

Midwest Fjord Horse Club Show Handbook

Due to the inherent risks of equine activities, the MWFHC is not liable for an injury to or the death of a participant in any equine activity using these rules. Participants is defined as exhibitors, judges, spectators, coaches, trainers, show staff, horses, pets, and anyone or thing on the grounds at the horse show. The MWFHC disclaims any responsibility whatsoever, due to negligence or otherwise, for any losses, injuries, or other claims arising out of the use of these rules.

The following rules/guidelines are designed for the classes provided at the Midwest Fjord Horse Club's, Horse Show held at Blue Earth, MN. The goal is to promote the versatility of the breed and to simplify the process to allow all exhibitors to enjoy this show experience safely.

Definitions

Adult – an individual who has reached their 19th birthday as of January 1st of the current competition year.

Youth - an individual who is 18 years of age or under as of January 1st of the current competition year.

Green Horse – a horse in their first year of showing in accordance with division rules.

Maiden Horse – a horse, which as not won 1st or 2nd in accordance with division rules.

Novice – an **individual person** that has **never won first place** in a novice class.

Open - a class that contains all horses of any age, size or sex, regardless of previous awards received, in accordance with division rules. There is no qualification for the rider, driver or handler except as specified in division rules for the particular category or level of classes.

General Rules

- 1) **All entrants are responsible** for understanding the Rules/Guidelines as set forth.
- 2) **Safety is the primary concern at this show.** Unsafe behavior by the horse or handler will not be tolerated.
- 3) No cross entries are allowed. Once a horse/rider combination enters a walk/trot class they may not enter a class requiring a canter. **The same horse** may show in a canter class if ridden by a different rider.
- 4) Mandatory Coggins for all horse entered in the show in accordance with the state regulations for the state where the show is held.
- 5) Gate holds maybe called for necessary equipment or animal changes. Gate holds must be requested prior to the class call and are to be **no more than 5 minutes.** Once a class has been called, the time for gates holds has expired and judging has commenced, no exhibitor can enter the class.
- 6) If an individual wants to sign up for a class that they did not register for, they may do so **ONLY** at the beginning of each day **BEFORE** the show starts.
- 7) Show management reserves the right to split, combine or cancel classes.
- 8) The announcer will call stopping a class due to weather conditions.
- 9) The judge's decision is final.

General Rules – Safety

- 1) Stallions may not be shown, handled or cared for by any person 18 years of age or younger.
- 2) Under no circumstances shall a bridle be removed from a horse while it is hitched to a vehicle.
- 3) A horse must never to left unattended or tied to anything while hitched to a vehicle.
- 4) While driving, a whip should be held at all times, except in the Draft division classes where a whip is not allowed.
- 5) All exhibitors must wear leather footwear with heels; ASTM/SEI Helmets for adults are strongly encouraged for all divisions. ASTM/SEI Helmets for Jr. Jr. Youth, Jr. Youth and Youth are required.
- 6) A header will be available for each turnout at ringside or on board with the driver for assistance. In Multiple classes (Pairs/Teams, Tandem, Four up/Four in Hand) a groom is recommended, but not required.

Barn Rules

- 1) No smoking in the barns.
- 2) No hitching of horses to vehicles in the barns.
- 3) No riding of horses in the barns.
- 4) All effort should be made to keep aisle ways and doorways clear to afford traffic flow through the show.
- 5) On the final day of the show or when you leave, all manure must be piled outside your horse's stall. This includes the stalls on the outside walls **and the inner group of stalls (all metal stalls).**

General Rules – Youth Rules

- 1) Must be accompanied by an adult while driving a horse.
- 2) Must wear an approved ASTM/SEI helmet while riding and/or driving in the ring AND on the show grounds.
- 3) Must wear appropriate foot wear while riding and handling a horse.
- 4) Lead Line class the horse must wear a halter under the bridle.
- 5) An Adult must be available to the youth exhibitor for assistance.
- 6) Under no conditions will a youth handle, care for, ride or drive a stallion.

