

KURBIE Class List and Class Descriptions

In-Hand Showmanship	Unmounted. Lead your horse through a short pattern around cones with a halter and leadline or lead shank.
Costume (In-Hand or Mounted)	Unmounted. Dress up yourself and your horse friend in a fun costume along the theme of the show. You will show your costume to the judge by walking your horse on a halter and leadline or mounted through a short pattern to demonstrate how your costume looks standing still and in motion!
In-Hand Obstacle Trail	Unmounted. Lead your horse through an obstacle course with a halter and leadline. Follow the numbers to complete each obstacle in the correct order.
USDF Dressage Intro Test A, Test B, or Test C (2023 tests)	Mounted. Walk/Trot (A or B) and Walk/Trot/Canter (C) dressage tests. For independent riders only. Ride a pattern in the dressage arena following the USDF Introductory Level Test A, Test B, or Test C test sheets. Will follow USDF/USEF rules for legal and illegal equipment.
WDAA Western Dressage Intro Test 1, Test 2, Test 3, or Test 4 (2022 tests)	Mounted. Walk/Trot dressage tests. For independent riders only. Ride a pattern in the dressage arena following the WDAA Introductory Level Test 1, Test 2, Test 3, or Test 4 test sheets. Will follow WDAA rules for legal and illegal equipment.
WDAA Western Dressage Leadline Tests (2020 tests)	Mounted. Leadline dressage tests for riders with special needs. Riders may have a horse leader and up to 2 sidewalkers. Ride a pattern in the dressage arena following the WDAA Leadline Test A Walk Only, Test A, or Test B test sheets. Will follow WDAA Therapeutic Riding Guidelines for WDAA Exceptional Rider Tests.
WDAA Western Dressage Coached Tests (2020 tests)	Mounted. Dressage tests for riders with special needs. Independent riders only. A coach is permitted in the arena with the rider and mount to ensure safety and to help guide and focus the rider. Ride a pattern in the dressage arena following the WDAA Coached Test 1 Walk Only, Test 1, Test 2, or Test 3 test sheets. Will follow WDAA Therapeutic Riding Guidelines for WDAA Exceptional Rider Tests.
Prix Caprilli Dressage Test Intro	Mounted. A Walk/Trot Dressage test that includes jumps! For independent riders who are working on jumping skills only. Ride a pattern in the dressage arena including small cross rail jumps following the Prix Caprilli Introductory Level Test sheet. Will follow USDF/USEF rules for legal and illegal equipment.

Mounted Obstacle Trail (Supported)	Mounted. For riders who require a leader/spotter and/or side-walkers. Ride your horse through an obstacle course. Follow the numbers to complete each obstacle in the correct order.
Mounted Obstacle Trail (Independent)	Mounted. For riders who do not require assistance while mounted. Ride your horse through an obstacle course. Follow the numbers to complete each obstacle in the correct order.
Barrel Racing Leadline	Mounted. Timed event. For riders who need the support of a horse leader. Must be able to ride without sidewalkers. Rider may walk, trot, or use a combination of both gaits. Ride the barrel racing cloverleaf pattern without knocking over any barrels. Fastest time wins!
Barrel Racing Walk/Trot	Mounted. Timed event. For riders who do not canter. Must ride independently. Rider may walk, trot, or use a combination of both gaits. If the horse canters, the horse must be slowed to a trot within 3 strides to avoid penalties. Ride the barrel racing cloverleaf pattern without knocking over any barrels. Fastest time wins!
Barrel Racing Canter	Mounted. Timed event. For riders who canter. Riders are allowed to use all gaits. Ride the barrel racing cloverleaf pattern without knocking over any barrels. Fastest time wins!
Pole Bending Leadline	Mounted. Timed event. For riders who need the support of a horse leader. Must be able to ride without sidewalkers. Rider may walk, trot, or use a combination of both gaits. Ride the standard pole bending pattern without knocking over any poles. Fastest time wins!
Pole Bending Walk/Trot	Mounted. Timed event. For riders who do not canter. Must ride independently. Rider may walk, trot, or use a combination of both gaits. If the horse canters, the horse

	must be slowed to a trot within 3 strides to avoid penalties. Ride the standard pole bending pattern without knocking over any poles. Fastest time wins!
Pole Bending Canter	Mounted. Timed event. For riders who canter. Riders are allowed to use all gaits. Ride the standard pole bending pattern without knocking over any poles. Fastest time wins!
Hair Pin Leadline	Mounted. Timed event. For riders who need the support of a horse leader. Must be able to ride without sidewalkers. Rider may walk, trot, or use a combination of both gaits. Ride a straight line to a barrel, turn around the barrel without knocking it over, and ride a straight line back to the start. Fastest time wins!
Hair Pin Walk/Trot	Mounted. Timed event. For riders who do not canter. Must ride independently. Rider may walk, trot, or use a combination of both gaits. Ride a straight line to a barrel, turn around the barrel without knocking it over, and ride a straight line back to the start. Fastest time wins!
Hair Pin Canter	Mounted. Timed event. For riders who canter. Rider are allowed to use all gaits. Ride a straight line to a barrel, turn around the barrel without knocking it over, and ride a straight line back to the start. Fastest time wins!
Games Class	Mounted. Games Class game will be determined a minimum of three (3) weeks before show. If the game requires a team, teams will be selected by random draw.