youth (13 and Under)
15. 2' Hunter Hack Junior (14 to 17)
16. 2' Hunter Hack Senior (18 and Over)
17. 2' Hunter Hack Open

**Western Only Classes** (Western saddles only). Boots with a heel required. **Cow Handling Classes** will have a time limit and a designated **“walk”** area marked on the ground of the arena. Riders are to get the cow into the **paneled** area within the allowed time limit. **Trail Classes** will be held in the **Outdoor Grass Arena**. Please refer to page 4 to view possible obstacles to be encountered when competing in trail classes)

18. Youth Trail (13 and Under)
19. Junior Trail (14 to 17)
20. Senior Trail (18 and Over)
21. Open Trail
22. Youth Reining (13 and Under)
23. Junior Reining (14 to 17)
24. Senior Reining (18 and Over)
25. Open Reining
26. Youth Cow Handling (13 and Under, 2.5 minute time limit)
27. Junior Cow Handling (14 to 17, 2 minute time limit)
28. Senior Cow Handling (18 and Over, 1.5 minute time limit)
29. Open Cow Handling (1.5 minute time limit)
30. **\*Team Sorting** (Youth, Junior, Senior and Open)
31. **\*Free Style Competition for the People’s Choice Award** (Youth, Junior, Senior, Open)

**Open to all Ages and Riding Disciplines.** Winner Takes All! Competitors will be voted on by the crowd’s applause and cheers. Music, excitement, costumes, creativity, props, and entertainment are encouraged! Invite your friends and family to come cheer you on to help you win the **Free Style People’s Choice Award!** Competitors will have 3-4 minutes to do their best to show off their, and their horses’ stuff to **WOW** the crowd to win the **People’s Choice Award!** (The People’s Choice Award will go to a competitor chosen by the crowd at the end of the event. A separate award will be given for the Free Style People’s Choice Award. Competitors will not receive points towards the High Point Competitor Award in this event.)

**High Point Competitor Awards** (ALL classes with the exception of \* classes earn points towards the High Point Competitor Award)

- Youth High Point Competitor (13 and Under)
- Junior High Point Competitor (14 to 17)
- Senior High Point Competitor (18 and Over)
- Open High Point Competitor

The **OPEN** division is open to all competitors (Youth, Junior, Senior, Beginners, Amateurs, and Professionals). The competitor who wins the **High Point Competitor Award** in either the **Youth, Junior** or **Senior** division is not eligible to win the **Open** High Point Competitor Award. **Professionals** are **required** to enter the **Open** division. A **professional** is any individual who accepts remuneration for training horses, teaching students or clinics, and/or is sponsored by a company to promote their products.



## Show Prizes

Prizes will be awarded to 1<sup>st</sup> -3<sup>rd</sup> place and ribbons will be awarded to 1<sup>st</sup>-6<sup>th</sup> in all classes (**with the exception of \* classes**).

Points towards **High Point Competitor** will be awarded in **ALL** classes (excluding \* classes) based on the number of competitors (see points system scale below) in each class.

The winner of each **High Point Competitor** division (**Youth, Junior, Senior, Open**) will receive an award at the end of the show.

**\*Team Sorting** will receive 1<sup>st</sup> -3<sup>rd</sup> place prizes to the winner/winning team, the **Free Style Competition** will award a prize to the winner of the crowd's choice. \* Classes **DO NOT** contribute points towards the **High Point Competitor Awards**.

## Points System

Points Awarded for placing in class															
Contestants in class	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
1-3	1														
4-7	2	1													
8-11	3	2	1												
12-15	4	3	2	1											
16-19	5	4	3	2	1										
20-24	6	5	4	3	2	1									
25-29	7	6	5	4	3	2	1								
30-34	8	7	6	5	4	3	2	1							
35-39	9	8	7	6	5	4	3	2	1						
40-44	10	9	8	7	6	5	4	3	2	1					
45-49	11	10	9	8	7	6	5	4	3	2	1				
50-54	12	11	10	9	8	7	6	5	4	3	2	1			
55-59	13	12	11	10	9	8	7	6	5	4	3	2	1		
60-64	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
65 & over	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1



**Trail Class Obstacles** (subject to change; lists are not all inclusive. Each obstacle is worth 5 points. Failure to complete an obstacle will result in a loss of points).

