

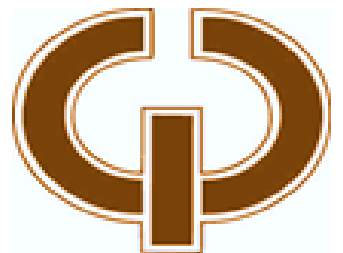


*The Los Angeles
Equestrian Center
Presents:*

The 2016 Rancho Community Horse Shows

Show Dates:	July	September	December
	2-3	17-18	17-18

Join us for a weekend of
fun, games, and relaxed competition.
Activities for our Rancho Community friends
with and without horses.



**THE
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**HORSE
SHOWS**



The Rancho Community Horse Shows are designed for horses and riders to have a relaxed time, a quality place to come ride, and give your horse show experience. Each show will be held in the show rings with experienced and knowledgeable staff and officials.

So, to all of our neighbors and fellow horsemen... come join us.

Get to know your fellow equestrians, make new friends, and give your horses a great experience.

In addition to the horse show, each event will include activities for everyone.

Saturday - July 2nd: Tack Exchange

Various Booths of New and Used Tack & Equipment

If you would like to be a Tack Exchange Vendor, please contact 818.840.9063

Food, Music, And Any Other Activities to be Announced

Saturday - September 17th: We've Gone To The Dogs

Dog Activities on the Cricket Field

Dog & Pet Adoptions... Agility... Costume Contest

Trick Class... Obedience Classes

Food, Music, And Any Other Activities to be Announced

Saturday - December 17th: Holiday Celebration

Holiday Festivities in the Equidome

Arts & Craft Fair... Vendors... Toy Drive... Santa... Pet Adoptions

Food, Music, And Any Other Activities to be Announced

Holiday Caroling at the Rein Café 4:00pm- 6:00pm

For More Information On Activities Contact:

Jill Behunin @ 310.987.1205

Mike Coon @ 818.406.1895

Carole Coon @ 818.530.6642

Rancho Community

Events Team

Equestrian Activities	Brenda Outwater 818.531.5397	Community Activities	Jill Behunin 310.987.1205
Equestrian Coordinator	Jim Kurtze	Community Coordinators	Mike & Carole Coon
Facility Coordinator	Benjamin Martinez	First Aid & Farrier	Bill Bennett
Cowboy Dressage	Jay Geisenheimer 818.469.5473		

Judges - July 2-3, 2016

Western Judge	Renee Baker	Dressage Judge	David Johstone
English Pleasure	Mike Nielsen	Trail Course Designer	Mike Nielsen
Cowboy Dressage	Lyn Ringrose Moe		

\$25 for Each Class

\$5 California Drug Fee *(Per Horse Mandatory)*

Stalls - \$25 Day - *If Needed*

NO OTHER FEES!!

For more information, please check the full prize list online at –

www.la-equestriancenter.com



Open during the horse shows
from 8:00 am until 5:00 pm.

Saturday Night Food & Music

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Class Specifications

Riders are not required to wear horse show attire. They must, however, wear riding boots and protective helmets with secured chin straps for junior riders and in any classes that require you to jump.

Showmanship classes are to be judged in hand. Only the exhibitor is to be judged, the horse is merely a prop to show the ability of the exhibitor. This class is to be judged strictly on the contestant's ability to fit and show in a halter class. The judge will post the pattern at least one hour prior to the start of the class.

In **Horsemanship** classes, emphasis will be placed on horse and rider working together. Execution and correct form of both horse and rider, while maintaining a pleasurable ride are the main criteria for this class. Riders must perform a pattern which will be posted by the judge at least one hour prior to the class. Failure to perform the pattern will not result in disqualification but will be scored accordingly. Rail work is optional at the discretion of the judge. Backing must be included in either the pattern of the lineup.

In all **Western Pleasure** classes, horses are to be shown at a flat footed four-beat walk; free moving easy riding two-beat jog, and three-beat lope both ways of the ring on a reasonably loose rein without undue restraint. Entries shall be penalized for being on the wrong lead. Special emphasis shall be placed on the walk. Horses may be asked to back at judge's discretion.

Trail Horses are required to work over and through obstacles. Riders will be permitted to inspect the course on foot during the judge's instructions prior to the start of the class. Tests which may be included are negotiating a gate, carrying objects from one part of the arena to another, over logs or simulated, crossing a bridge, backing through obstacles, sidepassing and performing over any reasonable conditions encountered on the trail. Course to include a minimum of 6 obstacles and maximum of 8 obstacles.

