

SPECTATOR'S GUIDE: What You Might Hear At a Horse Show



HORSE INFORMATION

- ❖ **GENDER:** A horse's gender will be categorized as 1 of 3; mare, stallion, or gelding.
 - Mare – adult female horse
 - Stallion – adult male horse, still intact for breeding purposes
 - Gelding – adult male horse that has been castrated

- ❖ **COLOR:** the following are the most common variations of color in hunter/jumper competitions
 - Bay - reddish-brown body color with a black mane, tail, ear edges, and lower legs.
 - Chestnut - reddish-to-brown coat with a mane and tail the same or lighter in color than the coat.
 - Gray - progressive silvering of the colored hairs of the coat. Most gray horses have black skin and dark eyes.
 - Black - entire hair coat is black. Black is a relatively uncommon coat color.

- ❖ **COMMON BREEDS at Hunter/Jumper Competitions:** Welsh Pony, Oldenburg, Thoroughbred, American Warmblood, Dutch Warmblood, Hanoverian, Holsteiner, Quarter Horse

- ❖ **AGE:** Show age is commonly between 5 and 20 years
- ❖ **GAIT:** various ways in which a horse can move, either naturally or as a result of specialized training by humans (SLOWEST TO FASTEST)
 - WALK** - four-beat gait horse's legs follow this sequence: left hind leg, left front leg, right hind leg, right front leg, in a regular 1-2-3-4 beat
 - TROT** - two-beat gait that has a wide variation in possible speeds in this gait, the horse moves its legs in unison in diagonal pairs
 - CANTER** - controlled, three-beat gait that usually is a bit faster than the average trot, but slower than the gallop
 - GALLOP** - very much like the canter, except that it is faster, more ground-covering, and the three-beat canter changes to a four-beat gait

- ❖ **TACK** – the gear associated with the horse, including all items it “wears” in order to be ridden
- ❖ **GROOM** – person who is responsible for some or all aspects of the management of horses and/or the care of the stables themselves
- ❖ **TRAINER** – individual whose profession is to train and prepare both rider and horse for participating in competition

EQUIPMENT/TACK

- ❖ **SADDLE** - seats for the rider, fastened to the horse's back
- ❖ **STIRRUPS** - supports for the rider's feet that hang down on either side of the saddle
- ❖ **SPURS** - metal tool designed to be worn in pairs on the heels of riding boots for the purpose of directing a horse to move forward or laterally while riding
- ❖ **MARTINGALE** - piece of equipment that keeps a horse from raising its head too high safety measure to keep the horse from tossing its head high or hard enough to smack its rider in the face.^[16]
- ❖ **GIRTH** - wide strap that goes around the horse at a point about four inches behind the forelegs
- ❖ **BRIDLE** - have a *bit* attached to *reins* and are used for riding and driving horses

- ❖ REINS - consist of leather straps or rope attached to the outer ends of a *bit* and extend to the rider's or driver's hands. Reins are the means by which a horse rider or driver communicates directional commands to the horse's head
- ❖ BITS - device placed in a horse's mouth, kept on a horse's head by means of a headstall. There are many types, each useful for specific types of riding and training.
- ❖ CROP - short type of whip without a lash
- ❖ HALTER - consists of a noseband and headstall that buckles around the horse's head and allows the horse to be led or tied.
- ❖ BELL BOOTS - usually made of rubber worn to prevent overreaching (when the horse "grabs" his front heels with the toes of his back feet, resulting in injury)

COURSE TERMINOLOGY

- ❖ STANDARDS – the two vertical beams on either side of a jump that holds the horizontal poles (rails) in them. In jumper classes you will see brightly colored standards, decorated to advertise sponsors. In hunter classes, standards are designed to simulate natural materials (trees, logs, etc)
- ❖ RAILS – wooden poles or planks that go across the jumps and designate the height
- ❖ VERTICAL – consists of poles or planks placed one directly above another with no spread, or width, to jump
- ❖ OXER - two verticals close together, to make the jump wider, also called a spread
- ❖ COMBINATION - usually two or three jumps in a row, with no more than two strides between each; often regarded as the more difficult parts of a course
- ❖ DISTANCE – references the exact place where a horse's legs lift from the ground to go over a jump.
- ❖ WALKING THE COURSE – (only done for jumper classes) the rider and trainer travel the course on foot, before the start of the class. They will develop a plan of how to ride the course, specifically by physically counting how many strides are between jumps
- ❖ TRIP - rider's round going around the course with their horse
- ❖ SCHOOLING – warm-up that the rider and horse complete before competing. Will take place in a designated schooling area; practicing jumps and moving at different speeds
- ❖ FOOTING – material mixture used in a show arena. Designed to be comfortable and safe for a horse to walk and jump in, as well
- ❖ SAFETY CUPS - one that breaks away into two parts or drops when the rail is hit hard

