

# Class List

1. Showmanship (pattern will be posted) – 10 years and under
2. Showmanship (pattern will be posted) – open to all 11 and over
3. Lead Line Class (Pleasure) – 10 yrs and under - lead by an adult
4. Adult Walk/Trot Equitation (18 and over)
5. Junior Walk/Trot Equitation (13-18 yrs.)
6. Walk/Trot Equitation (12 yrs & under)
7. Walk/Trot Canter Equitation – open to all ages
8. Adult Walk/Trot Pleasure (18 and over)
9. Junior Walk/Trot Pleasure (13-18 yrs.)
10. Walk/Trot Pleasure (under 12 yrs.)
11. Walk/Trot Canter Pleasure – open to all ages
12. Friends and Family
13. ADULT Lead Line – *No experience preferred*

## **MSSPA PRESENTATION**

14. Egg and Spoon – (12 yrs and under – can be leadline)
15. Egg and Spoon – open
16. Sit-A-Buck – open
17. Quarter Race - open
18. Musical Mounting – open
19. Key Hole – open – *timed*
20. Carrot Race – open to all ages - *timed*
21. Walk/Trot single pole – (Ages 12 and under can be leadline)
22. Single pole – open (can be W/T or canter) – *timed*
23. Pole Bending – (Ages 12 and under can be leadline) - *timed*
24. Pole bending – open to all ages (can be leadline) – *timed*
25. Walk/Trot Barrels – (Ages 12 and under/can be leadline) - *timed*
26. Barrels – open – all ages – (can be W/T or canter) - *timed*

**\*\*Divisions 3-13 may compete in either Western or English disciplines\*\***

**Friends and Family:** Open to two family members or friends. To be Shown first way of the ring by one family member (or friend) to be Shown 2<sup>nd</sup> way of ring by second family member (or friend). To be Shown both ways at a walk and trot or jog. Must not back. “Pit stop” Type change-over of rider/tack takes place after judge has walked Lineup in middle of ring. To be judged on pleasure.

**Musical Mounting.** Music will play and either walk or trot will be announced. When the music stops, the riders dismount, cross in front of their horse to the off side, an remount from the wrong side. NO mounting block provided. Last person back in the saddle is out. The game runs as many rounds as it takes to get a winner.