Equitation On The Flat Classes – To be shown at a walk, trot, and canter (where applicable) in the flat classes (no jumping). Riders will be judged on hands, seat, basic position and control of horse. .

Pleasure – To be shown at a walk, trot, and canter (where applicable). To be judged on manners and performance and the enjoyment of the ride.

Hunter Hack – To be judged as a pleasure class. Upon completion of the flat part of the class, riders will be asked to trot over two poles for the walk-trot and canter two cross rails (18") for walk-trot-canter.

Dressage - The object of dressage is the development of the horse into a happy athlete through harmonious education. As a result, it makes the horse calm, supple, loose and flexible, but also confident, attentive and keen, thus achieving perfect understanding with the rider.

Cowboy Dressage - Judges will be looking for a horse and rider combination that executes the tests in harmony and partnership. They will be looking for and rewarding the "soft feel" between rider and horse. Preparation, Execution, Release, and Relax will be the main criteria that judges will be scoring. Precision, Balance, Cadence, Carriage, Control, and Performance will be of substantial importance but Harmony, Soft Feel and Partnership is the goal of Cowboy Dressage® and will be scored accordingly. Any rider who hangs or bangs on a horse's mouth or rides with horse's head behind the vertical or with over flexion will be penalized.

Awards for 1st and Ribbons 1st thru 5th

Saturday Show

July 2nd

Dressage Classes - Equidome 8:30 am

700 – Intro Level, Test A (Walk, Trot)

702 – Intro Level, Test C (Walk, Trot, Canter)

704 – Training Level, Test 2

706 – First Level, Test 3

701 – Intro Level, Test B (Walk, Trot)

703 – Training Level, Test 1

705 – First Level, Test 1

707 – Freestyle Fun

If there are three or more entries in a section,
all Dressage Classes will be judged as three sections:

A-Open B-Amateur 18 & Over C-Junior 17 & Under Please enter class # with A, B, or C.



English Flat Classes - 8:30 am Large Oval

Saddle Seat Walk-Trot Division

17 & Under

300 – Pleasure 301 – Equitation

18 & Over

400 – Pleasure 401 – Equitation

Saddle Seat Walk-Trot-Canter Division

17 & Under

305 – Pleasure 306 – Equitation

18 & Over

405 – Pleasure 406 – Equitation



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Saturday Show July 2nd

Hunter Seat Walk-Trot Division

17 & Under

310 – Pleasure 311 – Equitation
312 - Hunter Hack (poles)

18 & Over

410 – Pleasure 411 – Equitation
412 - Hunter Hack (poles)

Hunter Seat Walk-Trot-Canter Division

17 & Under

315 – Pleasure 316 – Equitation
317 - Hunter Hack (Two Cross Rails)

18 & Over

415 – Pleasure 416 – Equitation
417 - Hunter Hack (Two Cross Rails)



GAMES, LET'S PLAY!

Barrel Racing:

600 - @ The Trot

Pole Bending:

605 - @ The Trot

Keyhole Race:

610 - @ The Trot

Ride-A - Buck:

615 - @ The Walk, Trot

620 - Egg & Spoon Class

2:00 pm Large Oval

601 - @ The Canter

606 - @ The Canter

611 - @ The Canter

616 - @ All Commands

625 - Cup Relay Races

Rules are attached.

They will also be available at the horse show.



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Saturday Show

July 2nd

Western Classes- 8:00 am East Ring



Trail Classes

500 – Schooling 501 – Open 502 – Green 503 – Walk-Jog
504 – Youth, 17 & Under 505 – Amateur, 18 & Over

Showmanship Classes

510 – Youth, 17 & Under
511 – Amateur, 18 & Over

Horsemanship Classes

515 – Walk-Jog 516 – Youth, 17 & Under
517 – Amateur, 18 & Over

Western Pleasure Classes

520 – Jr. Horse 521 – Sr. Horse
522 – Open 523 – Walk-Jog
524 – Youth, 17 & Under 525 – Amateur, 18 & Over

Reining Classes

530 – Open 531 – Green
532 – Youth, 17 & Under
533 – Amateur, 18 & Over

Working Ranch Horse Classes

535 – Open
536 – Youth, 17 & Under 537 – Amateur, 18 & Over



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Sunday Show July 3rd

**COWBOY DRESSAGE – EQUIDOME
CLINIC - 8:00am (\$150 Per Person)**

Followed by:

COWBOY DRESSAGE CLASSES

705 - Walk, Jog Challenge Test 1

706 - Walk, Jog Challenge Test 2

707 - Walk, Jog Challenge Test 3

708 – Walk, Jog, Lope Challenge, Test 1

For More Information on Cowboy Dressage, Contact: Jay Geisenheimer at 818.469.5473



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**HORSE
SHOWS**

Cowboy Dressage Tests

Cowboy Dressage™ Challenge Walk, Jog Test 1

1. A 8 Enter Working Walk. Stop in the Box. Salute. Walk out and proceed Working Jog.
2. C Turn Left.
3. Q 10 M Circle Left Working Walk. (through Cones and Ground Poles)
4. Q Working Jog. Continue to E.
5. E 20 M Circle Left Free Jog. (Ground Poles on your Left) Continue to K.
6. K A Working Jog. Working Walk.
7. P-8-S Change direction Free Walk over Ground Poles.
8. S H Working Walk. Working Jog.
9. Y 10 M Circle Right Working Walk (through Cones and Ground Poles)
10. Y Working Jog. Continue to B.
11. B 20 M Circle Right Free Jog. (Ground Poles on your Right) Continue to P.
12. P A 8 Working Jog. Turn down Centerline. Stop in the Box. Salute.

Cowboy Dressage™ Challenge Walk, Jog Test 2

1. A 8 Enter Working Jog. Stop in the Box. Salute. Walk out and proceed Working Jog.
2. C Turn Right.
3. M 10 M Circle Right Working Walk. (through Cones and Ground Poles)
4. M Working Jog. Continue to B.
5. B 10 M Circle Right Working Jog through the Box. 6. B 20 M Circle Right Free Jog. (Ground Poles on your right) Continue to F.
7. F J Working Jog. Working Walk.
8. V-8-R Change direction Free Walk over Ground Poles.
9. R M Working Walk. Working Jog. Continue to H.
10. H 10 M Circle Left Working Walk. (through Cones and Ground Poles)
11. H Working Jog. Continue to E.
12. E 10 M Circle Left Working Jog through the Box.
13. E 20 M Circle Left Free Jog. (Ground Poles on your Left) Continue to K.
14. K A Working Jog. Turn down centerline through the Box.
15. Between G&C Stop. Back through Cones. Stop. Salute

Cowboy Dressage™ Challenge Walk, Jog Test 3

1. A 8 Push away gate – left or right hand. Hang up rope (do not close). Enter Working Jog. Stop in the Box. Salute. Walk out and proceed Working Jog.
2. C Turn Left.
3. H 10 M Circle Left Working Jog. (through Cones and Poles)
4. H Stop. Back through Cones to Q. Proceed Free Jog.
5. S 20 M Circle Left Free Jog through the Box. Continue to E.
6. E 10 M Circle Left Working Jog through the Box. Continue to V.
7. V Stop. Half Turn on Forehand Left.
8. V-8-S Free Walk Broken Arrow over Poles and through the Box.
9. S C Working Walk. Working Jog.
10. M 10 M Circle Right Working Jog. (through Cones and Poles)
11. M Stop. Back through Cones to Y. Proceed Free Jog.
12. R 20 M Circle Right Free Jog through the Box. Continue to B.
13. B 10 M Circle Right Working Jog through the Box. Continue to P.
14. P Stop. Half Turn on Forehand Right.
15. P-8-V Free Walk Broken Arrow over Poles and through the Box.
16. V A Working Jog. Turn down Centerline continue through the Box. 17. Betw G&C Stop. Back through cones. Stop. Salute.

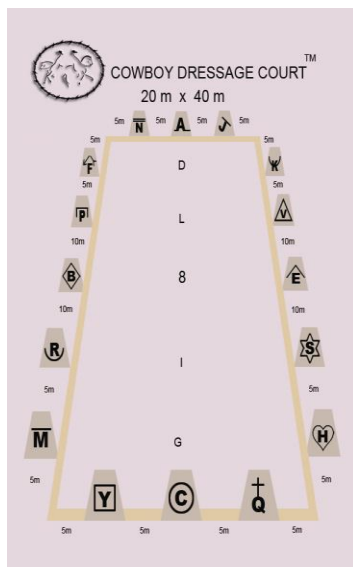
Cowboy Dressage Tests

Cowboy Dressage™ Challenge Walk, Jog, Lope Test 1

1. A Push away gate – left or right hand. Hang up rope (do not close). Enter Working Jog through the Box.
2. Betw G&C C Stop. Salute. Back through Cones. Turn Left Working Jog.
3. Q 10 M Circle Left Working Jog through Cones and Ground Poles.
4. H Stop. Back through Cones to Q.
5. Betw Q&H E Working Lope Left Lead. 20 M Circle Left Working Lope. Ground Poles on your Left.
6. E E 10 M Circle Left Working Jog through the Box. Free Jog. Continue to N.

