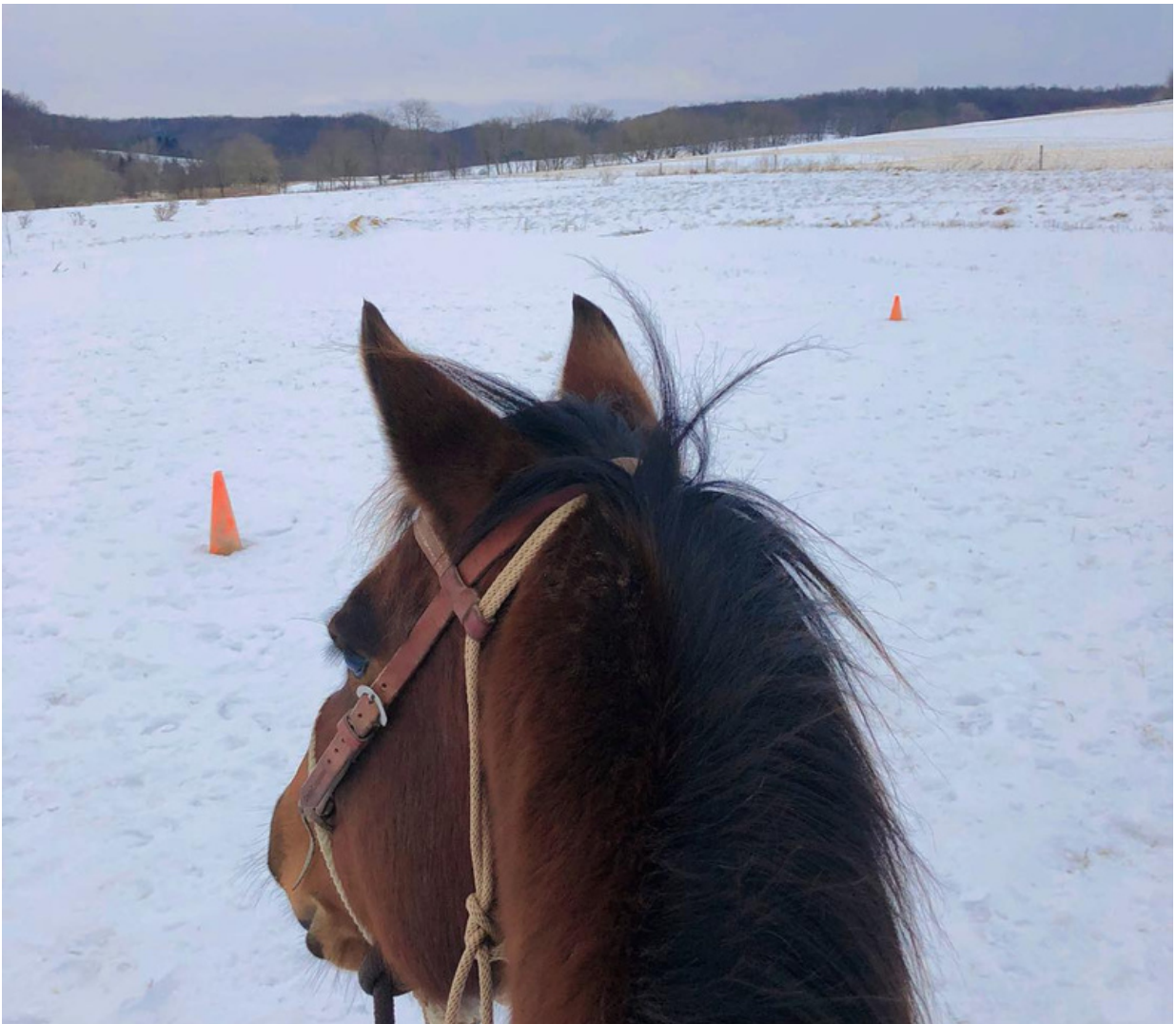


2024 Gritty Rider Winter Challenge Virtual Horse Show

Judged By: Chevy Allen
Videos Due March 10th by 11:59 PM
Results Posted March 17th



General Guidelines:

Eligibility: This virtual horse show is for members of the 2024 Get Gritty Winter Horsemanship Challenge.

