



2025 Class List & Show Order

Show Location: El Dorado County Fairgrounds in Placerville, 100 Placerville Dr., Placerville CA 95667

Entries Due: Wednesday before Horse Show.

Mail/Drop Off: 100 Placerville Dr., Placerville CA 95667

Email entries or Questions: starsandspurstraining@gmail.com

Division: Reining/Ranch Horse

1. Reining, Warm-Up, can use 2-hands	\$10
2. Reining, Ladies to Ride	\$10
3. Reining, Gents to Ride	\$10
4. Reining, Open	\$10
5. Reining: Ranch Horse	\$10
6. Ranch: Riding (Pattern)	\$10
7. Ranch Horse Pleasure, (W/T)	\$10
8. Ranch Horse Pleasure (W/T/L)	\$10
9. Ranch Horse Halter - will follow class #18	\$10

Division: Halter

10. Mares, All ages	\$10
11. Geldings/Stallions, All ages	\$10
12. Color, Open (Paint, Palomino, etc.)	\$10
13. Non-color, Open (Bays, Sorrels, etc.)	\$10
14. Performance Halter ¹	\$10
15. Pony Halter, All ages	\$10
16. Showmanship 17 & Under ²	\$10
17. Showmanship, Pony	\$10
18. Showmanship, Open	\$10
(Show Order: Class 9)	

Division: Gaited

19. Gaited Pleasure, 2 Gait, Open	\$10
20. Gaited Equitation, 2 Gait, Open	\$10
21. Gaited Pleasure, Amateur 2 Gait	\$10
22. Gaited Pleasure, Limit Horse or Rider, 2 Gait, Open	\$10

Division: Western

23. Lead Line, 6 & under	\$10
24. Walk Only Pleasure (Eng/West) ³	\$10
25. Pony, W/J Pleasure	\$10
26. Walk Only Equitation (Eng/West) ⁴	\$10
27. Walk/Jog, Equitation, 10 & Under (Eng/West)	\$10
28. Walk/Jog, Pleasure, 10 & Under (Eng/West)	\$10
29. Walk/Jog, Western Pleasure, 11-17	\$10
30. Walk/Jog, Western Equitation, 11-17	\$10
31. Walk/Jog, Western Equitation, 18+	\$10
32. Walk/Jog, Western Pleasure, 18+	\$10
33. Walk/Jog, Western Equitation, Open	\$10
34. Walk/Jog, Western Pleasure, Open	\$10
35. Pleasure, 10 & under, W/J/L, (Eng/West)	\$10
36. Western Equitation, 10 & under (Eng/West)	\$10

37. Western Pleasure, 11-17	\$10
38. Western Equitation, 11-17	\$10
39. Western Pleasure, 18+	\$10
40. Western Equitation, 18+	\$10
41. Western Pleasure, Open	\$10
42. Western Equitation, Open	\$10
43. Pairs Class, Open, All Breed	\$10
44. Champagne Class, Open – All Breed	\$10

Division: English

45. Walk/Trot, English Equitation, 17 & under	\$10
46. Walk/Trot, English Pleasure, 17 & under	\$10
47. Walk/Trot, English Equitation, 18+	\$10
48. Walk/Trot, English Pleasure, 18+	\$10
49. Walk/Trot, English Equitation, Open	\$10
50. Walk/Trot, English Pleasure, Open	\$10
51. English Pleasure, 17 & under	\$10
52. English Equitation, 17 & under	\$10
53. English Pleasure, 18+	\$10
54. English Equitation, 18+	\$10
55. English Pleasure, Open	\$10
56. English Equitation, Open	\$10
57. Hunter Under Saddle, Open	\$10
58. Bridle Path Hack, Open	\$10

Division: Trail, 9:00 am – 2:00 pm, (Eng/West)

59. Warm-Up Trail (4 mins)	\$5
60. Trail, Open, (W/J)	\$10
61. Trail, 17 & under (W/J)	\$10
62. Trail, Pony (ride or in-hand)	\$10
63. Trail, 18+	
64. Trail, Open	\$10
65. Ranch Horse Trail	\$10
66. Trail, 10 & under (W/J)	\$10
67. Trail, Gambler's Choice	\$10

California Department of Food and Agriculture Drug testing fee is \$14.00 per horse.

For late entries, add \$5.00 per class.

No refunds.