Recommendations – Attire

Draft - Protective shoes, long pants and shirt required. Jacket and hat are optional. Whips are not allowed.

Driving - Gentlemen should wear a coat or jacket, unless specified otherwise in the class list. **Ladies** should wear a conservative dress, tailored suit, or slacks, unless specified otherwise in the class list. Floppy hats are discouraged. Unless specified otherwise, the driver shall wear a hat, an apron or knee rug, and gloves, except these items are optional for draft turnouts.

English - English and Hunter riders should wear coats of any tweed or Melton, breeches or jodhpurs, and boots or half chaps and leather paddock boots. Protective headgear, hunt cap, or derby is required. Spurs, crops, or bats are optional. When permitted to ride without jackets, riders may wear long or short sleeved riding shirts with choker or ties.

Western - Western riders should wear Western hat, long-sleeved shirt with any type collar, trousers or pants, and boots. Long-sleeved shirts are traditional and preferred, but when permitted by the show committee or judge due to weather conditions, short-sleeve shirts are equally acceptable. Chaps, shotgun chaps, and spurs are optional.

Recommendations – Tack

Draft - Collar and hame draft harness to be used. Bits - any kind & type of riding snaffle or other types of traditional driving bits are allowed. Side check reins and open bridles are permitted. Whips are not allowed.

Driving - Driving harness, leather or synthetic materials. Either breastplate or full collar style. Bits - any kind & type of riding snaffle or other types of traditional driving bits are allowed. Side check reins and open bridles are permitted. Whip in hand is required, unless driving multiples, such as Unicorn or 4 horse hitch.

Riding (English/Western) – appropriate saddle and bridle for the class you are entered into, breast collar (English/Western) and rear cinch (Western) are optional. Split or romal reins are allowed. Silver adornments of any kind are not required.

Class Descriptions

Halter – All horses shown in halter must be NFHR or CFHA registered or pending registration. Horses to be shown in hand at a walk and trot at the judge's directions. Horses may be shown in halter or bridle.

Mares - To be judged in order of importance: type, conformation, suitability as a breeding animal, quality, manners, movement, substance, and presence.

Stallions - Stallions must be shown by an adult (18 years or older), in bridle or halter with a stud chain. To be judged in order of importance: type, conformation, suitability as a breeding animal, quality, manners, movement, substance, and presence.

Geldings - To be judged in order of importance: type, conformation, quality, manners, movement, substance, and presence.

Produce of Dam - Two offspring out of the same Dam to be presented in hand.

Get of Sire - Three offspring by the same stallion to be presented in hand.

Showmanship - handlers shall be judged on their ability to present the horse. Handlers to show their horses over a pattern chosen by the judge. The pattern will be posted at least one hour prior to the class. Handlers may show in English or Western attire, except gloves are optional and coats maybe excused by the judge. Horses may be shown in halter or bridle. To be judged in order of importance: showmanship (showing, leading, poise, alertness, and attitude) and presentation (grooming and conditioning).

Halter Class List – will be divided up during the course of the show* -

Weanling - Colts/Fillies/Geldings	Grand & Reserve – Mares/Gelding/Stallions
Yearling – Colts/Fillies/Geldings	Get of Sire
2 & 3 years olds – Geldings/Mares/Stallions	Produce of Dam
4 & 5 years olds – Geldings/Mares	Showmanship – Adult/Youth
4 years & over – Stallions	Lead Line – 7 years and under
6 & over – Geldings/Mares	
Broodmares	* classes will be broken out by gender

Pleasure Driving - Entries are judged on the suitability of the horse to provide a pleasant drive. To be shown both ways of the arena at a walk, slow trot, working trot, strong trot (at the discretion of the judge). To stand quietly and to rein back. To be judged 70 % on performance, manners and way of going of the horse (s); 20% on the condition and fit of the harness and vehicle; 10% on neatness of attire.