❖ JUMP HEIGHTS

.75 Meter – 2 FEET 5.5 INCHES

.85 Meter – 2 FEET 9.5 INCHES

.95 Meter – 3 FEET 1.4 INCHES

1.00 Meter – 3 FEET 3.3 INCHES

1.05 Meter – 3 FEET 5.3 INCHES

1.10 Meter – 3 FEET 7.3 INCHES

1.15 Meter – 3 FEET 9.3 INCHES

1.20 Meter - 3 FEET 11.2 INCHES

1.25 Meter – 4 FEET 1.2 INCHES

1.30 Meter – 4 FEET 3.2 INCHES

1.35 Meter – 4 FEET 5.1 INCHES

1.40 Meter – 4 FEET 7.1 INCHES

1.45 Meter – 4 FEET 9.1 INCHES

1.50 Meter – 4 FEET 11 INCHES



CLASS DESCRIPTIONS/TERMINOLOGY

- ❖ HUNTER – branch of competition that is judged upon the horse’s performance and soundness; consists of several over fence classes and an under saddle.
- ❖ OVER FENCES – each competitor shows one at a time, over a series of jumps; 8-12 obstacles
- ❖ UNDER SADDLE/FLAT CLASS – all competitors of the designated class enter the show ring at one time; gaits are tested. All competitors line up at the completion of the class and placings are announced
- ❖ MODEL - A hunter class during which the horse is shown in hand and judged on conformation and correctness of movement at the walk and trot.
- ❖ EQUITATION – classes judges upon the rider’s ability and form; consists of over fences and a flat
- ❖ JUMPER – branch of competition in which the competitor is judged upon speed and time faults; objective is to complete the course in the time allowed, with the least amount of faults.
- ❖ ORDER OF GO – set order in which riders are to enter the ring to complete the course
- ❖ FAULTS – knocking down of a rail or a refusal
- ❖ REFUSAL – when the horse stops before or veers to the side of an obstacle
- ❖ TIME ALLOWED – amount of time allotted to complete the course. If this amount is exceeded, then time faults are added to the horse’s score
- ❖ JUMP OFF – when two horses are tied for first place, they will compete against one another for a timed jump off. The winner is the one with the fastest time and least faults
- ❖ OFF-COURSE – deemed when the horse deviates away from the course posted
- ❖ CLEAR ROUND – where the course is completed within the allotted with no faults
- ❖ MEDAL – most often held as a single jumping round with additional tests worked in to the course
- ❖ CLASSIC – usually consists of two rounds. The first course is usually a bit longer than the second course and the participants are given a score out of 100. The top 10-12 are called back to compete in the second round, which consists of the usual 8 fences. Riders are given a second, and the pair with the highest combined score places 1st
- ❖ GRAND PRIX – highest level of show jumping. A course of 10 to 16 obstacles, with heights up to 1.6 meters
- ❖ NATIONAL HUNTER DERBY – 2 round classic. Obstacles are reminiscent of the hunt field and must offer a variety of appearances. The Handy Hunter Round should simulate riding over the hunt country. Fences are set at 3', with four high-option fences set at 3'5".
- ❖ JUNIOR – rider 18 and under
- ❖ AMATEUR – is no longer a junior but receives no monetary compensation for riding
- ❖ PROFESSIONAL – a rider that is no longer a junior and does receive
- ❖ AMATEUR OWNER – divisions that are for adult riders of non-professional status, competing with horses owned by themselves or immediate family
- ❖ CONFORMATION - Judged on a horse’s bone structure and body proportions (physical build), based on quality, substance and soundness.
- ❖ GREEN - An inexperienced or young horse. A green hunter is in its first or second year of showing over obstacles of 3'6" or higher. A pre-green hunter is a horse in its first year or second year of showing over courses 3' and 3'3".