Video Requirements: Please record in the landscape position. Videos should be recorded with sound on, and submitted with their original audio. Film from whatever location works best based on the size/setup of your arena.

Video Entries are to be Posted in the 2024 Get Gritty Winter Horsemanship Challenge Facebook Group. All Entries will be judged, and will receive a scorecard with comments.

Attire: This is a fun show. Show clothes are not required, however, all attire should be neat, clean, and appropriate for the class entered.

Tack and Equipment: Should be clean, in good working order.

Sportsmanlike Conduct & Animal Welfare: All exhibitors must practice sportsmanlike conduct and treat horses in a manner that is kind, respectful, and compassionate. Any conduct officials deem unsportsmanlike or abusive to people or animals may result in disqualification.

Participate At Your Own Risk: Exhibitors participate at their own risk, understanding the potential risks associated with equine activities. By entering, each participant who engages in an equine activity expressly assumes the risks of engaging in and legal responsibility for injury, loss, or damage to person(s) or property resulting from the risk of equine activities. By entering, exhibitors agree to release and hold harmless Siobhan "Chevy" Allen dba Get Gritty with Chevy and event sponsors/affiliates from any and all liability(ies).

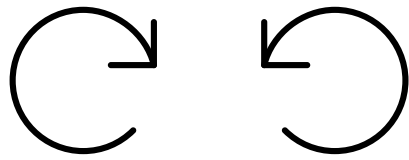
Patterns Key:

Walk

Jog/Trot — — —

Canter/Lope —————

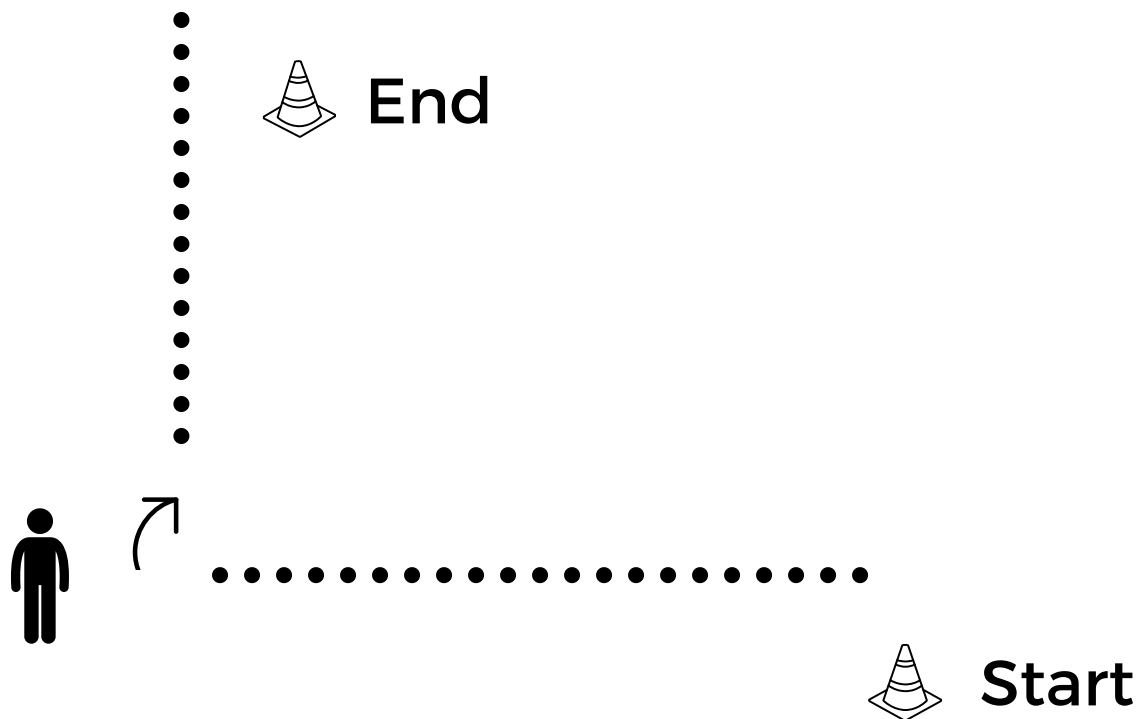
Turn on Haunches/Forehand



Back /
 /

Side Pass 〰

Class 1. Walk Groundwork



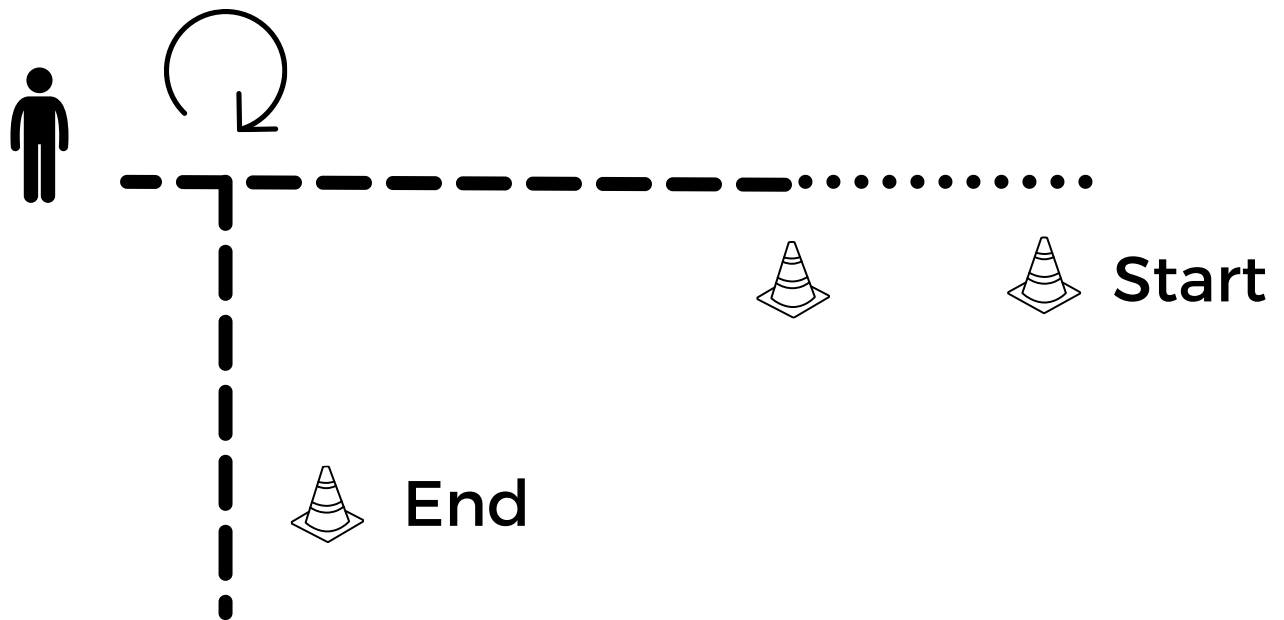
-Begin with horse set up at the Start cone. Walk to the "Judge".

-Halt before the "Judge", and set up for inspection. For inspection, the "Judge" should circle the horse once counter clockwise. If a "Judge" is not available, that's OK. Handler should show that can switch to the off side, and then return to the near side.

-After inspection, perform a 90 degree pivot on the hindquarters to the right.

-Transition to a walk, and walk past the End cone. Once you have passed the End cone, the pattern is complete.

Class 2. Walk/Trot Groundwork



-Begin with horse set up at the Start cone. Walk to the 2nd cone.