Green Horse - Open to horses in their first year of showing in the particular performance division. Consideration is given to the “green” and inexperienced horse.

Novice Man and Woman - Open to individuals that **have never won first place in a Novice class.** Consideration is given to the individual new to this particular performance.

Maiden Horse - Open to horses which have not won 1st or 2nd in a Pleasure Driving Class other than Green Horse – Single Driving.

Pleasure Driving Turnout - Entries are judged on the performance and quality of the turnout. To be shown both ways of the arena at a walk, slow trot, working trot and strong trot. (at the discretion of the judge). To stand quietly and to rein back. To be judged 70% on the condition, fit and appropriateness of harness and vehicle, neatness and appropriateness of attire, and overall impression; 30% on performance, manners and way of going of the horse (s).

Tandem - To be shown at the walk, slow trot and working trot, and to stand quietly. Tandem shall not be asked back, except at the judges discretion in case of a work off. To be judged on performance, presence, quality, manners and matching.

Team - To be shown at the walk, slow trot and working trot and to stand quietly and to back. To be judged on performance, presence, quality, manners and matching.

Unicorn - To be shown at walk, slow trot and working trot. To stand quietly. At judges discretion to back. To be judged on performance, presence, quality manners and matching.

Four Horse Hitch - To be shown at a walk, slow trot and working trot at judge’s discretion, To stand quietly and back. To be judged on the ability to work as a unit with evenness, performance, presence, quality, manners and matching

Pleasure Driving Class List – will be divided up during the course of the show* -

Single Pleasure Driving Turnout	Tandem
Single Pleasure Driving, Men/Women/Novice Man & Woman	Unicorn
Single Pleasure Driving - Green Horse/Maiden horse	Four Horse Hitch
Team Pleasure Driving, Men	
Team Pleasure Driving, Women	<i>* classes will be broken out by gender or division</i>

Reinsmanship Driving Divisions - Entries are judged on the ability and skill of the driver. To be shown at a walk, slow trot, working trot, and strong trot (at the discretion of the judge). Driver required to rein back. Either the Achenbach or any two handed method of handling the reins are acceptable. Some drivers may be chosen to be worked at any gait requested by the judge and may be asked to execute a figure eight and/or perform other appropriate tests. To be judged: 75% on handling of reins and whip, control, posture and overall appearance of driver; 25% on the condition of harness and vehicle, and neatness of attire.

Reinsmanship Driving Class List – will be divided up during the course of the show

Adult Single Reinsmanship
Youth Reinsmanship (Must be accompanied by an adult)
Team Reinsmanship

Drive & Ride - To be judged 50% on performance, manners, way of going (horse) and suitability in harness; 50% on performance, manners, way of going (horse) under saddle. After the driving section, only two grooms/assistants are allowed to assist with the unharnessing and saddling. Horses are to remain in line until the last person has tacked up their horse and mounted.

Single horse to be shown in two concurrent sections by the same OR DIFFERENT driver/rider:

- A) In Harness: To be shown as a pleasure driving class both ways of the arena at a walk, slow trot, working trot and strong trot (at the discretion of the judge). To stand quietly and rein back.
- B) Under Saddle: To be shown both ways of the arena (English or Western) at a walk, trot (jog), canter (lope). To stand quietly and rein back.

Obstacle Driving Division - The width of the obstacle shall be: The width of the widest vehicle in the class with six inches added on each side.

Gamblers Choice - To be driven at a trot over a course of obstacles each carrying a point value. Open to singles or pairs. Each driver has the same amount of time to navigate as many obstacles as possible within the time frame – in any order from any direction. Each obstacle may be driven twice but not in succession. No points will be awarded for an incorrectly completed obstacle. A signal will sound at the end of the allowed time and the driver must exit through the finish line where the total will be recorded. If the signal sounds when the competitor is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points. Placing determined on a high score basis, In the event of a tie the best time wins.