TYPES OF HORSE SHOWS AT FOX LEA:

- *HUNTER/JUMPER NATIONAL RATING**
- *HUNTER/JUMPER REGION I “B” RATING**
- *QUARTER HORSES**
- *APPALOOSAS**
- *DRESSAGE**
- *HUNTER/JUMPER OPEN OR SCHOOLING SHOW SERIES**

VISITING FOX LEA

SHOW HOURS – will range according to the show that is taking place. Earliest start times are usually 8:00 am and the day will end according to number of participants in the classes on the show schedule

COST OF ADMISSION: \$5.00 per spectator; please pay and receive armband in the show office. (At our larger events, for convenience, admissions will be collected at the entrance of the show grounds)

PARKING: Free with admission. Parking is located along the outer side of the fence line. Please be aware of signs notating no vehicles past this point, for the safety of our horses and riders

CLOTHING: We recommend comfortable walking shoes and weather related attire. All of our roads and pathways are dirt or grass, due to the safety of the horses. Prepare for weather of the season with either sunblock, hats, rain coats, etc.

VENDORS: Located on the showgrounds, most of our vendors not only sell equestrian related products, but also many other items. We have had vendors who sell jewelry, artwork, photography, clothing (equestrian and non-equestrian), food, and much more. Feel free to visit their set ups and shop while at the show.

CONCESSIONS: During all Fox Lea Events, the Fox Lea Café is open during show hours for food and beverages. We serve a wide variety of food, to appeal to everyone's taste. During our Winter Quarter Horse Circuit & the NEW Venice Equestrian Tour Circuit, we will have the well-known "Sweet Shop" Food Vendor on-site as well.

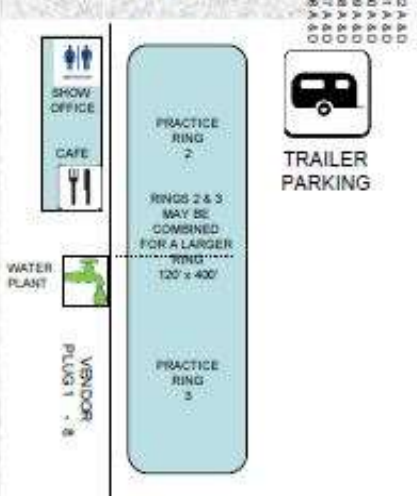
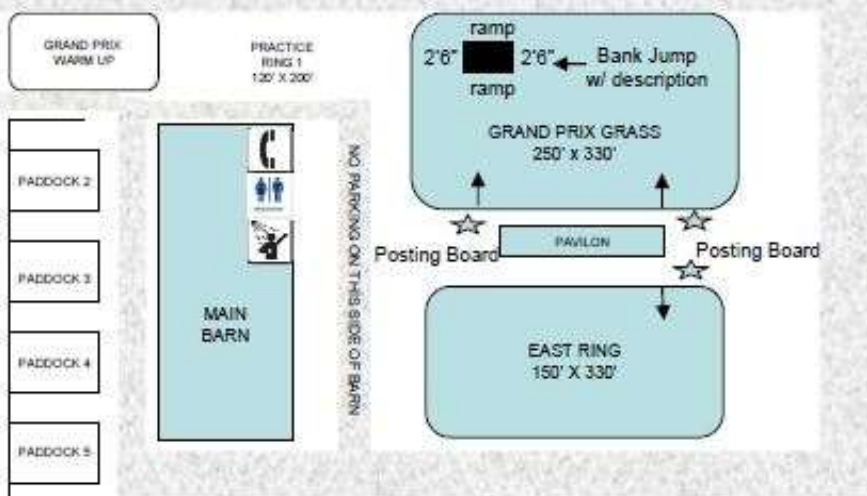
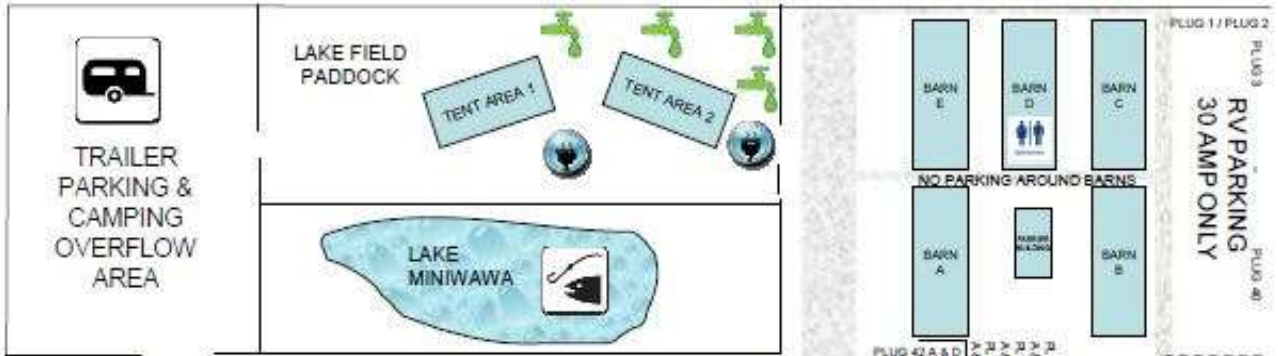
SEATING: The facility offers grand stand bleacher seating, picnic tables situated on the outside of the show rings, and a covered pavilion (table and chair seating available). We encourage spectators to bring lawn chairs if possible; seating for the premier classes tend to fill up quickly.