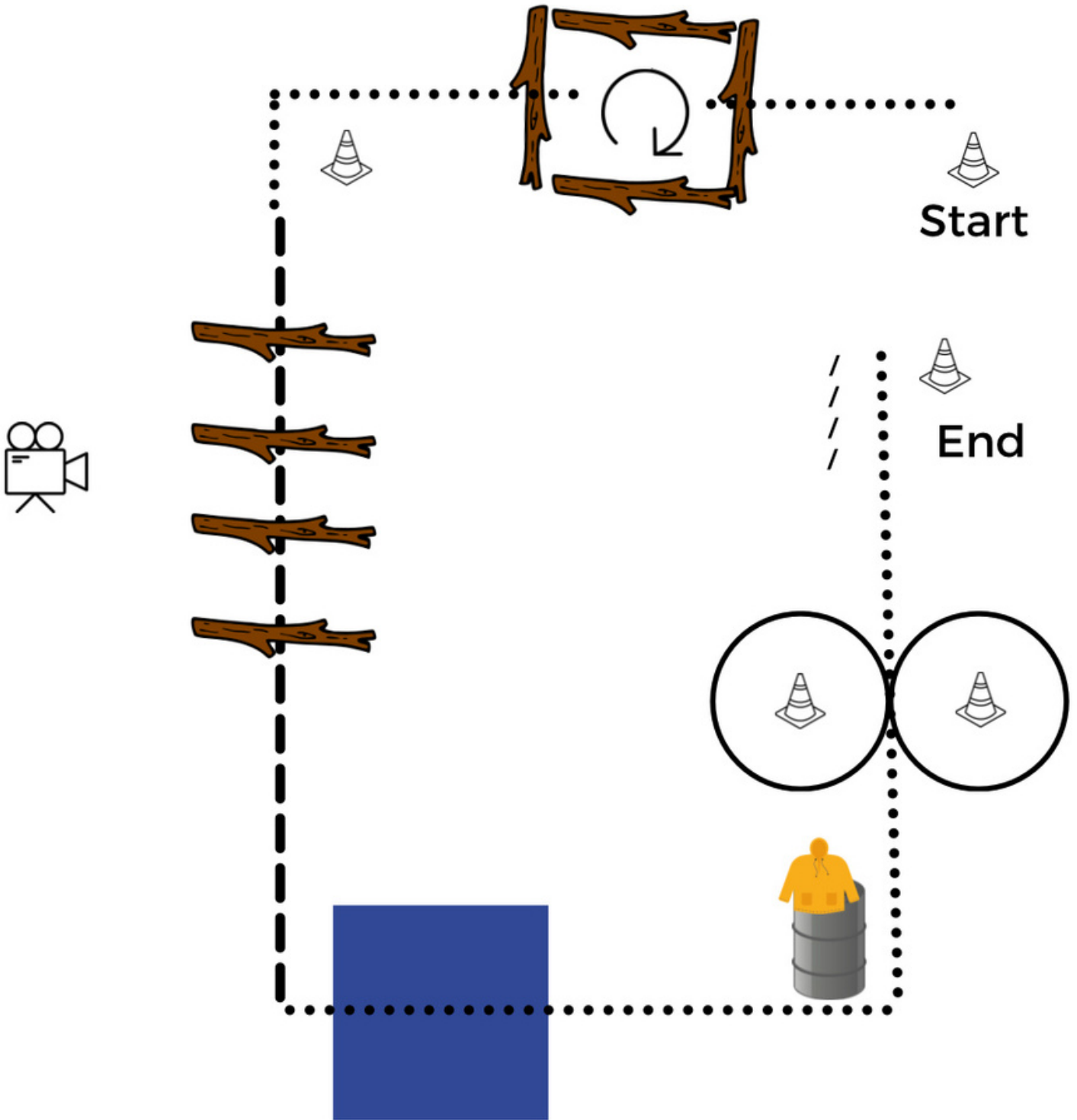
-At the 2nd cone, transition to a trot. Trot to the "Judge".

-Halt before the "Judge", and set up for inspection. For inspection, the "Judge" should circle the horse once counter clockwise. If a "Judge" is not available, that's OK. Handler should show that can switch to the off side, and then return to the near side.

-After inspection, perform a 275 degree pivot on the hindquarters to the right.

-Transition to a trot, and trot past the End cone. Once you have passed the End cone, the pattern is complete.