Pick Your Route - Open to singles or pairs, this is a timed event driven at a trot over a course of obstacles with no set route. After passing the start line the exhibitor shall proceed through each pair of cones choosing their own route to the finish line. Penalties: Knocking down a ball: 5 seconds. Break to a canter: 5 seconds (4th break is elimination). Fastest – clean time determines the winner. The start line and finish line can be traveled through from any direction.

Double Jeopardy - To be driven at a trot and timed over a course of numbered obstacles by an entry consisting of two drivers. Open to singles or pairs. After passing the starting line, the first driver shall proceed through each obstacle to the designated finish line. At this point the reins are passed to the second driver who must drive the course in reverse order. Penalties: Knocking down a ball 5 seconds. Break to a canter: 5 seconds (4th break is elimination). Fastest- clean time determines the winner.

Obstacle Driving Class List – will be divided by during the course of the show

Gambler's Choice
Pick Your Route
Double Jeopardy

Draft Division - Harness and attire shall be suitable for this type of vehicle or activity. Over check reins and Martingales are not permitted. Side check reins and open bridles are permitted. Whips are not allowed.

Log Pull/Skid – Limited/Men/Women and Team - Entries to pull log both directions through five cones set 6 inches **more than the log** provided for the event, while staying within 30 foot boundary lines. Timed Event. Penalties of 5 seconds for touching cones and 2 seconds for going outside of boundary lines. Best clean time wins. The use of driver's body or any other artificial devices to maneuver the log is not permitted. **The Limited** class is open to men, women and youth who are a novice and new to log skid. Course adjustment will be made.

Farm Hitch - Team of horses to enter arena, proceed to dock, back through pylons, which is 6 inches wider on each side than the width of the largest vehicle, proceed and do a figure eight around two pylons in center of arena. Line up at the end of arena and swing team to the right and them to the left. Upon judges discretion may be asked for rail work or additional pattern work.

Farmers Race – This is an elimination event using teams of horses, stone boats and bales of straw. Two Teams consisting of a Driver & Swamper will compete against each other through a course of cones, picking up & unloading bales of straw. The first team across the line wins the heat. ***If you need a swamper, please let us know.***

Draft Class List – will be divided up during the course of the show

Log Skid Single Limited	Log Skid Team
Log Skid Single Women	Farm Hitch
Log Skid Single Men	Farmers Race

Riding Division -

Adult/Youth Walk/Trot - Horses are to be worked both ways of the arena at a walk and trot (jog) in a relaxed manner without undue restraint. May be asked to back at judge's discretion. This class may be shown under English or Western tack. Riders competing in this class may not enter any class requiring the canter (lope). To be judged on manners, willingness, suitability to purpose and smoothness of transitions.

Green Horse Walk-Trot - two classes – one western, one English Open to horses in their first year of show ring experience under saddle and never been in a performance class requiring a canter (lope). Horses to be worked both ways of the arena at a walk and trot (jog) in a relaxed manner with out due restraint. may be asked to back at judge's discretion. may be shown English or Western. Western horses shown in a snaffle may use two hands, western horses shown in a leverage bit must be neck reined. Horses competing in this class may not enter any riding class that requires a canter (lope).

Hunter Hack - To be shown at a walk, trot and canter both ways of the arena, with additional individual work over two cross rail fences not to exceed 18 inches. Horse may be asked to hand gallop individually and back. To be judged on performance, suitability, manners and way of going (horse).

Low Hunter Over Fences - A pattern will be set with jumps not to exceed 2 ft. The horse will be judged on suitability as a field hunter. To show cadence and willingness to perform quietly over fences and on the rail.

