

HORSE SHOW PRIMER FOR 2 OR 3 DAY SHOWS

INTRODUCTION

This primer will help you enjoy the horse show experience, by providing key information for the exhibitor and the parents.

TWO DAYS BEFORE THE SHOW

- Prepare your tack trunk. Make sure you have everything you need on the checklist below, but take out anything that you won't need at the show. Tack trunks are heavy!
- Make sure your saddle and bridle are clean and clearly accessible.
- Ask *your trainer* (not your friend, or your mom. Or your friend's mom) what time you should arrive at the show grounds for schooling.

ONE DAY BEFORE THE SHOW

- If you are in the first class on the first day of the show, you need to get your number the day before the show. You will need to bring a blank, signed, check to the show secretary. Bring it first thing upon arrival; the secretary will give you your show number. You are responsible for keeping track of your number—put it in your tack trunk or somewhere safe.
- A coggins test is required for your horse. Your trainer should provide the office with this information. Ask your trainer what this is, if you want more information.
- Pick up a schedule in the show office when you get your number.
- You will probably school your horse the day before the show. This is a hectic time, since a lot of people are also schooling. Be patient, and be aware of where you are – don't stop in a line or in front of a jump.
- Ask *your trainer* what time you should arrive at the horse show the next day. Review the show schedule with your trainer. Remember that different riders have different schedules, so don't assume because your friend is arriving at 9:00 AM means that you have the same schedule.

DAY OF THE SHOW

- If you didn't do it the day before, you will need to bring a blank, signed, check to the show secretary. Bring it first thing upon arrival; the secretary will give you your number. You are responsible for keeping track of your number—put it in your tack trunk or somewhere safe. Pick up a schedule in the show office when you get your number.
- It is a good idea to arrive with your show clothes on, unless you KNOW you have lots of time before your class. If staying clean is an issue, wear a t-shirt over your riding shirt, and sweatpants or some kind of baggy pants over your breeches – this is a common practice. (FYI - It is much easier to put on riding clothes in the air conditioning than in a hot, humid tack room or show restroom.)
- When you arrive, ask your trainer how long until your class. If it is more than an hour and half, you have time to chill out – go watch other classes or sit and visit with other exhibitors at the tack room. But keep track of the time!
- Be aware that horse shows can be hectic, with many exhibitors trying to get ready at the same time. Be courteous to your fellow exhibitors as well as your trainers.

WARM-UP

- The warm up ring can be quite chaotic.
- Be aware of where you are at all times. Don't stop in front of a jump to chat or rest. Stay on the rail whenever possible.

THE PADDOCK

- The in-gate area of the show ring is known as "the paddock" and the person taking the numbers and creating the order of go is the "paddock master." Kim or Debbie will put your name on "the list".
- The "list" is the order of go for a particular class. This gives the paddock master a list of riders in order and it gives you an approximate time for your ride in that class.
- Should the exhibitor or parent be asked to put their name on "the list" tell the paddock master the following: the class name, not just the class number, the exhibitor's number, and the trainer. For example: "I'd like to put number 123 on the list for class number 76, Beginner Equitation, and I ride at Tons o'Fun Farms." Please do not do this unless instructed to do so, or you may be on the list more than one time.
- The paddock master retains the right to change the order of go. This is often done when a trainer has another rider going in another ring or when the rider up next was not at the in-gate.
- The paddock master will announce the class results soon after the class. If you need to know the results a couple of hours later, you will most likely be directed to the office for that information.
- Please keep in mind that the paddock master is busy keeping all this straight, so try not to interrupt or disrupt their work. They are there to help, but can only do one thing at a time!

GENERAL GOOD SHOW MANNERS

- Be a gracious winner and a gracious loser. Don't gloat, don't whine.
- Support your fellow exhibitors, both inside and outside your barn.
- Be prompt; don't delay the class because you are not prepared or paying attention.
- Keep ringside talk to a low volume.
- Never speak to the judge.
- Remember the purpose of all this is to have fun, so make that your goal!!