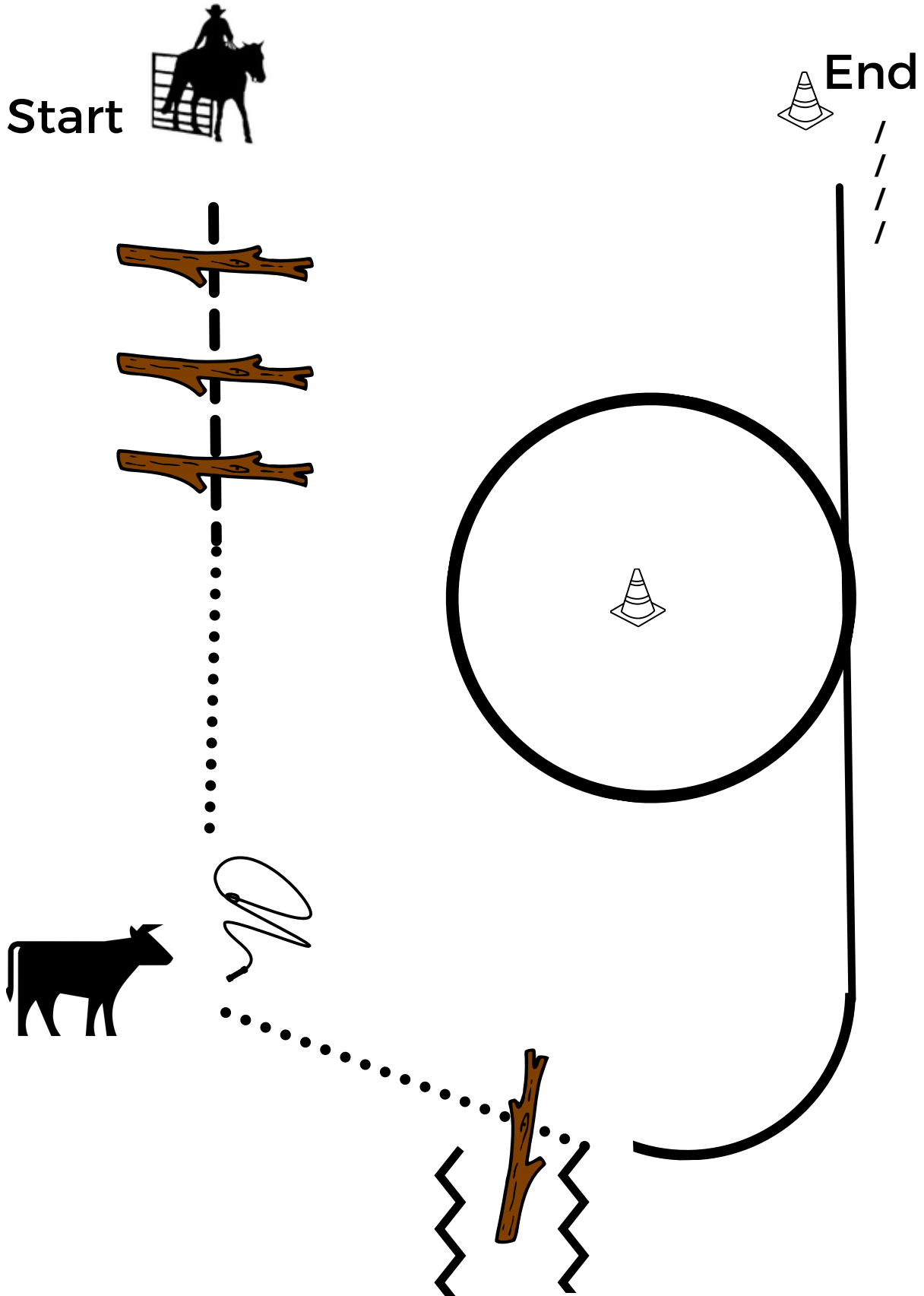
Class 3. In Hand Trail



In Hand Trail Instructions:

- Start from a standstill at the 1st Cone
- Walk to into the box. Once in the box, perform a 360 degree turn to the right. Walk out of the box and around the 2nd cone.
- Once past the 2nd cone, transition to a trot. Trot over the 4 ground poles.
- Once over the poles, transition to a walk. Turn left and walk over the tarp.
- Walk to the slick. Stop your horse, pick up the slicker, and lay it over the horse's back. Return the slick to the barrel.
- Walk to the figure eight cones. Send your horse around the cones in a figure eight. (Either direction first is fine, and exhibitor's choice to walk or trot.
- After the figure 8, walk your horse to the end cone. Stop and back 1 horse length. Hesitate to demonstrate completion of pattern.