Jumper's Choice- To be ridden at a walk/trot/canter jumping over a course of fences, each carrying a point value. Open to any horse/rider, same horse may go in twice with a different rider. Each rider has the same amount of time to navigate as many fences as possible within the time frame – in any order from any direction, unless otherwise noted. **FOR EXAMPLE** an oxer can only be jumped in **ONE** direction and will be noted on the form showing the course. Each fence may be jumped more then once but not in succession. No points will be awarded for any knock downs - "a knock down consists of a horse causing any portion of the fence to hit the ground" Each horse and rider will be given 1 1/2 minutes to jump as many fences as they can. At the end of the allowed time the rider will exit the arena and the total will be recorded. If the signal sounds when the competitor is committed to a fence, the competitor may complete the fence but **WILL NOT** receive any points for that fence. Placing determined on a high score basis, in the event of a tie, number of higher scored fences will be used, but it will be the judges discretion that will be final.

English Pleasure Horse - To be shown at the walk, trot and canter both ways of the arena and to back. Extension of the trot and a hand gallop may be asked for upon the discretion of the judge. Horse is to be judged on performance, suitability, manners and movement

Western Pleasure Horse - To be shown at the walk, jog and lope both ways of the arena and to back. Horse shown in a snaffle bit may be shown two handed, all horses shown in a leverage bit must be ridden with one hand on the reins.

Adult/Youth Horsemanship/Equitation - To be shown at a walk, trot (jog), canter (lope). To stand quietly and rein back. Participants may be asked to perform a pattern. Rider to be judged on seat, hands and legs and overall appearance and partnership of horse/rider.

Youth Lead Line - Shall be shown at a walk only, with an adult leading the horse. To be judged on seat, legs, hands and overall appearance. Riders in this class may not compete in any other riding classes. A halter must be worn under the bridle. Riders must wear an approved ASTM/SEI helmet.

Riding Class List – will be divided up during the course of the show

Adult walk/trot	English Pleasure Horse
Green Horse walk/trot	Western Pleasure Horse
Hunter Hack	Adult Horsemanship/Equitation
Low Hunter Over Fences	Youth Horsemanship/Equitation
Jumper's Choice	Youth Walk/trot
	Lead Line

Trail Division –

Adult Trail - To be judged over an obstacle course of which will be posted in the MWFHC Show packet. The primary judged aspect of this class is to show your horses willingness to navigate an artificial trail environment. Obstacles may include opening a gate, going over a bridge and other “obstacles” seen while trail riding. Suitability to purpose and willingness are the main criteria in this class division. Horses will be asked to walk, trot (jog) and canter (lope) and back in accordance where noted on the obstacle course.

Youth Trail (Open to all Youth 18 & under) - To be judged over an obstacle course of which will be posted in the MWFHC Show packet. The primary judged aspect of this class is to show your horses willingness to navigate an artificial trail environment. Obstacles may include opening a gate, going over a bridge and other “obstacles” seen while trail riding. Suitability to purpose and willingness are the main criteria in this class division. Horses will be asked to walk, trot (jog) and canter (lope) and back in accordance where noted on the obstacle course.

Walk/Trot & In Hand Combination Trail - To be judged over an obstacle course of which will be posted in the MWFHC Show packet. The primary judged aspect of this class is to show your horses willingness to navigate an artificial trail environment. Obstacles will closely resemble the Adult and Youth Trail class; however there will **not** be a canter aspect and a portion of the obstacles will be performed in hand.

In Hand Trail (horses age 2 and under) - To be judged over an obstacle course of which will be posted in the MWFHC Show packet. The primary judged aspect of this class is to show your horses willingness to navigate an artificial trail environment. **All** obstacles will be performed in hand.

Trail Class List – will be divided up during the course of the show

Adult Trail
Youth Trail (18 & Under)
Walk/Trot & In Hand Combination Trail
In Hand Trail

Gaming Classes – Open to all ages

Ride a Buck
Barrels
Key Hole

Costume Classes –

Adult Costume Class - To be shown at a walk. The exhibitor can ride or lead the horse. The exhibitor and horse are in costume. A team of two or more exhibitors and/or horses may enter under one number. To be judged on creativity and originality.

Youth Costume Class - To be shown at a walk. The exhibitor can ride or lead the horse. The exhibitor and horse are in costume. A team of two or more exhibitors and/or horses may enter under one number. To be judged on creativity and originality.