**Youth (13 and Under)**

- "L" shaped poles
- Pick-up a flag
- Cross a bridge
- Weave through cones
- Dismount

**Junior Trail (14 to 17) and In-Hand Trail**

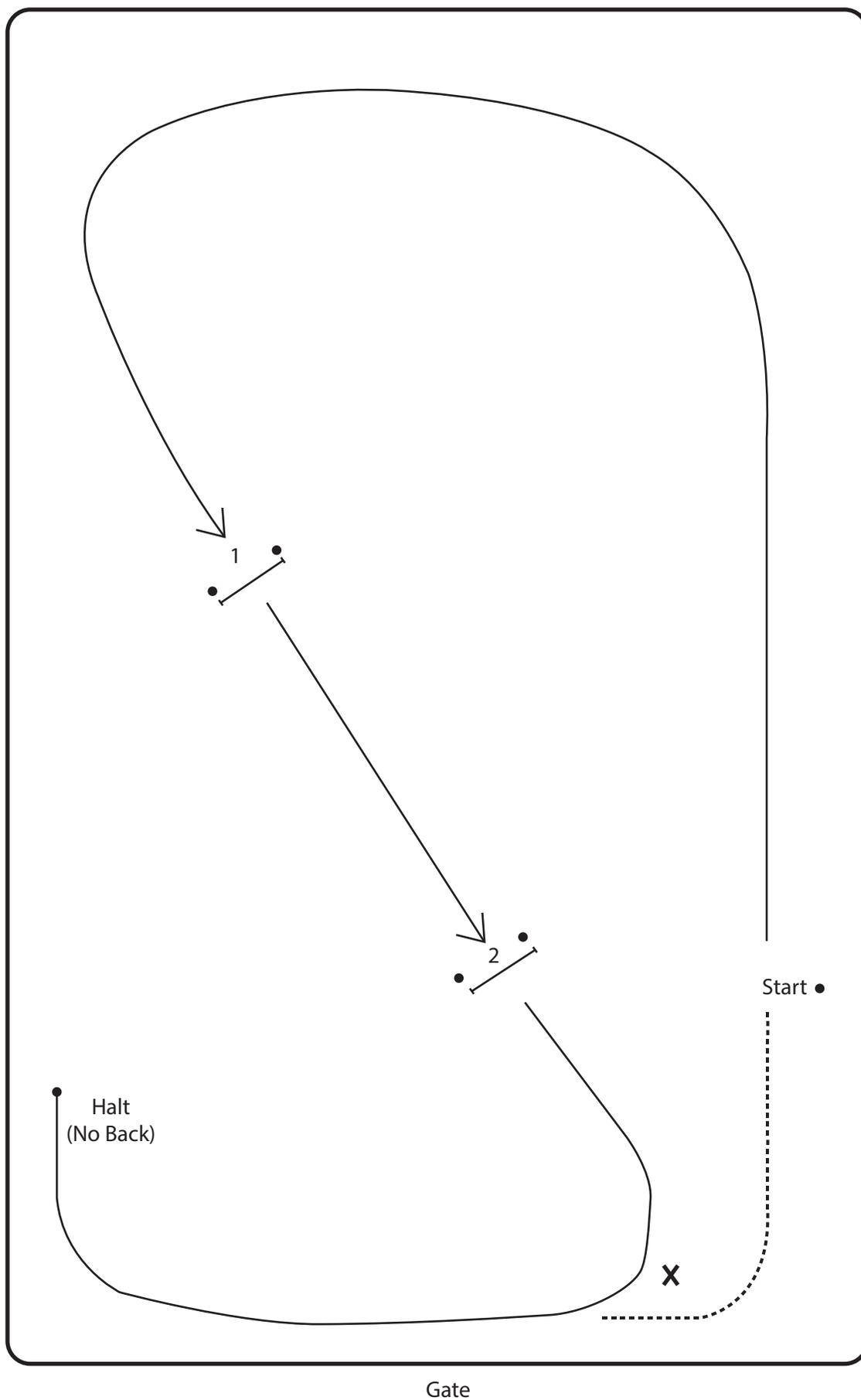
- Open a gate
- Cross through/over poles
- Cross a tarp
- Side-pass
- Mailbox work
- Cross a bridge
- Back-up
- Weave through cones
- Ride between panels
- Dismount

**Senior/Open Trail (18 and Over)**

- Open a gate
- Pick up a flag/bucket
- Walk over or under a tarp
- Mailbox work
- Load horse into a trailer
- Cross a bridge
- Weave through cones
- Cross through/over poles
- Back up
- Trot or lope
- Handle a slicker
- Drag a log
- Side-pass
- Dismount