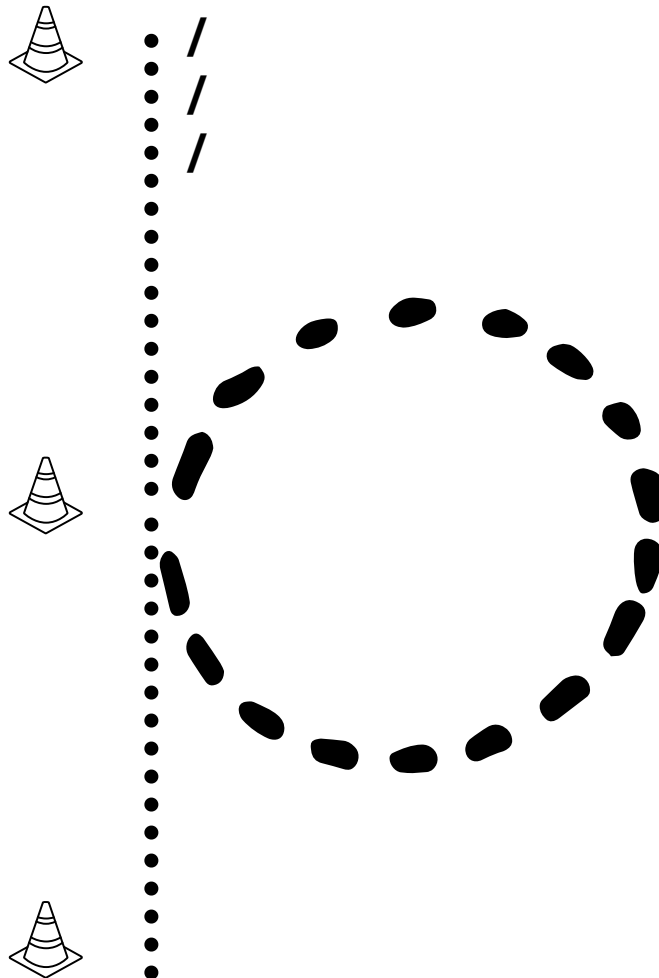
Class 4. Ridden Trail



Ridden Trail Instructions:

- Start at the gate. Open and close the gate.
- Trot to and over the first 3 trot poles. Transition to a walk.
- Walk to the roping dummy. Stop and rope the dummy.
- Walk to the pole. Stop with the pole under your horse. Sidepass right off the pole, then sidepass left back to the center of the pole. Walk over the pole.
- Pick up a left lead lope, and turn to lope down the arena. Lope a circle to the left around the cone, then after the circle, continue loping in a straight line to the End cone.
- Stop at the cone, then back 4 steps.

