

Dodge County Fair

Freestyle Horsemanship Class

This class is based on the Freestyle Reining classes held at many of the big NRHA shows, however, this class is judged as a horsemanship class put to the exhibitor's own music with a costume (if any) and pattern. Patterns need not be turned into the judge, but exhibitor must do the required movements (listed on back) for their age group for a high score. Music and costume must be of an appropriate nature.

RULES:

1. The pattern cannot be any longer than FOUR minutes from the start of the music and/or the rider/horse performing. For every ONE second over FOUR minutes a 1/2 point penalty will be assigned.
2. Rider must perform the required movements; if any maneuver is left out it will result in a FIVE-point penalty being assigned for each forgotten maneuver.
3. Each maneuver is judged separately.
4. The rider may add more movements or maneuvers to better display themselves and their horse's training.
5. Rider may ride with one or two hands regardless of whether they are riding in snaffle or a curb bit.
6. A rider may ride in either Western or English tack or they may be in costume. (REMEMBER: safety comes first when deciding on a costume.)
7. NO mechanical hackamores, tie-downs, martingales, nosebands (those ridden Western) or any other equipment that is prohibited in the reining class. Protective leg gear is acceptable.
8. Only one horse and rider in the arena at a time.
9. 4-H horsemanship and reining rules will apply as far as judging the class and maneuvers. 4-H arm-bands are NOT required for this class.
10. Music must be on a CD and ready for playing. Exhibitors are encouraged to mark their CD with their name and exhibitor number.

SCORING:

Pattern/Maneuvers.....	75%
Music / Costume.....	25%
EQUAL.....	Overall Score

MANEUVERS SCORES:

- 1.5 (Excellent)
- 1.0 (Very Good)
- 0.5 (Good)
- 0.0 (Average)
- .5 (Poor)
- 1.0 (Very Poor)
- 1.5 (Extremely Poor)

MUSIC SCORES:

- 5 - 10 points
- (5 minimum and 10 maximum)

COSTUME SCORES:

- 5 - 10 points
- (5 minimum and 10 maximum)

PENALTIES:

- FIVE points deducted for missing any required maneuver.
- Incorrect lead in a circle or delayed lead change.
 - ONE stride in incorrect lead = 1/2 point deducted
 - THEN . . . for each 1/4 circle horse remains in incorrect lead = ONE point deduction
 - TOTAL POSSIBLE = FOUR points deducted for a full circle in incorrect lead.
- For every ONE second over the FOUR minute time period allowed a 1/2 point penalty will be assigned to the score.

- - - REQUIREMENTS ON BACK SIDE - - -

REQUIREMENTS* / Senior Exhibitor (Exhibitor ages 12 through 18 on Jan 1)

- Jog both directions of a circle
- Jog a straight line
- Lope both directions of a circle (right and left lead)
- Lope straight line using both leads
- Simple lead change both directions OR flying lead change both directions
- stop (any gait)
- back
- 180 degrees turn both direction OR rollback each direction
- 360 degrees turn each direction (OPTIONAL)

REQUIREMENTS* / Junior Exhibitor (Exhibitor ages 8 through 11 on Jan 1)

- Walk both directions (straight line and/or circle)
- Jog both directions in a circle
- Jog a straight line
- Lope right lead and left lead (straight line and/or circle)
- stop (any gait)
- back

* Any additional movements are encouraged and will count towards your score. Additional movements can be repetition of movements already assigned or movements of greater difficulty (i.e. - side pass, more spins or turns, hand gallop, etc.)