

# Scottsdale Saddle Club

## English Class Descriptions 2010

**Showmanship** - Judges evaluate the grooming and fitting of the horse, and expertise of the exhibitor in presenting the horse. Each exhibitor is required to perform a pattern with emphasis on preciseness of pattern and degree of confidence exhibited by the showman.

**English Pleasure** – Will be judged primarily on the horse. Horses will be asked to perform all gaits required (either W/T or W/T/C) per class/division both directions on the rail. Horses are judged on their manners, performance, quality and conformation. The horse is to give the impression of being a pleasure to ride. Riders may also be asked to halt and backup.

**English Equitation** – Will be judged primarily on the rider. Riders will be asked to perform all gaits required of their class/division both directions of the rail. Riders will be judged on position in the saddle and horsemanship skills. There is no pattern for this class.

**Jumping (Poles)** – The poles division is open to walk/trot riders only. Riders will navigate a series of poles placed on the ground simulating a real jump course. Walk/Trot riders may not enter any other jumping classes.

**Jumping Green Horse** – open division for all 3 gaited age groups. Crossrail division is X's at 18". 2' class can include low barrels brush boxes, small verticals.

**Hunter Hack** – This is a walk/trot/canter class to be judged primarily on the horse. Class will consist of arena work as well as a line of two jumps. Jumps will be set no higher than 18" for 10 and under and no higher than 2' for all other classes.

**Handy Hunter Classic**– The handy hunter classic course will consist of a classic hunter course. Fences will be set no higher than 2'3 or 2'6 depending on division.

**Handy Hunter** – This is a true test of a hunter horse. Jumps will simulate (to the best of our ability) natural fences. Horses will also be asked to perform 1 to 3 handy options during the pattern such as opening and closing a gate/walking over a bridge/trot a lowered obstacle/walk over an obstacle (not to exceed 18" in height)/lead over an obstacle/ halt and/or back/etc...