

RULES AND CLASS SPECIFICATIONS ARE FOR REGULAR CLASSES AS LISTED IN THE RULE BOOK. SPECIALTY CLASSES ADDED AT ANY SHOW WILL HAVE THEIR OWN RULES POSTED FOR THAT CLASS.

MEMBERSHIP REQUIREMENTS AND AGE DIVISION BREAKDOWNS

1. You must be a paid up member of the FM Posse by the first show of the season or any show you compete in for your points to count for year-end awards. Your membership will not be retroactive, and your points will not count if you have not paid your dues.

Dues for a family membership are \$20.00 and single membership is \$15.00. The appropriate membership application must be filled out and payment made to the treasurer for your membership to be effective.

Membership is due by January 1st. A \$5.00 late fee will be charged on any renewal received at the first show and going forward in show season. New memberships will not be charged a late fee.

2. Single membership - any one person 19 & over. **Individuals that are 19 and older are no longer eligible to be included on a family membership with their parents.**

Family membership - Two adults who are in the same household and any of their children 18 & under and children 18 & under residing there. Grandparents can include grandchildren 18 & under on their family membership.

3. Age of exhibitors and members will be determined as of January 1 of the current year. You are that age for the entire year and should show in the age division that pertains to you.

4. **Minimum age for any exhibitor will be 3 years as date of show.**

Age Divisions Performance:

Leadline 8 & Under, Walk/Trot 14 & Under, Walk/Trot 15 & Over
12 & Under, 13 - 18, 19 & Over

Age Divisions Games:

Walk/Trot 10 & Under, 13 & Under, 14 - 21, 22 - 39, 40 & Over

RIDING AND DRIVING PROGRAM

This program will be strictly pleasure riding, **NO GROUND WORK OR MAINTENANCE** would be included. Maintenance would include such activities as grooming or cleaning of hoofs. Pleasure riding would include any time spent riding your horse **EXCEPT** in a **JUDGED COMPETITION**.

To earn the first award an individual has to accumulate a minimum of 50 hours, the next level award would be 100 hours. Each succeeding award level would be determined by doubling award levels, for example the next level would be 200 hours, then 400 hours 800 hours 1600 hours 3200 are reached. A certificate of recognition would be presented on the years when an individual doesn't earn an award.

1. Must be a paid member of the FM Posse.
2. The program will run from September 1st of one year to August 31st of the next year. The enrollment fee is due by January 1st for renewals and may be paid with your membership with an annual - \$10.00 enrollment fee per person.
3. Hours are kept on the rider and any horse they ride.
4. Log hours spent riding.
5. Only those hours from the date enrolled in the program are eligible to be logged on your log sheet.
6. If your renewal is not received by January 1st, hours earned from January 1st to the date of renewal would be forfeit. New hours would be counted from the date of renewal. Hours earned previously would be added to hours earned from time of renewal.

7. There will be a Traveling Trophy for the person accumulating the most yearly hours. The trophy has been donated in the memory of Kenny Trauger.

SHOW HI POINT INFORMATION

END OF THE DAY

1. Points are kept on a one horse one rider combination. When riding more than one horse per event, separate points will be kept on both horses but will not be combined. This rule does not apply to Leadline Horsemanship 8 & Under.
2. A horse may be used only once per class per age division.
3. A High Point and Reserve High Point award for each age division will be awarded at the end of each session.
4. If an exhibitor uses more than one horse per event or show, separate numbers must be used, separate entry fees paid and separate points will be kept for each horse.
5. Ties will be broken, and the high point awarded to the horse/rider combination entered in the greater number of classes. In the event of a tie where there are an equal number of classes ridden the tie will not be broken.
6. If injury to a horse occurs at the show an entry may be substituted to complete the day however points will not be combined and will be kept separate.
7. Any violation of rules will be loss of points for the day.

YEAR END

1. Points will be kept for year end awards for each class, age division, limited or walk trot Division and will be awarded at the FM Posse Banquet at the conclusion of the show season.
2. Ties will not be broken.
3. In order for an entry to qualify for year end class awards they must have exhibited in the class in at least 50% of the shows.
4. In order for an entry to qualify for year end overall awards they must have exhibited in 50% of the shows and 50% of the show classes.
5. In the case of injury or death of a horse, a horse can be substituted with the presentation of vet certificate or the Board of Directors approval. Points will be combined for year end awards. In case of an injured horse, you cannot switch back to the original horse.

Qualifying Classes for the Performance age division high point and reserve.

Walk Trot 14 & Under: Showmanship 12 & Under or Intro Showmanship, Walk Trot Horsemanship 14 & Under or Leadline 8 & Under, Walk Trot English Pleasure, Walk Trot Western Pleasure 14 & Under, Intro Trail 14 & Under, In-Hand Trail.

12 & Under: Showmanship 12 & Under or Intro Showmanship, Open English Equitation, English Pleasure 14 & Under, Western Pleasure 12 & Under, Horsemanship 18 & Under, In-Hand Trail, Intro Trail 14 & Under, Open Trail.

13 - 18: Showmanship 13 - 18 or Intro Showmanship, Open English Equitation, English Pleasure 14 & Under, or English Pleasure 15 & Over, Western Pleasure 13 - 18, Horsemanship 18 & Under, Open Trail, In-Hand Trail, Intro Trail 14 & Under or 15 & Over.

19 & Over: Showmanship 19 & Over or Intro Showmanship, Open English Equitation, English Pleasure 15 & Over, Western Pleasure 19 & Over, Horsemanship 19 & Over, Open Trail, In-Hand Trail, Intro Trail 15 & Over.

Walk Trot 15 & Over: Intro Showmanship or any age group showmanship, Walk Trot English Pleasure, Walk Trot Western Pleasure 15 & Over, Walk Trot Horsemanship 15 & Over, In-Hand Trail, Intro Trail 15 & Over.

Qualifying Classes for the Game age division high point and reserve

10 & Under Walk Trot: Walk Trot 10 & Under Egg & Spoon, Walk Trot 10 & Under Barrels, Walk Trot 10 & Under Poles, Walk Trot 10 & Under Keyhole.

13 & Under: 13 & Under Egg & Spoon, 13 & Under Barrels, 13 & Under Pole Bending, 13 & Under Keyhole, 13 & Under Figure 8 Race.