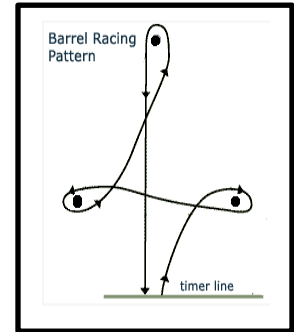
7. N P-8 Working Walk. Change direction over Ground Poles.
8. 8 Circle Right inside the Box. Proceed Free Walk over Ground Poles to S.
9. S Y Working Jog. Turn Right down Quarter Line over Ground Poles. Before Middle Line: Stop
10. Before Middle Line: Half Turn on Forehand Left to Full Turn on Haunches Right.
11. Proceed Free Walk over Ground Poles.
12. Y Q Turn Left Working Jog. Turn Left down Quarter Line over Ground Poles. Before Middle Line: Stop

13. Before Middle Line: Half Turn on Forehand Right to Full Turn on Haunches Left.
14. Proceed Free Walk over Ground Poles.
15. Q Y Turn Right Working Jog. 10 M Circle Right Working Jog through Cones and Ground Poles.
16. M Stop. Back through Cones to Y.
17. Betw Y&M B Working Lope Right Lead. 20 M Circle Right Working Lope (Ground Poles on your Right).
18. B 10 M Circle Right Working Jog through the Box. Continue to A.
19. A 8 Turn Right down Center Line Working Walk. Circle Left inside the Box. Proceed Working Jog to G.
20. G Stop. Salute.



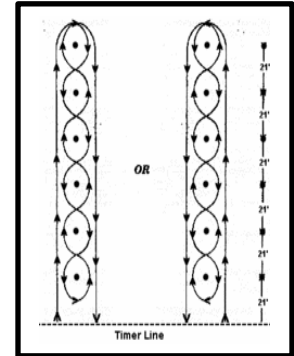
Barrel Racing

This is an event in which a horse and rider attempt to complete a cloverleaf pattern around barrels in the fastest time. It combines the horse's athletic ability and the horsemanship skills of a rider in order to safely and successfully maneuver a horse in a pattern around three barrels placed in a triangle in the center of an arena.



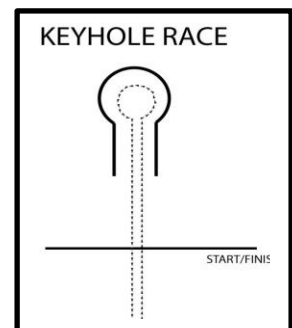
Pole Bending

This is a timed event that features a [horse](#) and one mounted rider, running a weaving or serpentine path around six poles arranged in a line. The pole bending pattern is to be run around six poles. Each pole is to be 21 feet apart, and the first pole is to be 21 feet from the starting line. Poles shall be set on top of the ground, six feet in height, with no base more than 14 inches diameter.



Keyhole Race

The pattern is usually marked with white powder in a "keyhole" shape. The event begins when the horse and rider cross the timing line. The horse/rider enters the keyhole then turns in either direction inside the keyhole's circle without stepping over the chalk. The horse and the rider turns as fast as they can in the bulb. They then exit the keyhole and the time ends once they cross the timing line. Depending on which class is entered, this will be done at the trot or canter.



Ride-A-Buck - Riders mount up bareback with a dollar bill tucked underneath their thigh, and the last one with the money still in place wins.

Egg and Spoon Class – This is a traditional egg and spoon class in which participants ride on the rail at a walk, trot, and canter. The gaits and any other instructions are called by the judge. The last rider with an unbroken egg on their spoon is the winner.

Cup Race – This is a two person relay race. One person starts with six plastic cups and they have to place each one on the bending poles. The other rider waits at the opposite end of the poles and once the cups are placed, they have to pick them all up and return to the starting line. The team with the fastest time wins.

EMPHASIS IS ON FUN!!!