HORSE SHOW CHECKLIST

If your trainer is not bringing your tack, be sure you bring all of it.

- ✓ Saddle
- ✓ Bridle
- ✓ Martingale if needed
- ✓ Clean saddle pad
- ✓ Girth
- ✓ Crop, if needed
- ✓ Spurs, if needed
- ✓ Horse boots if needed—bell boots, ankle boots, etc.

Rider's Clothing (wear or bring)

- ✓ Boots
- ✓ Boot socks
- ✓ Breeches
- ✓ Belt
- ✓ Shirt
- ✓ Choker (or tie, if a male rider)
- ✓ Hunt Coat
- ✓ Gloves
- ✓ Plain hairnet (same color as your hair)
- ✓ Pony tail holder
- ✓ Bobby pins
- ✓ Helmet (hunt cap)
- ✓ Change of clothing for after show

Miscellaneous

- ✓ Check or cash for entries
- ✓ Water, sodas, snacks
- ✓ Sunscreen
- ✓ Lawn Chair

GLOSSARY

Show Secretary – The “office lady” who enters information into the computer, assigns numbers, and tallies the bill.

Add – Adding a class after you have been assigned a number. This should be done at the direction of your trainer. You may be able to do this at the paddock, or you may be asked to do it in the office. Either way, be sure the paddock master knows, so they will know that you are entered in the class.

Drop (Or Scratch)– Deleting a class after you have been assigned a number. This should be done at the direction of your trainer. You may be able to do this at the paddock, or you may be asked to do it in the office. Either way, be sure the paddock master knows, so they will know that you are not entered in the class, and will not be looking for you to ride.

Announcer – Announces the rider on course, announces the class results, and keeps exhibitors updated on the progress of the show. He/she will say something along the lines of “This is a 30 minute call for class 50, Limit Hunter”; that is your notice to get ready for that class. There will not be an announcer at the outside ring.

Paddock Master – Takes an order of go, and gets the riders into the ring in an orderly fashion. (At the outside ring, the paddock master will announce the class results.) Terms used by the paddock master:

On deck – the next rider in the ring.

In the Hole – 2 trips away

3 away, 4 away, etc. – tells you how many trips before your ride.

Round – The course of jumps (usually 8) taken by the rider in a class.

Trip – Same as a round.

These terms are important when classes are combined and riders are going “back to back”.

Back to Back – When more than one class is being judged at one time. For example, you may ride in a Hunter Class and an Equitation class which are judged back to back. You will do one course, the Hunter course, come out of the ring for another rider’s trip, then return to do the other course, the Equitation. Two, three and sometimes even 4 classes may be run back to back.

Division – A group of classes with certain restrictions; for example: Beginner, Junior, Green. These restrictions are explained in the show’s prize list.

Class – At Centex shows there are usually 3 classes in a division, 2 over fences (jumping) and one under saddle.

Hunter – A hunter over fences is judged on the way of going of the horse. The round should be smooth and even. Knocking down a rail or having a refusal will most likely eliminate you from the ribbons.

Under Saddle– horses are judged on their way of going (how they move) and manners at the walk, trot, and canter. Also known as a “hack class” or “flat class”.

Equitation – A division usually consisting of 2 classes, Over Fences and On the Flat (similar to “under saddle”). The rider’s form is the main focus of the judge in equitation classes.

Medal – A special equitation class with a final at the year end show. Riders jump a course, then may be required to do a “work off”, either over fences or on the flat.

Jumper – Jumpers are scored on speed, and the jumps are higher than in a hunter class.

Judge – The judge scores your round on a sheet of paper called the judges “card” and determines the class outcome. There is no set way of judging; some judges use number scores, others use notes. The judge’s decision is final. If you want to know what the judges wrote on the card about your trip, ask your trainer first, then you must ask the show manager if you can see the card. The manager will then clear it with the judge and the will ask the secretary to show it to you. The judge may require that you review it with him/her, so he/she can answer questions.

Show Manager – The person putting on the show. The manager is responsible for the scheduling, staff, and many other tasks too numerous to list.