14 - 21: 14 - 21 Egg & Spoon, 14 - 21 Barrels, 14 - 21 Pole Bending, 14 - 21 Keyhole, 14 - 21 Figure 8 Race.

22 - 39: 22 - 39 Egg & Spoon, 22 - 39 Barrels, 22 - 39 Pole Bending, 22 - 39 Keyhole, 22 - 39 Figure 8 Race.

40 & Over: 40 & Over Egg & Spoon, 40 & Over Barrels, 40 & Over Pole Bending, 40 & Over Keyhole, 40 & Over Figure 8 Race.

GENERAL SHOW INFORMATION

GROUNDS INFORMATION: Adopted by the FM Mounted Posse.

1. The gates to the Fairgrounds will open at 7:30 am. No one will be admitted on to the grounds before this time. The Show office will open at 8:00 am (do not touch show office stuff unless directed by show official).
 2. The gates to the Fairgrounds will be closed no later than one hour following conclusion of the last class of the day.
 3. There will be no unsupervised children (15 & under) allowed at any FM Posse function. Failure to comply will result in immediate expulsion.
 4. Trailer must be parked west of the Arena.
 5. No one may tie a horse to a tree or fence. If you cannot find someone to hold your horse for you, take it back to your trailer.
 6. **No horses, vehicles or trailers are allowed in the swine and sheep barn.**
 7. Handicap vehicles and the show committee will be allowed to park on Livestock Ave. to the East of the Green Horse barn.
 8. Stalls if used, must have only one horse in them except in the case of a mare with suckling foal at side or two miniature horse's (miniature being 38" and under).
- ****Stalls must be reserved and prepaid with the Club Secretary one week prior to the show in order to guarantee availability the day of the show.****
9. **Horses may be lunged in the arena until 8:00 am only. Horses may not be ridden in the arena while horses are lunging. Horses may be ridden in the arena after 8:00 am.**
 10. Gates to the arena will remain open during breaks and riding only will be allowed.
 11. Bicycles and scooters will be banned from the show grounds, with the exception of handicapped scooters or carts.

12. Pick up after yourself around your stalls, trailer, etc.
13. Any damage done to fair property or grounds will be the responsibility of the exhibitor. Exhibitors are encouraged to maintain their own insurance to cover any problems.

BUILDING INFORMATION

1. **SMOKING POLICY** Smoking is not allowed anywhere within the confines of rental facility. In accordance with the North Dakota Century Code Chapter 23-12, sections 09-11 Smoking is not permitted within 20 feet from any entrance, exit, operable window, air intakes, and ventilation systems of enclosed areas in which smoking is prohibited. Any individual who smokes in an area which smoking is prohibited under section 23-12-10 is of an infraction punishable by fine not to exceed fifty dollars. An owner or other person with general supervisory responsibility over public including tenant of rental facility who willfully fails to comply with section 23-12-10 is guilty of an infraction and is subject to a fine not to exceed a hundred dollars.
2. No dogs except service dogs are allowed in the arena building including those being held. All dogs on the show grounds must be on a leash.
3. Congestion by the in and out gates on the west end of the arena will be controlled by not allowing riders to stand in the holding area until their class is called. Example: Class 1 should be in the holding area waiting to go in. Any other horses should be outside. When class 1 has completely entered the ring then class 2 should move into the holding area. Riders will be given one warning. If they continue to obstruct the area the rider will be excused from their class.
4. Exhibitors in the west holding area must leave room in the doorway for horses coming out of a class and the next horses going in.
5. Spectators must remain off of the rail at all times.
6. No excessive verbal coaching from the rail in any performance class.

SHOW OFFICIALS

1. The secretaries on the announcers stand have a hard job to do, and you are responsible for filling out your entry cards and entering in the correct class. If you are interested in keeping track of your points you must do so yourself or wait for the next show to see where you stand. Points will also be available on the website.
2. **NO VERBAL ABUSE** directed at the judge or members of the show staff is allowed, you will be dismissed from the show with no refund of paid entry fees.
3. Judge must follow FM Posse Rules. The judge will be sent a rule book at least 2 weeks prior to the show.
3. The judge's decision is final. Discussion with the judge is not allowed until after you are done showing. An appointment must be made with the ring steward or member of the show committee. No visiting with judges prior to or during your class. Violation of rule will result in loss of points for that day.
5. **Judges will place all classes to 8 placing's.** In the event of an entry becoming disqualified all other entries will be moved up and the disqualified entry will lose their placing and points for that class. If the first place horse is disqualified the exhibitor will be asked by the show committee to return the award, all other placing's will be asked to return the ribbon.
6. The judge must judge all events including the game events. When judging the game events the judge must have a clear view of each pattern.
7. Judges cannot be current FM Posse Members.
8. Failure to comply with the judge's instructions will result in a disqualification.

9. When announcing the placing's, the announcer will announce the name of both the horse and rider/exhibitor starting with first place.
10. In rail classes the Board of Directors will decide if the class should be split due to numbers or other circumstances. **Any rail class with 16 or more exhibitors may be subject to splitting.**
11. Patterns will be posted as soon as possible. In some cases judge's do not want the patterns for showmanship, horsemanship and equitation posted, in this case you will be instructed as to the pattern when you enter the arena. Trail patterns will be posted 1 hour before class time.
12. Once the announcer has asked for the gate to be closed, and stated the class is complete and now being judged, no additional riders will be allowed to enter the class.

ENTERING A CLASS:

It is your responsibility to enter in the correct class and correctly fill out you entry form.

Check the specifications for the class to determine if you can enter it.

An entry is considered made if you fill out your form and turn it in to the secretary, and you are responsible for paying for that entry. **If you scratch a class there is no refund of the entry fee (this includes those on an open check).**

1. Entry form must be completely filled out and signed. You will not be allowed to ride if you do not have a properly filled out entry card on the announcers stand at least 3 class prior to the one you are entering.
2. Current Negative Coggins (EIA) test is required. **You must supply the show office a copy of a current negative coggins test each show season.**
3. **Be consistent in your horses name. Different names will be viewed as different horses, and points will be kept separately.**
4. You may not cross enter between age divisions.
5. Entry fees will not be refunded unless horse or rider have been injured. If your horse or you are injured at the show you should go to the secretary on the announcers stand and explain the situation.

Neither the FM Posse, the Board of Directors, Show Staff or Arena Owners will be responsible for accidents or lost or stolen equipment.