DIRECTIONS: PHYSICAL ADDRESS – 800 NORTH AUBURN ROAD VENICE, FL 34292

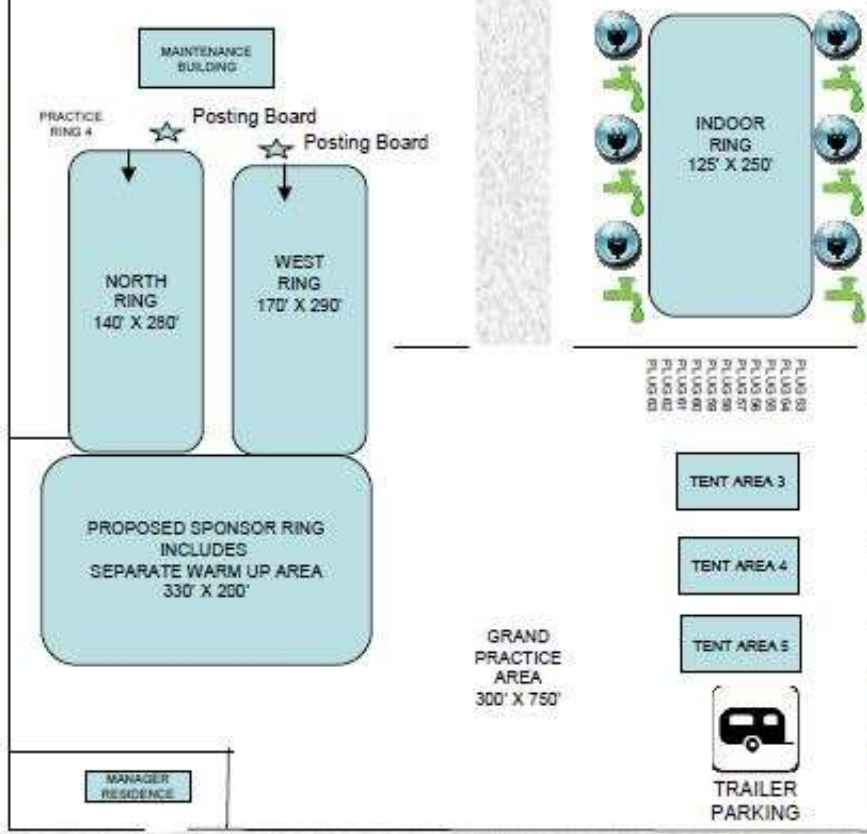
From North: South I-75, Exit 193
(Jacaranda Blvd.),
Second Light take right on East
Venice Avenue,
Travel 1.25 miles take right at light
on North Auburn,
Travel 1.25 miles take right on Fox
Lea Drive

From South: North I-75, Exit 193
(Jacaranda Blvd.),
Second Light take right on East
Venice Avenue,
Travel 1.25 miles take right at light
on North Auburn,
Travel 1.25 miles take right on Fox
Lea Drive

FACILITY MAP



FOX LEA DRIVE



- = TRAILER PARKING
- = BATHROOMS
- = SHOWERS
- = TEMPORARY STALL WATER SUPPLY
- = TEMPORARY STALL ELECTRIC OUTLETS
- = FREE PHONE LOCAL OR 911 CALLS ONLY
- = ALL DOGS ON A LEASH AT ALL TIMES
- = GUESTS MAY FISH LAKE. NEED FRESH WATER FISHING LICENSE. ALL CHILDREN MUST BE ACCOMPANIED BY AN ADULT. ALLIGATORS MAY BE PRESENT.
- LOCAL HOSPITAL: VENICE REGIONAL MEDICAL CENTER
- DIRECTIONS: SOUTH ON AUBURN RD. TURN RT ON E. VENICE AVENUE. GO THROUGH 41 INTERSECTION. OVER BRIDGE INTO ISLAND OF VENICE. TURN LFT ON BUSINESS 41. HOSPITAL APPROX. .6 MILES ON RT.

NORTH AUBURN ROAD