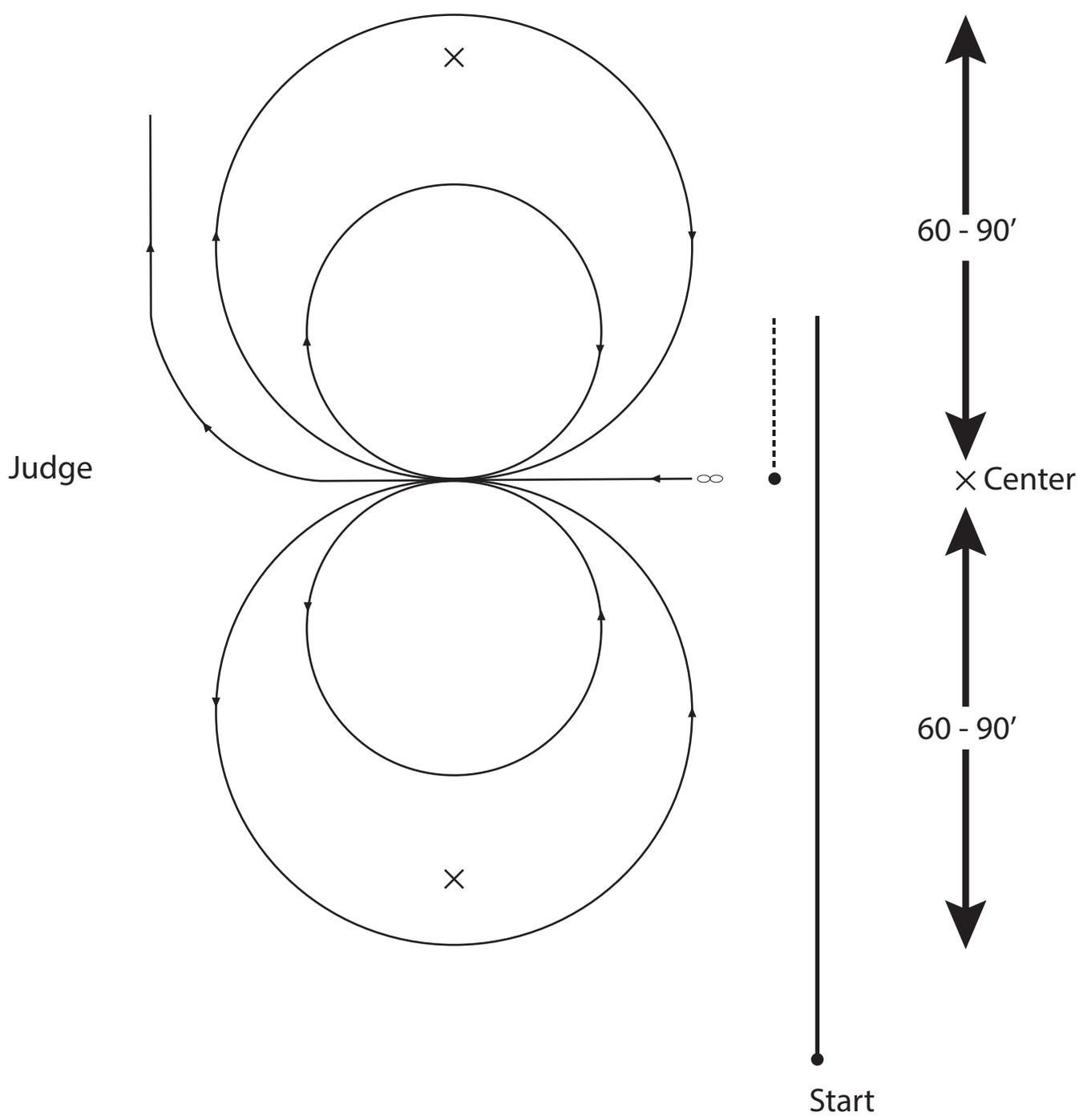


# Hunter Hack X-Rail/2'



Trot from the gate to the first marker. Pick up a left lead canter. Canter fence 1 and 2. Perform a simple or flying lead change at the X marker if needed. Continue cantering on the right lead to the marker. Halt at marker with no back. Exit the arena at a walk.