6. **There are no exhibition rides allowed in any class, in any age division, or at any show.**
7. Separate numbers must be used for each horse. Numbers must be clearly visible from anywhere in the arena. Either worn on the exhibitors back or on both sides of the saddle pad.
9. A horse may be used only once per class per age division.

CHECKS:

1. All checks returned from the bank will be charged an additional \$50.00. This along with the amount of the check **MUST BE PAID IN CASH** before you will be allowed to enter any more classes. Frequent bad checks will result in placing you on a cash only basis.
2. If you are uncertain as to how many classes you will enter in a day an open check may be left at the beginning of the day with the show secretary, and you can enter as you go in accordance with the rules.
At the end of the day you may either come to the announcers stand and fill out the check or the Show Secretary will do it for you. You are responsible for paying for all classes you enter even if you later scratch that class.

3. You must have an open check on file with the show office in order to charge any classes.

COGGINS PAPERS:

1. A current negative Coggins Test (EIA) is required on all horses (both in state and out of state) brought onto the show grounds. Coggins test must be dated within one year of the show or event date. (Ex. If your papers are dated June 1, 2017 they would be good for the first show but no subsequent shows).
2. A copy of the report must be shown to the designated person at the secretaries table when you sign up for classes. No entry will be accepted without your current coggins test being presented.
3. A copy of your Coggins tests can be sent to the club secretary prior to the show to be placed on file. You must supply the show office with a copy of a current negative coggins test each show season.

CLASS RESTRICTIONS

Performance Division - Age groups are determined as of January 1 of the current year or by the first show with exhibitor option. Must stay in age division for the year. Leadline Age determined by age of show date.

1. You may either ride in the 14 & Under Walk Trot Division or the Regular 12 & Under, you can not cross enter between both divisions for the year. Once you enter a class in the performance division calling for a canter you cannot enter Walk Trot Horsemanship 14 & Under for the remainder of the year.
 2. You can enter any one of Leadline 3 - 8, Walk - Trot 14 & under, or the Regular 18 & Under you cannot enter more than one age division. Once you move up you can not go back the same year.
 3. Leadline entries may not enter any class calling for a trot or canter in the performance division.
 4. Walk Trot 15 & Over Horsemanship Rider may enter no performance class calling for a canter.
 5. A horse and Rider Combination can enter either In-Hand Trail, Intro Trail or Open Trail but not all three. A horse and Rider Combination can enter either Age Group Showmanship or Intro Showmanship but not both.
- ***6. A Horse and Rider Combination that enters the Walk Trot English or Walk Trot Western Pleasures cannot enter any other class in the performance division calling for a canter. The Horse can be entered in canter classes with a different rider, and the rider can enter Canter classes with a different horse.**

Game Division - Age groups are determined as of January 1 of the current year.

1. You may either ride in the 10 & Under Walk Trot Division or the Regular 13 & Under, you can not cross enter between both divisions for the year. Once you enter a class in the game division other than the designated walk trot classes you cannot enter a walk trot game class.
2. Contestants in the Walk Trot games that are led will place under those which rode without help.
3. Please note the age categories are different from the performance division to the game division.
4. Rules governing the age of riders and qualifications in the performance division do not carry over to the game division.

WHIPS OR BATS

1. Excessive use of a whip in any class including showmanship will be prohibited. Excessive use is defined as: striking the horse in the face or on the body in excess to the conditions, adversely affecting the other exhibitors in the class, the judge or ring steward. The judge will have final say as to what they consider excessive in the class.

2. A minimum of two inch wide leather flap on a round or flat whip or bat may be used in the running events. The use of over - unders is prohibited. All use of bats and hands for encouraging speed in the game classes must be used behind the cinch. Any striking of the horse in front of the cinch with bat will result in a no time. Exhibitor may use their hand only in front of the cinch.
3. Excessive discipline in excess to conditions warranted on the show grounds, towards a horse which would include hitting, striking, spurring or kicking will not be tolerated.

GENERAL CLASS CONDUCT AND RULES

1. No Stallions may be ridden in youth classes or shown by a youth exhibitor in an open class. Stallions may be shown by adults in adult and open classes. Adults are considered to be 19 & over. Stallions are considered any age uncastrated male horse.
2. In rail classes the Show Secretary along with the Board of Directors will decide if the class should be split due to numbers or other circumstances. **Any rail class with 16 or more exhibitors may be subject to splitting.**
3. Horses that are acting unruly in class will be excused immediately from the class by pulling the horse to the center or asking it to leave the arena. A second episode at the same show will excuse the horse for the remainder of the show. This will be determined by the judge and the ring steward. Spectators will have no say as to what they feel is unruly. Horse pulled voluntarily by the exhibitor to the center will not be penalized
4. No excessive verbal coaching from the rail in performance classes. Spectators must remain off the rail at all times.
5. Once the gate opens for any rail class that does not have a tack change, there will be a two minute time limit to enter the arena starting when the first horse enters.
6. There will be up to a five (5) minute tack change allowed between classes provided the announcer is informed of the hold at least 2 classes prior to the class where the tack change is needed.
If there is a tack change the gate will not be opened until the 5 minutes are up.
7. You may indicate a tack change on your entry form you must indicate what class you are changing from and to. Tack Changes should only be called if you are in one class and need to change for the next class, you should not call a tack change if there are 2 or more classes between yours.
8. Once the judge has turned in his card the gate can be opened and the next class brought in at a walk on the rail. They should find a place on the rail and stand until the judge is ready for their class.
9. There will be a 5 minute optional warm up period for the Walk Trot Pleasure classes.
10. Patterns or tests will be required in 13 - 18 and 19 & Over Horsemanship or Equitation Classes with Rail work being Optional.
11. Patterns will be posted as soon as possible. In some cases judges do not want the patterns for showmanship, horsemanship, and equitation posted, in this case you will be instructed as to the pattern when you enter the arena. The Patterns for the trail classes will be posted 1 hour before class time.
12. The judge may ask the horses to back on the rail.
13. In all classes a fall of horse or rider will result in a disqualification. A fall of the horse is when both knees, or a shoulder or a hip of the horse touches the ground. In the performance classes if a rider falls from their horse they will be given the option of remounting and then dismissed from the arena. The ring steward will aid the rider in leaving the arena.