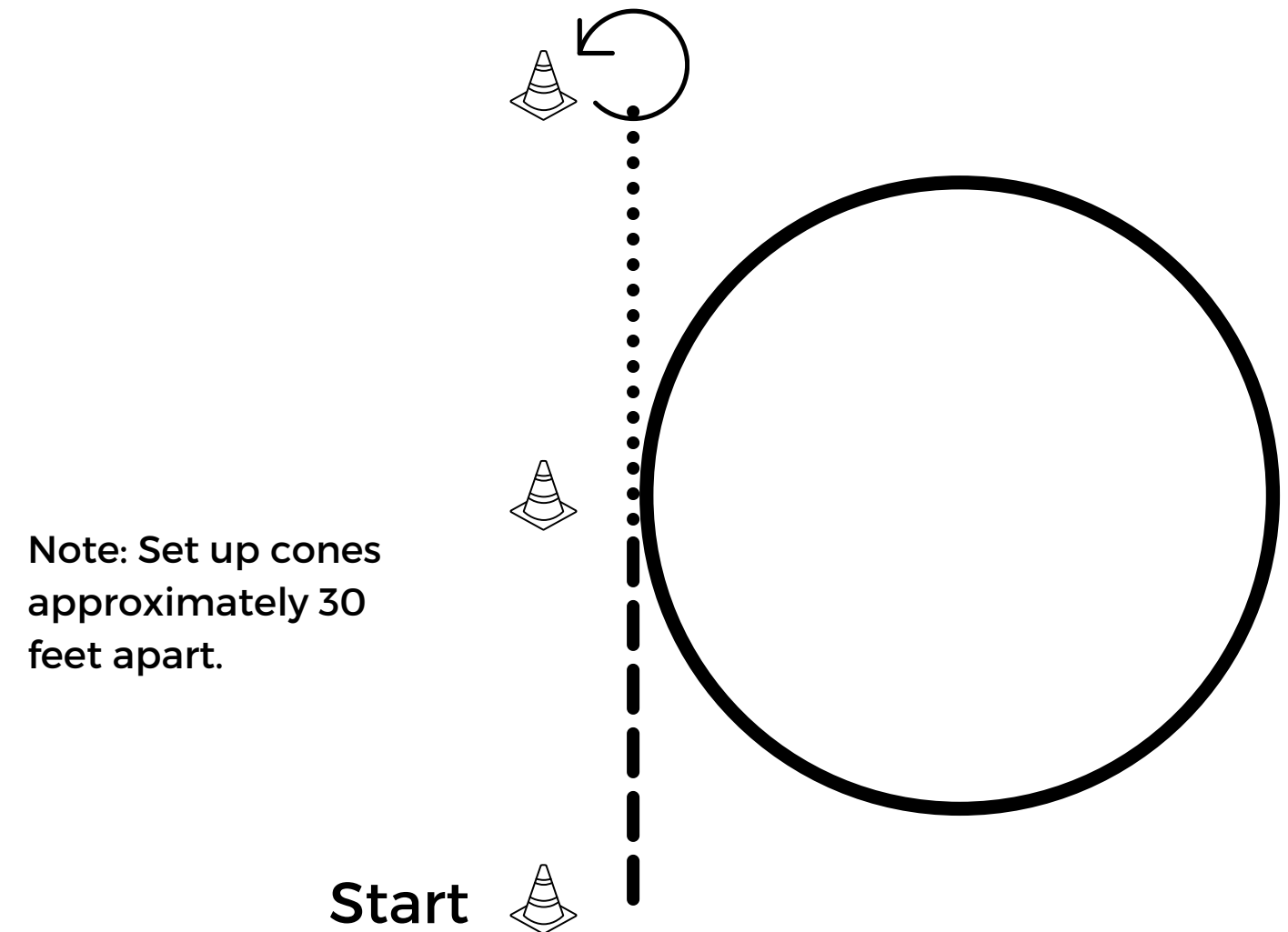
Class 5: Walk Trot Pattern



Note: Set up cones approximately 30 feet apart.

- Start from a standstill at the 1st Cone
- Walk to 2nd cone.
- At 2nd cone, transition to a trot. Trot a circle to the right.
- When back at the 2nd cone, transition to a walk. Walk to the 3rd cone.
- At the 3rd cone, halt, then back approximately 1 horse length.

Class 6: Walk-Trot-Canter Pattern



Note: Set up cones approximately 30 feet apart.

- Start from a halt at the 1st cone. From a halt, transition to a jog to the 2nd cone.
- At the 2nd cone, transition to right lead lope, and lope a large right circle.
- When back at the 2nd cone, transition to a walk. Walk to the 3rd cone.
- At the 3rd cone, halt. Perform a 360 degree turn on the forehand to the left. Hesitate to demonstrate completion of pattern.