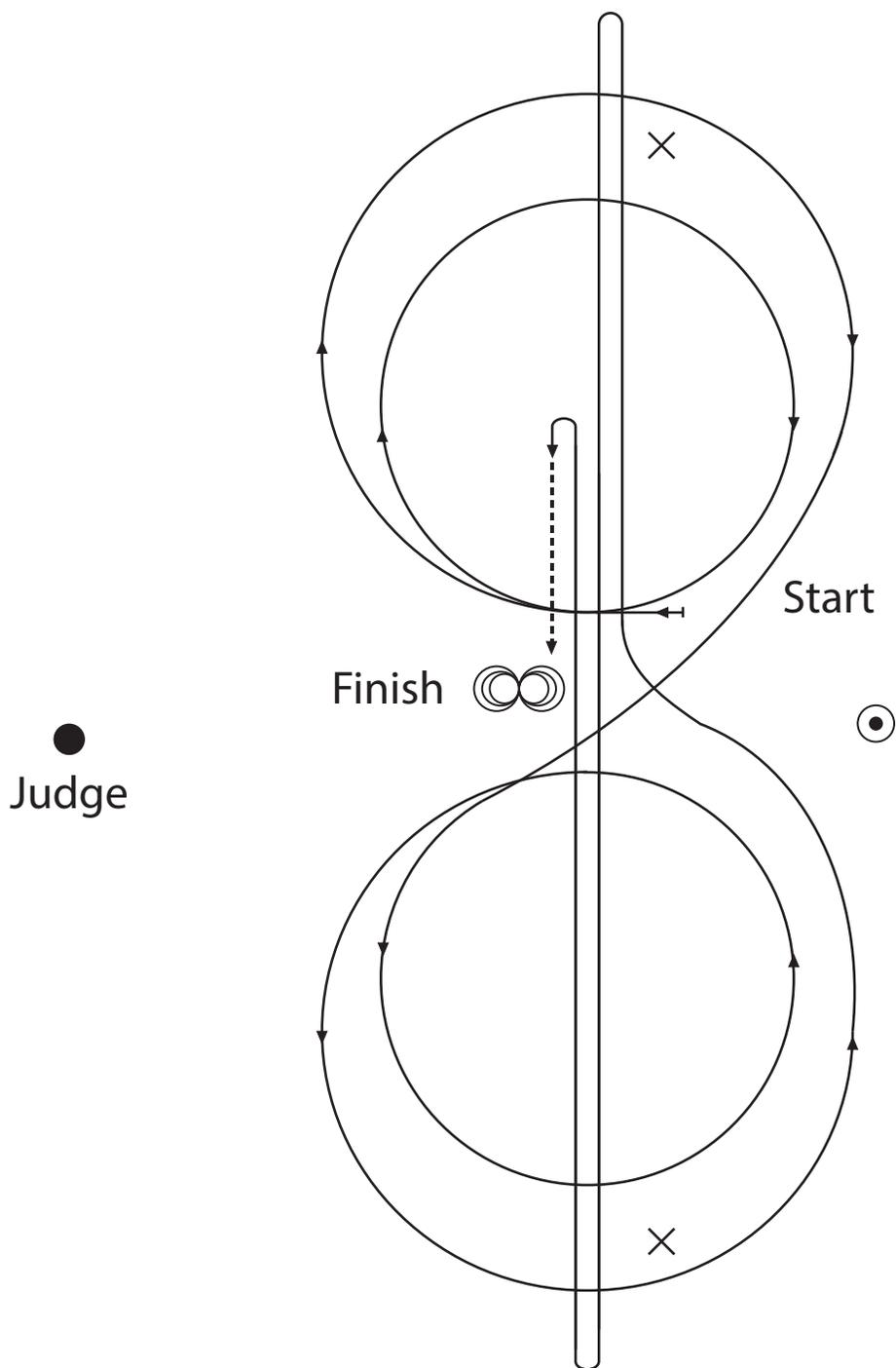
# Youth/Junior Reining



## Ride Pattern:

1. Lope in a straight line at least 20 feet away from fence. Stop and back to center of arena. Settle horse for 10 seconds.
2. Do 1 spin to right, 1-1/4 spins to the left.
3. Ride a large fast circle to the right, outside markers. Ride a small slow circle to the right, insider markers. Execute simple change of leads (break to walk or jog).
4. Ride a large fast circle to the left, outside markers. Ride a small slow circle to the left, inside markers. Execute simple change of leads, lope off on right lead.
5. Stop. Settle horse for 5 seconds. Exit the arena at a walk.

# Senior/Open Reining



## Ride Pattern:

1. Begin pattern at center of arena. Complete 2 circles to the right, the first circle small and slow inside the marker. Flying change of leads at center of arena.
2. Complete 2 circles to the left, the first circle small and slow inside the marker, the second circle large and fast outside the marker. Flying change of leads at center of the arena.
3. Run to the far end of the arena, past end marker and do a left rollback, no hesitation.
4. Run to opposite end of arena, past end marker and do a right rollback, no hesitation.
5. Run past center of arena and do a sliding stop. Back straight to center of arena. Hesitate.
6. Complete 3 spins to the right.
7. Complete 3 spins to the left. Hesitate to demonstrate completion of the pattern. Exit the arena at a walk.

# Cow Handling

Paneled  
Area

Open/Senior

Youth/Junior

## W/T Line

Walk/Trot

Gate