14. Proper tack must be used in all classes. Riders may not be tied to the saddle in any ways unless previously approved by the show committee. Feet and legs are not to be fastened to the stirrups or saddle with rubber bands, string, or straps, etc.

15. In any rail class if less than 3 exhibitors in the class, it will be combined with the next class. Placing and points will go to original age division.

EXHIBITOR APPOINTMENTS

1. Exhibitors must wear appropriate Western / breed attire in Western Horsemanship, and Western Pleasure classes.

2. Exhibitors must wear appropriate English / breed attire in all English Equitation and English Pleasure Classes.

3. Exhibitors may wear either appropriate English, Western, breed attire in Showmanship, Leadline, Walk Trot Horsemanship Open and Walk Trot Intro Trail.

4. Exhibitors in Egg & Spoon, Barrels, Poles, Keyhole and Figure 8 Race must wear a long or short sleeve shirt or blouse with a collar and a minimum of 2 buttons or proper western attire. (NO TEE SHIRTS) No jeans with holes. Hats or caps may be worn but must be worn correctly. If wearing a cap or hat and it is lost there will be a 5 second penalty. Exhibitors will be expected to dress in an appropriate manner keeping with a show ring tradition.

5. Boots are required in all classes either proper Western or English. In all English classes Traditional hunt boots, field boots, jodhpur boots, half chaps or gaitors are permitted. In the case of a injury to the rider where the rider cannot get a boot on a foot they may wear only one boot on the uninjured foot. Boots must have a 1" heel. Boots with a "Lug" Sole or Prohibited in the riding classes (including but not limited to "Fat Baby, Fat Boy, Roper Chunks")

Sneakers, Athletic style shoes, loafers, etc. are prohibited.

6. Proper Western attire consists of a long sleeve shirt with a collar, jacket, or sweater, (short sleeve shirts maybe worn under jackets or sweaters), jeans or slacks, western boots with a minimum 1" heel (traditional western boots, ropers, lace up ropers,) and western hat (straw or felt). Chaps are optional and their use is left to the exhibitor's choice. (Since jackets and sweaters are not considered traditional western attire, if the exhibitors chooses not to wear one due to weather they must wear a traditional long sleeve shirt.)

7. Proper English Attire: Hunt Seat- English style shirt with appropriate neck line (long or short sleeve or sleeveless), tie or choker, breeches, jodhpurs with gaiters, half chaps, field boots, or traditional hunt boots, hard hat. Hunt coat is optional, however if it is not Worn than the shirt must be long sleeved. Bib front stock ties will be allowed in place of traditional shirts but must be worn under a jacket. Saddle Seat: Long or short sleeve or sleeveless blouse or shirt with a collar, tie, jodhpurs or riding pants, jodhpurs boots, and proper English hat (derby, homberg, snap brim). Saddle Seat coat is optional. however, if not worn than the shirt must be long sleeved. (Exception to sleeve rule: since jackets and coats are considered traditional English attire, if the judge announces that they will not expect exhibitors in the pleasure class and equitation class to wear jackets due to the weather, exhibitors may show in short or sleeveless shirts without their jackets.)

8. Spurs, gloves, and chaps are optional in all classes. No Western Spurs in English Classes.

9. ASTM/SEI certified helmets are encouraged for all game classes.

HORSE APPOINTMENTS - Proper tack must be used in all classes

WESTERN

1. In all western performance class's standard western curb bits or breed approved bits are allowed.

2. A snaffle is defined as a conventional O-ring, egg-butt or D-ring with a ring no larger than 4". The mouth piece should be round, smooth, unwrapped metal.

NO TWISTED WIRE SNAFFLES ALLOWED IN WESTERN PERFORMANCE CLASSES.

The bars must be of a minimum of 3/8" in diameter, measured one inch in from the cheek with a gradual decrease to center of the snaffle. The mouth piece may be one, two or three pieces with a connecting ring in the three piece not to exceed below the plane of the mouthpiece. <NOTE: Tom Thumbs, Argentine, or Cowboy Snaffles etc. are not considered snaffle bits. >

****An illegal bit will be determined by the Judge and/or any member of the Board of Directors.**

****If an illegal bit is identified, you will be excused from the class, lose any placing, and you must change before your next class.**

3. A **Bosal** is defined as being round in shape and constructed of braided rawhide or leather, or unbraided rope and have a flexible non-metallic core. There shall be no rigid material under the jaws, regardless of how padded or covered Attached reins may be hair, rope, or leather. Smooth plastic electrical tape may be used to insure a proper fit on the horse but nothing can be added under the tape.

4. **Curb chains and leather chin straps** may be used but must be flat and at least 1/2" in width and lie flat against the jaw of the horse. **If a curb strap is used on a snaffle it must be attached below the reins.** No wire, rawhide, metal or other substances can be used in conjunction with or as part of the leather chin strap or curb chain. Rounded, rolled, braided or rawhide curb straps are prohibited.

5. In all western performance classes (excluding the game classes) Mechanical hackamores, caveson type nose bands, draw reins, standing or running martingales, and tie-downs are prohibited.

6. **Bandages and boots** are prohibited in all performance classes and trail. In the event of an injury, a protective bandage may be used as long as the horse is sound and his way of going is not interfered.

7. Any legality to questions about equipment ask office staff.

ENGLISH

1. In all English performance classes, an English snaffle (no shank), Kimberwick, Pelham (solid or broken mouthpiece), or full bridle (with two reins attached), all with caveson nose-bands and plain leather brow-bands (saddle seat riders can use colored brow-bands and cavesons), must be used. Figure 8, flash, drop nosebands are prohibited.

2. In regards to the mouthpieces, nothing can protrude below the horizontal plane of the mouthpiece. Solid or broken mouthpieces may have a port no higher than 1 1/2" in 3 piece broken mouthpieces, the connecting ring or bar may not drop below the horizontal plane of the mouthpiece. All mouthpieces must be a minimum of 5/16" in diameter measured 1" in from the check or ring. Smooth round, slow twist. Corkscrew, single twisted wire, double twisted wire mouthpieces and straight bar or solid mouthpieces are allowed. If a curb bit is used, the curb chain must be at least 1/2" in width and be flat against the jaw of the horse.

Bits of any style (pelham, snaffle, Kimberwick) featuring mouthpieces with cathedrals, donuts, prongs edges or rough sharp material are prohibited.