Class 7:

WDAA Test of your choice

Pick a 2022 WDAA Test of your choice from
<https://www.westerndressageassociation.org/wdaa-tests>

Indicate which test you are riding on your entry

Class 8:

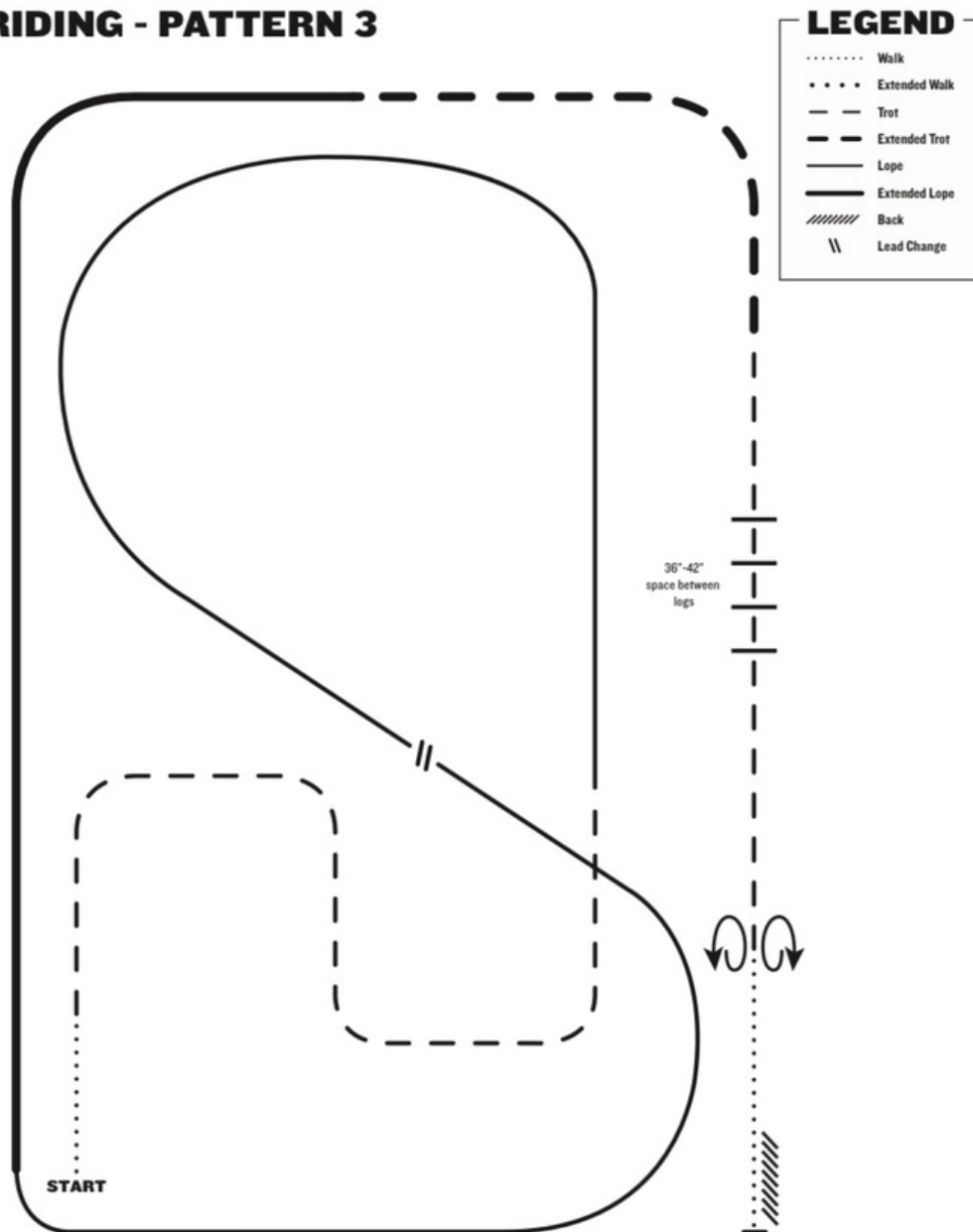
Dressage Test of Choice

Traditional Dressage Test of your choice.

Indicate which test you are riding on your entry, please provide a link or copy of the test.

Class 9: AQHA Ranch Riding Pattern 3

RANCH RIDING - PATTERN 3



- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Class 10:

Jumping Course of Your Choice

Design a 3-5 jump course of your choosing, considering you and your horse's comfort level and abilities. Safety first!

This class will be judged hunter style, on the rider's equitation and the horse's willingness and ability to calmly and confidently navigate the course.

Helmets required.