# FOOLIN-AROUND FUN SHOW MARCH 30, 2008

All proceeds from this show will benefit Therapeutic Horsemanship.

- 1. TH Haltered Musical Stalls (special ability handlers any age)
- 2. Lead Line 6 & Under
- 3. TH Walk Trot Lead Line (special ability riders, any age)
- Walk Pleasure 13 & Under
- 5. Stick Horse Pleasure 7 & Over
- 6. Stick Horse Pleasure 6& Under
  - 10 minute break -

- 7. Cross Rail Hunter
- 8. Youth Walk Trot English
- 9. Adult Walk Trot English
- 10. Youth English Pleasure
- 11. Adult English Pleasure
- 12. Jackpot Open English Pleasure
  - 10 minute break -
- 13. Jackpot Open Walk Trot (English or Western)
- 14. Youth Walk Trot Western
- 15. Adult Walk Trot Western
- 16. Egg & Spoon

- 17. Walk Trot Keyhole Race
- 18. Youth Western Pleasure
- 19. Adult Western Pleasure
- 20. Ride a Buck
- 21. Hobby Horse Rookie Rewards Walk Trot Horsemanship
- 22. Jackpot Western Pleasure
- 23. Walk Trot Musical Stalls
- 24. Timed Trail
- 25. Walk Trot Flag Race
- 26. Walk Trot Barrels

### Where:

Therapeutic Horsemanship

332 Stable Lane

Wentzville, MO 63385

Start Time: 11:00 AM

## **Entry Fees:**

Classes: \$5.00 Each

Jackpot Classes: \$10.00 (50% payback—

50/30/20)

### **Stall Reservations:**

A limited number of stalls are available for rent and will be issued on a first come first serve basis. Please call Sissie Merrill to reserve your stall, 636-441-8102

Overnight Stalling: \$35.00 Day of Show Stalling: \$15.00

Weather conditions may affect show date or start time. Please call 636-332-4943 to verify. No message means the show is a go!

Presented by and in conjunction with:





# Class Rules/Guidelines

- Negative Coggins test required.
- First through sixth place ribbons given to all classes.
- All exhibitors must sign a release of liability form. For those under the age of 18, the form must be signed by a parent/guardian. The parent/guardian must be present on the show ground during the entire show.
- All classes will close 2 minutes prior to the beginning of the class.
- Smoking is only allowed in the parking areas of Therapeutic Horsemanship.
- No dogs or alcohol allowed on the property at Therapeutic Horsemanship.
- Official rules for each class will be posted at the registration desk day of show.
- Youth Classes: Riders 18 and under.
- Adult Classes: Riders 19 and over.
- Any class not designated with an age group or as 'Youth' or 'Adult' will be open to any age rider.
- English: hunt or saddle seat tack/attire only.
- TH: Special ability riders/handlers only; any age.
- Lead Line: Any rider 6 years and under; English or western tack/attire; handler must be 16 or older
- TH Walk-Trot Lead Line: Therapeutic Horsemanship/special ability riders, any age; English or western tack/attire; walk and trot in both directions.
- Walk Pleasure: Rider 13 & under. English or Western tack/attire; Walk only; Cross entry allowed into Leadline and Stick Horse only.
- Stick Horse Pleasure: Any age rider—will be split as per show bill. No live horse required! Personal stick horses may be
  used.
- Cross Rail Hunter: Any age rider; English only; horse/rider team will jump a basic cross rail course consisting of 6 jumps; pattern to be posted day of show.
- Jackpot English/Western Pleasure: tack/attire appropriate to class; 50% of the entry fees will be awarded back to the top 3 finishers (50/30/20) amount of payback for each placing will be determined by number of entries in class.
- Jackpot Open Walk Trot: Western or English tack/attire; any age rider; 50% of the entry fees will be awarded back to the top 3 finishers (50/30/20) amount of payback for each placing will be determined by number of entries in class.
- Hobby Horse Rookie Rewards Walk Trot Horsemanship: Sponsored by Hobby Horse! Rider may never have won 1st
  place in any independent riding class (halter, showmanship and Leadline classes do not count). Winner gets a \$100 gift
  certificate from Hobby Horse; pattern will be posted day of show.
- Egg & Spoon: Any age rider; Skill game where rider has to keep and egg in their spoon while performing gaits/tasks called out by the judge; Winner determined by the last person to have their egg; Rider may be disqualified for not performing the gait/task when asked, holding their egg during the class, dropping their egg.
- Ride a Buck: English or Western attire/tack/saddle no chaps; Dollar to be placed under riders calf; Judge will call gaits/commands; Winner is the last person with their dollar and keeps all dollars lost!
- Walk-Trot Keyhole Race: Any age rider; Western or English attire/tack; Timed event; Ring will be set with a "keyhole" marked in the middle rider to trot to keyhole, enter, turn, and trot back to starting line fastest time wins; Rider will be disqualified for stepping outside of the keyhole, 3 refusals of entering the keyhole, or for using any other gait besides a walk or trot.
- Walk-Trot Musical Stalls: Any age rider; musical game similar to musical chairs handler and horse to walk or trot around the "stalls" until the music stops when music stops rider/horse must enter a stall 1 person will be eliminated each round until a winner is decided; Rider will be DQ'd for using gaits other than a walk or trot, for not keeping forward motion while the music is going or for entering the stall from the wrong side or prior to the stop of the music.
- Timed Trail: Any age rider: English or Western attire/tack; Timed event; Riders to complete the posted trail pattern fastest time wins; Rider may be disqualified for not completing an obstacle or completing an obstacle incorrectly, more
  than 3 refusals on one particular obstacle, going off-course.
- Walk-Trot Flag Race: Any age rider; Western or English attire/tack; Timed event; Ring will be set with a barrel on
  each side of the arena with sand buckets on top rider to trot to first bucket, grab flag, go around end barrel and
  place flag in bucket on the opposite barrel fastest time wins; Rider will be disqualified for dropping flag from hand,
  missing bucket or flag falling out of bucket, or for using any other gait besides a walk or trot.
- Walk-Trot Barrels: Any age rider; Western or English attire/tack; Timed event; Ring will be set with a cloverleaf barrel pattern - fastest time wins; Rider will be disqualified for going off pattern or for using any other gait besides a walk or trot.