****An illegal bit will be determined by the Judge and/or any member of the Board of Directors .**

****If an illegal bit is identified, you will be excused from the class, lose any placing, and you must change before your next class.**

3. In English classes, crops or bats, English breastplate, braiding of the mane and tail are optional.

4. Draw reins, rowel spurs, western spurs, standing or running martingale, and boots or wraps (except in the case of injury) are prohibited.

GAMES

1. Egg & Spoon, Barrels, Pole Bending, Keyhole and Figure 8 Race: Proper equipment must be used.
2. Mechanical hackamores, acceptable standard western or English bits (see above rules), bosal, and side pulls may be used. The judge may prohibit the use of any bit or equipment that they determine may be severe.
3. Tie downs may be used but unwrapped metal on the horse's head is prohibited. Boots, wraps or bandages will be allowed in game classes.
4. A minimum of two inch wide leather flap on a round or flat whip or bat may be used in the running events. The use of over-unders is prohibited. All use of bats and hands for encouraging speed in the game classes must be used behind the cinch. Any or striking of the horse with bat will result in a no time. Exhibitor may use open hand in front of cinch.
5. Proper tack must be used in all classes. Riders may not be tied to the saddle in any ways unless previously approved by the show committee. Feet and legs are not to be fastened to the stirrups or saddle with rubber bands, string, or straps, etc.

CLASS SPECIFICATIONS:

For additional information regarding to proper appointments for the horse or rider in any class, please see section under appointments.

SHOWMANSHIP AT HALTER - Age Groups and Intro (see Intro Showmanship for more information)

1. To be shown in proper western or English attire. Whips may be used as a quiet subtle prop. You may only show one horse per class.
2. The person is judged on his/her ability to present the horse in the ring to its greatest advantage. The showman only is judged. The horse is merely a prop used to show the ability of the showman.
3. Showmanship is judged on the following guideline:
Grooming and fitting of the horse - 25% Grooming and ability of the showman - 75%
4. Judge may post or announce the pattern before the class begins.
5. Once the exhibitor has completed the pattern they will be excused from the arena.

Presentation of horse and showmanship skills displayed in the ring:

- A. **LEADING.** The animal should lead readily on the exhibitors right side, Lead strap held in a neat coil or figure 8. Horses are always turned to the right. When moving the horse, be certain that the judge can get a clear unobstructed view of the horse's action
- B. **POSING** -Once in a line-up, the horse should be set up quickly. Stand toward the front, facing the animal, always in a position where you can see the judge. Have the horse alert and as the judge walks past, make certain he as an unobstructed view of the animal.
- C. **POISE, ALERTNESS AND MERITS** -Keep alert and be aware of the Judges position at all times. Don't be distracted by things outside the ring. Show the animal, not yourself. Be courteous and sportsman like.

INTRO SHOWMANSHIP AT HALTER

1. Qualification for this class is based on the Handler and Horse combination. If this horse and handler combination shows in an Age Group Showmanship Class they may not show in the Intro Showmanship class. This handler may show a different horse in an Age Group Showmanship class or the horse may be show in an Age Group Showmanship class with a different handler. Points from this class will count either towards Intro Walk Trot Division or Age Group Division.
2. Class is to be judged the same as showmanship.

LEADLINE HORSEMANSHIP 8 & UNDER

1. To be shown in proper western or english attire and appointments. (horse, rider, and handler should all be in either appropriate western or english attire).
2. EXHIBITOR MAY NOT RIDE BOTH LEADLINE AND WALK-TROT (HORSEMANSHIP) OR ANY PERFORMANCE CLASS THAT REQUIRES A LOPE. LEADLINERS MAY SHOW IN SHOWMANSHIP 12 AND UNDER INHAND TRAIL OR INTRO TRAIL. THESE EXHIBITORS MAY SHOW IN THESE ADDITIONAL CLASSES WITH SUPERVISION OF A HANDLER.
3. Judged on horsemanship at a walk only. Contestant must be at least 3 and 8 years and under as of show date. Handler must be 19 years of age or older. Class will enter at a flat footed walk and proceed in a counter clockwise direction on the rail the class will work at a walk in both directions. In the lineup the judge will ask the rider to back up his/her horse. THE HANDLER SHOULD NOT ASSIST THE CONTESTANT IN BACKING UP. A lead shank of at least 6 feet shall be attached to the shank of the bit or to the halter that is under the bridle so that while the rider is on the rail, the horse may be controlled by the handler if necessary.
4. All exhibitors in leadline will receive a participation award along with their placing.

WALK-TROT HORSEMANSHIP 14 & UNDER

1. To be shown in proper western or english attire and appointments.
2. Exhibitor may not ride in both Leadline and Walk -Trot Horsemanship. They may not ride in any Performance class that requires a lope. Walk -Trot Horsemanship Exhibitors may show in either Showmanship 12 & Under or Intro Showmanship, In-Hand Trail, Walk Trot Intro Trail, Walk - Trot English Pleasure, Walk Trot Western Pleasure 14 & Under.
3. Points earned in this class will count towards the Walk Trot 14 & Under Age Group Category.
4. Riders are judged on horsemanship, (Hands, Feet and Seat and the ability to control and show the horse). Results shown by the performance of the horse cannot be considered more important than the method used by the rider in obtaining them.
6. Class will enter the ring at a walk in counter clockwise direction. The class will work at a walk and a trot both directions of the ring THE WHOLE ARENA MUST BE USED. Horse will be asked to back up. The judge may call for the back on the rail.

IN-HAND TRAIL

1. To be shown in proper English, Western, Breed Attire.
2. Open to any horse and rider combination, this combination may only go in one Trail Class.

3. Shown in halter and lead or rope halter. Chain may be used over or under nose only. No chains will be allowed in the mouth or under the lip.
4. There will be up to 6 obstacles. See below for additional class specifications.
5. Points will go to your age division.

