

MAPFHA - Open Gaited Versatility Show Class Descriptions

In-Hand Showmanship: A showmanship class shown in hand, using halter and lead only. Horses will enter the ring one at a time in the designated order at the walk. Each horse will walk straight toward the judge, continue straight past the judge, and then line up square in the center of the ring as directed. Once all horses are in the ring the judges will evaluate horse and handler. Horses should be presented square or in the appropriate in-hand stance according to breed specifications. Judging will be based on 50% handler's ability to present, 15% grooming, and 35% on the horse's conditioning and responsiveness to handler.

In-Hand Trail Obstacle: Horses will enter individually and complete obstacles in order using halter and lead only. Judged on manners, responsiveness, attitude, way of moving, and accuracy of pattern. Three attempts allowed per obstacle; **penalties** for refusals and missed gait changes. **Credit** given for correct, stylish performance with forward movement and cadence, while maintaining willingness and responsiveness to the handler.

Versatility Pattern: This class is designed to showcase the versatility, responsiveness, and willingness of the gaited horse. Horses will be judged 20% on the intermediate gait, 20% on the flat walk, and 20% on the canter. The remaining 40% will be based on performance in the pattern, including the back, jump, figure eight, and overall manners. The pattern for the class shall be posted no earlier than 6:00 pm on the day before the class. No test obstacle shall be available for practice before the class.

Trail Obstacle: Each horse will be required to negotiate a designated obstacle course. This class is judged 100% on the obstacle course; there will be no rail work. The course will clearly specify how each obstacle is to be negotiated, as well as the required gait and manner of travel between obstacles, including the distance from the beginning of one obstacle to the beginning of the next. Any horse that does not perform the required gait between obstacles, fails to follow the prescribed method of negotiating an obstacle, or deviates from the designated course of travel will be penalized as a failure to complete the obstacle. Horses will be allowed three (3) attempts to complete each obstacle; failure after three attempts will be considered a failure to complete. The pattern for the class shall be posted no earlier than 6:00 pm on the day before the class. No test obstacle shall be available for practice before the class.

Show Pleasure Rail: The Show Pleasure Horse is meant to be the picture of brilliance, precision and fluidity. In this division, horse and rider present themselves; where the horse is forward moving and collected up in the bridle, having powerful yet light strides that are propelled by the hindquarters. Judged 40% on Intermediate Gait, 20% on the flat Walk, 5% on the back and 25% on manners, conformation, attitude, and way of going.

Country Pleasure: The Country Pleasure horse should be calm, mannerly, and safe, showing balance, ease, and smooth, natural movement. The horse must be responsive, willing, and ridden on a light rein without resistance. Emphasis is on a comfortable intermediate gait, smooth transitions, and an overall impression of being a pleasure to ride. Horses showing aggression, excessive collection, or animation will be penalized. Judging: 30% intermediate gait, 30% walk, 10% back, 10% appearance and way of going, 20% manners. Special attention to smoothness, consistency of gait, and a calm, tractable attitude.

All Day Country Pleasure: Designed to be beginner friendly. This class rewards a horse and rider that demonstrate a smooth, relaxed, and comfortable ride suitable for "all day" use. English or western tack permitted. The walk should be relaxed on a loose rein with no appearance of strain. The intermediate gait should be moderate, balanced, and consistent, with no preference given to breed-specific gaits. Excessive speed is not desired. Manners and willingness are paramount. Judging 30% manners and responsiveness, 25% intermediate gait, 20% walk, 15% rider comfort and overall impression, 10% stand and back.

2-Gait Lead Line: This class is judged on manners under saddle and in hand, as well as smoothness. There is no designated tack style. Horses will be shown at two gaits: walk and any intermediate gait. Judging will be based on 70% manners (under saddle and in hand) 20% smoothness, and 10% smiles.

2-Gait Parent Lead Line: A fun, family-oriented class where the child leads the horse while the parent or adult is in saddle. This class is judged on manners and smoothness, with no designated tack style. Horses will be shown at two

gaits: walk and any intermediate gait. Judging will be based on 70% manners (under saddle and in hand) 20% smoothness, and 10% smiles.

Open 4-Beat Lateral / Diagonal / Pace Race: Horses enter one at a time and line up side-by-side at the start. At the flag, riders complete two laps at the designated speed gait only. Horses must remain in the class gait at all times. If a horse breaks gait (including walk, trot, canter, rear, or another class gait), the rider must immediately bring the horse to a complete stop before continuing. If a judge calls a break, the rider must stop and take a penalty pause. Failure to stop will result in disqualification. Unsafe riding may result in excusal or disqualification. First horse to cross the finish line wins. Judging 100% first to finish (no evaluation of gait quality). By entering, riders confirm they and their horse can safely perform a speed gait in a group setting.

Bareback Ride-A-Buck: Riders compete bareback with a dollar bill (or similar object) placed under each thigh. Horses are shown at the walk, intermediate gait, speed gait, and/or canter as called. Riders who lose a buck are eliminated. Last rider with both bucks remaining wins. Judging 100% elimination (last rider remaining).

Water Glass Class: Riders carry a glass of water while horses are shown at the walk and intermediate gait as called. A speed gait and/or canter may also be called as an elimination phase. The goal is to maintain a steady, smooth ride with minimal water loss. Riders must keep one hand on the glass at all times. Excessive spilling, unsafe riding, or loss of the glass may result in elimination. The rider with the most water remaining at the end of the class wins. Judging Based on amount of water remaining, with elimination possible during speed gait or canter phases.

Costume Class: Open to all riders and horses. Costumes are encouraged to be creative, safe, and suitable for riding. Entries will be shown at the walk and may be asked to perform an intermediate gait. A brief individual presentation or pass in front of the judge may be requested. Costumes must not interfere with the horse's movement, vision, or safety. Unsafe or disruptive entries may be excused. Judging based on creativity, originality, overall presentation, and suitability of costume to horse and rider.

Pole Bending (Speed Class): Horses will run the standard pole bending pattern. The fastest time wins. Knockdowns, missed poles, or off-pattern will result in penalties or disqualification. Unsafe riding may result in excusal.

Barrels (Speed Class): Horses will run the standard cloverleaf barrel pattern. The fastest time wins. Knocked barrels, off-pattern, or failure to complete the course will result in penalties or disqualification. Unsafe riding may result in excusal.

- 2 gait classes call for the walk and intermediate gait only.
- All undersaddle classes 10 and under will be 2 gait (walk/intermediate gait).
- 3 gait classes call for walk, intermediate gait, and canter
- Unless unsafe all entries will be allowed to complete the class even if disqualified.
- Any instances of a horse performing a standard 2-beat stock horse trot or jog will be penalized.
- *Classes may be divided or combined at show management discretion.*