INTRO TRAIL 14 & UNDER, 15 & OVER

1. Qualification for this class is based on the Horse and Rider combination. This class is shown at a walk/trot. If this horse and rider combination shows in Open Trail they may not show in the W/T Intro Trail class. This rider may show a different horse in the Open Trail class or the horse may be shown in the Open Trail class with a different rider. Points earned in this class will count towards the age division you ride in.
2. Intro Trail is an introductory to Open Trail and the pattern will be of a lower degree of difficulty than the Open Trail. The same obstacles may be used that are used for Open Trail with the maneuvers simplified.
3. To be shown in proper Western or English attire and appointments.
4. This class will be judged on the performance of the horse over the obstacles with emphasis on manners, response to the rider, and attitude. Horses shall be penalized for any unnecessary delay while approaching the obstacles. No rail work is required.
5. Course will be posted one hour ahead of the class.
6. The course will be designed to require each horse to show two gaits (walk, trot) somewhere between the obstacles. There will be up to 6 obstacles will be used. Only one hand may be used on the reins with the exception of snaffle bit/English horses. One finger between split reins is permitted. Snaffle bit horses must be ridden with two hands. The hands must be around the reins. While horse is in motion, rider's hands shall be clear of horse and saddle.
7. A time limit for the course will be determined by the judge if necessary and the entry will be limited to three attempts/refusals per obstacle. A refusal/attempt is defined as an attempt to approach or navigate the obstacle in a timely manner, to be determined by the judge.

OPEN TRAIL

1. To be shown in proper western or english attire and appointments.
2. This class will be judged on the performance of the horse over the obstacles with emphasis on manners, response to the rider, and attitude. Horses shall be penalized for any unnecessary delay while approaching the obstacles. No rail work is required .
3. Course will be posted one hour ahead of the class.
4. The course will be designed to require each horse to show the three gaits (walk, trot, lope) somewhere between the obstacles. There will be up to 6 obstacles will be used. Only one hand may be used on the reins with the exception of snaffle bit / English horses. One finger between split reins is permitted. Snaffle bit horses must be ridden with two hands. The hands must be around the reins. While horse is in motion, rider's hands shall be clear of horse and saddle.
7. A time limit for the course will be determined by the judge if necessary and the entry will be limited to three attempts/refusals per obstacle. A refusal/attempt is defined as an attempt to approach or navigate the obstacle in a timely manner, to be determined by the judge.

WALK-TROT ENGLISH PLEASURE

-HUNT SEAT OR SADDLE SEAT

1. To be shown in Proper English Attire and Equipment.
2. Horse or Rider may be of any age or ability. Horses will be shown at a flat footed walk and posting trot both ways of the ring. Horses will be required to back up and stand quietly, they may be asked to back on the rail.
3. **Horse and Rider Combinations may not enter any class calling for a canter.** The Horse may enter a canter class with a different rider and the rider can enter a canter class with a different horse.
4. Points earned in this class count towards the Walk Trot 14 & Under, or 15 & Over.

OPEN ENGLISH EQUITATION

HUNTSEAT OR SADDLESEAT

1. To be shown in proper English Attire and Equipment.
2. Riders are judged on HANDS, FEET, AND SEAT, and ability to control and show the horse. Horses are shown same as English pleasure.
3. Pattern or test is required. Rail work is optional at the judge's discretion.

ENGLISH PLEASURE

14 & under 15 & over

HUNTSEAT OR SADDLESEAT

1. To be shown in proper English Attire and Equipment.
2. Horses will be shown at a flat -footed walk, posting trot, and canter both ways of the ring. Horses will be required to back up and to stand quietly, they may be asked to back on the rail. Extended trot may be called for.
3. **Horse and Rider Combinations may not enter any other class calling for a canter.** The horse may enter a canter class with a different rider and the rider can enter a canter class with a different horse.
4. Points earned in this class count towards the Walk Trot 14 & under or 15 & over.

WALK-TROT WESTERN PLEASURE

14 & under, 15 & over

1. To be shown in proper Western Attire and Equipment.
2. Horse and Rider Combination cannot show any class calling for a canter. The horse may be entered in a canter class with a different rider. The rider may enter an canter class with a different horse.
3. Points earned in this class count towards the Walk Trot Category. Walk - Trot age group depending on the age of the rider.
4. Horses are to be shown at a walk, and trot, both ways of the ring, under a reasonably loose rein. Horses are to be reversed to the inside. Horses shall be required to back and may be asked to back on the rail.
5. There may be a 5 minute warm-up period.

WESTERN PLEASURE

12 & under, 13 -18, 19 & over

1. To be shown in proper Western Attire and Equipment.
2. Horse and Rider combination cannot enter Walk -Trot Western or English Pleasure.
3. Horses are to be shown at a walk, trot, 3 beat lope, both ways of the ring, under a reasonably loose rein. Horses are to be reversed to the inside. Horses shall be required to back and may be asked to back on the rail.

WALK-TROT HORSEMANSHIP

15 & Over

1. To be shown in proper western or english attire and appointments.
2. Exhibitor may not ride in any other performance class that requires a lope or canter. The class will be judged on the rider's equitation. Once a person leaves this class and enters a performance class that requires a canter, they cannot return for the remainder of the show season.
3. Riders are judged on horsemanship, (Hands, Feet and Seat and the ability to control and show the horse). Results shown by the performance of the horse cannot be considered more important than the method used by the rider in obtaining them.
4. The judge will ask for a test or pattern appropriate for the age group and ability of the exhibitors. Rail work is optional at the judge's discretion.

WESTERN HORSEMANSHIP

18 & Under, 19 & Over

1. Proper western attire is required
2. Riders are judged on HANDS, FEET, AND SEAT, and ability to control and show the horse. Results shown by the performance of the horse cannot be considered more important than the method used by the rider in obtaining them.
3. Patterns or tests appropriate for the age group of the exhibitors are required in each class. Rail work is optional at judge's discretion.

SPECIAL CLASSES

COSTUME CLASS

SUNDAY FAIR SHOW ONLY

1. The class will be a walk trot only, any rider of any ability or any age is eligible to compete.
2. This class does not count for any category awards.
3. Horses must be ridden and rider must remain on the horse.
4. Absolutely no disruptive behavior will be allowed.
4. Numbers are not required but would be appreciated.

OPEN DRIVING

Horses will be shown at a walk, trot & road gate, horses will be shown both ways of the arena, horses will be required to back up in the lineup, headers maybe used in the lineup, headers will not be allowed to touch the horse only to stand at it's head and two people may be allowed in the cart, the second person may not speak to the driver or assist the driver in any manner, this person is only there to help in the case of an emergency. Class may be split at the decision of show committee. There will up to a 5 minute warm-up in arena.

DON HART MEMORIAL CLASS

Don Hart memorial class will be held at the first show of the season, and will be open to all riders and will not count against you walk trot status. This class is open to FM Mounted Posse members only. This class is free to participants. Class will be a traditional trail class with course open to any type of obstacle.

GAME SECTION

Rules governing qualifications of horses or riders in the performance division do not carry over to the Game Division.

1. No dogs except service dogs are allowed in the arena building including those being held. All dogs on the show grounds must be on a leash.
2. Congestion by the in and out gates on the west end of the arena will be controlled by not allowing riders to stand in the holding area until their class is called. Example: Class 23 should be in the holding area waiting to go in. Any other horses should be outside. When class 23 has completely entered the ring then class 24 should move into the holding area. Riders will be given one warning. If they continue to obstruct the area the rider will be excused from their class.
4. Exhibitors in the West holding area must leave room in the doorway for horses coming out of a class and the next horses going in.
5. Spectators must remain off of the rail at all times.

ENTERING A CLASS

It is your responsibility to enter in the correct class and correctly fill out your entry form.

If you have entered a class incorrectly you will forfeit that class unless the fault lies with the show management.

1. Check the specifications for the class to determine if you can enter it.
2. An entry is considered made if you fill out your form and turn it in to the secretary, and you are responsible for paying for that entry. If you scratch a class there is no refund of the entry fee, this includes those on an open check.
3. A current negative Coggins (EIA) test is required on all horses on the grounds. You must supply the show office a copy of a negative coggins test. You must supply the show office with current copy each show season.
4. Entry form must be completely filled out and signed. You will not be allowed to ride if you do not have a properly filled out entry card on the announcers stand at least 3 class prior to the one you are entering.
5. **Be consistent in your horses name. Different names will be viewed as different horses, and points will be kept separately.**

6. You may not cross enter between age divisions. See class restrictions.
7. Entry fees will not be refunded unless horse or rider have been injured. If your horse or you are injured at the show you should go to the secretary on the announcers stand and explain the situation.
Neither the FM Posse, the Board of Directors, Show Staff or Arena Owners will be responsible for accidents or lost or stolen equipment.
8. There are no exhibition rides allowed in any class, in any age division, or at any show.
9. Separate numbers must be used for each horse. Numbers must be clearly visible from anywhere in the arena. Either worn on the exhibitors back or on both sides of the saddle pad.
10. Exhibitors changing horses for reasons other than veterinary will be considered a new entry and will be accessed an additional entry fee for each change.

CHECKS

1. All checks returned from the bank will be charged an additional \$50.00. This along with the amount of the check **MUST BE PAID IN CASH** before you will be allowed to enter any more classes. Frequent bad checks will result in placing you on a cash only basis.
2. If you are uncertain as to how many classes you will enter in a day an open check may be left at the beginning of your day with the show secretary, and you can enter as you go in accordance with the rules.
3. At the end of the day you may either come to the announcers stand and fill out the check or the Show Secretary will do it for you. You are responsible for paying for all classes you enter even if you later scratch that class.
5. You must have an open check on file with the show office in order to charge any classes.

COGGINS PAPERS

1. A current negative Coggins (EIA) Test is required on all horses (both in state and out of state) brought onto the show grounds. Coggins test must be dated within one year of the show or event date. (Ex. If your papers are dated June 1, 2017 they would be good for the first show but no subsequent shows).
2. A copy of the report must be shown to the designated person at the secretaries table when you sign up for classes. You must have a copy of your Coggins test at every show to be presented when entering the show. No entry will be accepted without your current coggins test being presented.
3. A copy of your Coggins tests can be sent to the club secretary prior to the show to be placed on file. You must supply the show office with a copy of a current negative coggins test. You must supply a current copy each year.

CLASS RESTRICTIONS

Rules governing qualifications of horses or riders in the performance division do not carry over to the Game Division.

Age Divisions for the Game Division

10 & Under Walk Trot May only show in : Egg & Spoon Walk Trot 10 & Under, Barrels Walk Trot 10 & Under, Poles Walk Trot 10 & Under Walk Trot 10 & Under Keyhole.

13 & Under May only show in: Egg & Spoon 13 & Under, Barrels 13 & Under, Poles 13 & Under, Keyhole 13 & Under, Figure 8 race 13 & Under.

14 - 21 may only show in: Egg & Spoon 14 - 21, Barrels 14 - 21, Poles 14 - 21, Keyhole 14 - 21, Figure 8 Race 14 - 21.

22 - 39 may only show in: Egg & Spoon 22 - 39, Barrels 22 - 39, Poles 22 - 39, Keyhole 22 - 39, Figure 8 Race 18 - 34.

40 & Over may only show in: Egg & Spoon 40 & Over, Barrels 40 & Over, Poles 40 & Over, Keyhole 40 & Over, Figure 8 Race 40 & Over

GENERAL RULES:

1. Exhibitors in all game classes must wear a long or short sleeve shirt or blouse with a collar and a minimum of 2 buttons or proper western attire. (NO TEE SHIRTS) No jeans with holes. Hats or caps may be worn but must be worn correctly. If wearing a cap or hat and it is lost there will be a 5 second penalty. Exhibitors will be expected to dress in an appropriate manner keeping with a show ring tradition.

2. Hard hats with harness are strongly suggested for all youth game classes.

3. Boots are required in all classes either proper Western or English. In the case of an injury to the rider where the rider cannot get a boot on a foot they may wear only one boot on the uninjured foot. Boots must have a 1" heel. Boots with a "Lug" Sole or Prohibited in the riding classes (including but not limited to "Fat Baby, Fat Boy, Roper Chunks")

Sneakers, Athletic style shoes, loafers, etc. are prohibited.

4. In all game classes proper equipment must be used. Mechanical hackamores, acceptable standard western bits, bosals, and side pulls may be used. The judge may prohibit the use of any bit or equipment that they determine may be severe. Tie downs may be used but unwrapped metal on the horse's head is prohibited. Performance horses that are ridden in the game classes may use any legal bit or hackamore regardless to what they were previously shown in.

5. Riders may not be tied to the saddle in any way unless previously approved by the show committee. **Feet and legs are not to be fastened to the stirrups or saddle with rubberbands, string or straps, etc.**

6. When announcing the placings, the announcer will announce the name of both the horse and rider/exhibitor starting with first place.

7. You must be consistent in the horse's names when entering classes. Different names will be viewed as a different horse and points kept separately.

8. There will be no exhibition rides allowed in any class, in any age division, or at any show.

9. A minimum of two inch wide leather flap on a round or flat whip or bat may be used in the running events. the use of over-unders is prohibited. All use of bats and hand for encouraging speed in the game classes must be used behind the cinch. Any striking the horse with bat in front of the cinch will result in a no time. Exhibitor may use open hand in front of cinch.

10. Numbers must be clearly visible, if worn on the saddle pad then they must be placed on both sides.

11. There will be a 30 second time limit to enter the arena after your number is called for the final time and an additional 30 second time limit to start the game patten once the gate closes.

12. A safe run should be your top priority. Since the footing conditions in the arena may change suddenly it is your responsibility to watch for changes. If you are told there are adverse conditions in the arena you are expected to pay attention to the warning.

13. HORSES WILL NOT BE ALLOWED TO RUN THROUGH THE GATE, ANYONE DOING SO WILL BE DISQUALIFIED. The exit gate will remain closed until the horse is stopped. Horses must enter and exit the arena under control.

14. The announcer and secretary will control incoming horses.

15. The show committee is not responsible for raking around the barrels or poles. If you want it raked you are welcomed to do it but you must bring your own equipment.

16. The judge must judge the games. One designated timer, one back up, no averaging of times. Take the fastest time.

17. In all classes if your horse fall's you will not receive a placing or time. A fall would be considered when both knee's, shoulder, or hip of the horse touches the ground, or if the exhibitor falls off of the horse. The judge will have say as to a fall.

18. Boot's, wraps or bandages will be allowed in game classes.

19. A "No Time" will be given for breaking a pattern.

20. Contestants cannot touch poles or barrels with their hands in an effort to keep them up right, those doing so will be given a "No Time".

21. Gates will be open during breaks. There will be a 15-30 minute warm up before games division starts.

WALK-TROT EGG AND SPOON 10 AND UNDER --TIMED EVENT--

1. Spoons will have a strip of tape marking the handle: FINGERS AND THUMB MUST BE BEHIND THE TAPE.

2. Rider will place the egg on the spoon and holding the spoon behind the mark on the handle will walk and trot the pattern.

3. The Rider will enter the pattern going between two pylons or cones walk or trot down to the third pylon, cone or barrel going around and going back across the time line between the cones or pylons. SEE PATTERN IN BACK OF BOOK.

4. Dropped Egg results in a No Time. Cantering results in a No Time

5. Spoon must be held so that it is clearly visible to the judge.

EGG AND SPOON - TIMED EVENT (13 & UNDER, 14-21, 22-39, 40 & OVER)

1. Spoons will have a strip of tape marking the handle: FINGERS AND THUMB MUST BE BEHIND THE TAPE.

2. Rider will place the egg on the spoon and holding the spoon behind the mark on the handle will walk, trot or lope the pattern.

3. The Rider will enter the pattern going between two pylons or cones proceed down to the third pylon, cone or barrel going around it and going back across the time line between the cones or pylons. SEE PATTERN IN BACK OF BOOK.

4. Dropped Egg results in a no time.

5. Spoon must be held so that it is clearly visible to the judge.

WALK-TROT BARRELS 10 AND UNDER

1. Must be shown in proper equipment.

2. Walk and trot only. ANY LOPING WILL CAUSE A NO TIME, (A lope is defined as being one full stride). Contestants will receive a no time at the judge's discretion.

3. All rules same as other timed events.

4. When assisted by a handler a contestant will place after those riders who rode by themselves.

5. There will be a five second penalty for knocking over a barrel and a no time for breaking the pattern.

BARRELS

13 & Under, 14 - 21, 22 - 39, 40 & Over

1. Must be shown in proper equipment.

2. Clover leaf barrel pattern and can be run starting from either the right or left barrel.

3. Contestants cannot touch barrels with hands in a effort to keep them upright, those doing so will be given a no time.

6. There will be a 5 second penalty for knocking over a barrel and a no time for breaking the pattern.

WALK - TROT POLE BENDING 10 & UNDER

1. Must be shown proper equipment.

2. Can start the pattern from either the right or left side of the poles.

3. Walk and trot only. ANY LOPING WILL CAUSE A NO TIME, (A lope is defined as being one full stride). Contestants will receive a no time at the judge's discretion.

4. All rules same as other timed events.

5. When assisted by a handler a contestant will place after those riders who rode by themselves.

6. There will be a five second penalty for knocking over a pole and a no time for breaking the pattern

7. Broken pattern and no time will result if the body of the rider passes a pole.

POLE BENDING

13 & Under, 14 - 21, 22 - 39, 40 & Over

1. Must be shown in proper equipment.
2. Can start the pattern from either the right or left side of the poles.
3. Contestants cannot touch poles with hands in an effort to keep them upright, those doing so will be given a no time.
4. There will be a 5 second penalty for knocking over a pole and a no time for breaking the pattern.
5. Broken pattern and no time will result if the body of the rider passes a pole.

WALK-TROT KEYHOLE 10 & UNDER

1. Must be shown in proper equipment.
2. The keyhole pattern will consist of four poles set in a 4'x6' pattern, base to base.
 1. A NO TIME will be given for knocking over a pole, touching a pole in an effort to keep up right, or failing to follow the pattern.
 2. A NO TIME for turning in the lane.
 3. Judge must have a clear view of the poles.
 4. Walk Trot only. ANY LOPING WILL CAUSE A NO TIME, (A lope is defined as being one full stride.) Contestants will receive a no time at the judge's discretion.

KEYHOLE

13 & Under, 14 - 21, 22 - 39, 40 & Over

1. Must be shown in proper equipment.
2. The keyhole pattern will consist of four poles set in a 4' x 6' pattern, base to base.
3. A NO TIME will be given for knocking over a pole, touching a pole in an effort to keep up right, or failing to follow the pattern.
4. NO TIME for turning in the lane.
5. Judge must have a clear view of the poles.

FIGURE 8 RACE

13 & Under, 14 - 21, 22 - 39, 40 & Over

1. Must be shown in proper equipment.
2. Timed Event
3. Time will start when you cross the time line. You must do a Figure 8 around the poles.
4. No time will be given for knocking a pole over, or failing to follow the pattern.
5. See pattern in back of book.

FIGURE 8 SPAN



FIGURE 9 RACE