¹ Points count for Western High Point and 10 & Under High Point

² Points count for 10 & Under High Point

³ Rider never to have Loped/Cantered in a Show

⁴ Rider never to have Loped/Cantered in a Show

New Show Manager: Tamara Moore, 530-721-0242, starsandspurstraining@gmail.com

High Point Awards & Buckles presented at the end of the series may be limited due to overall participation. **Shows are APHA – PAC approved.**

Class 1: Reining, Warm-Up

Can use 2-hands

2 minute warm-up.

No set pattern

Rider's choice.

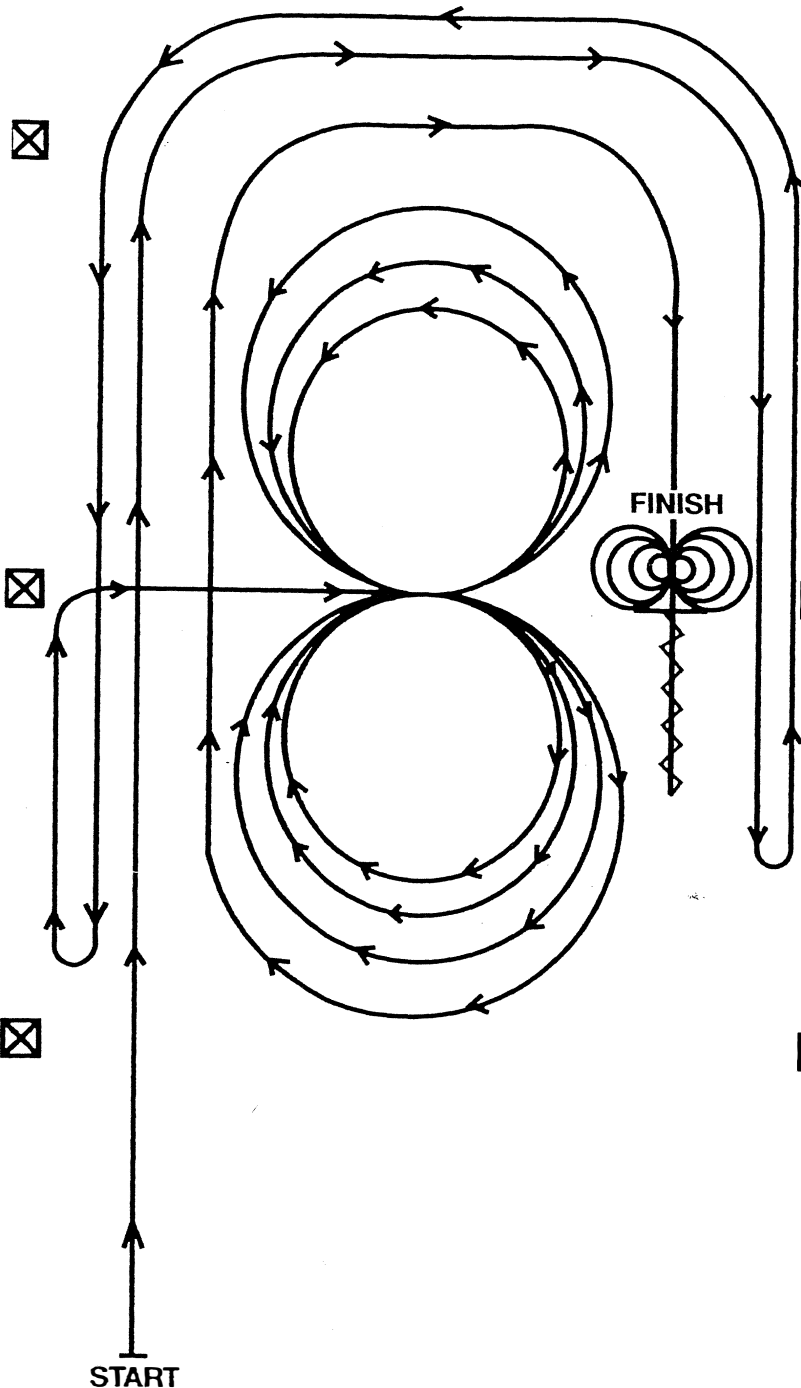
NOT JUDGED

Class 2 & 3
Reining: Ladies & Gents to Ride

Class 2 & 3

Reining: Ladies & Gents to Ride

PATTERN 3



- 1.** Beginning, and staying at least twenty feet from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.

- 2. Continue straight up the right side of the arena staying at least twenty feet from the walls or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.**

- 3.** Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

- 4.** Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.

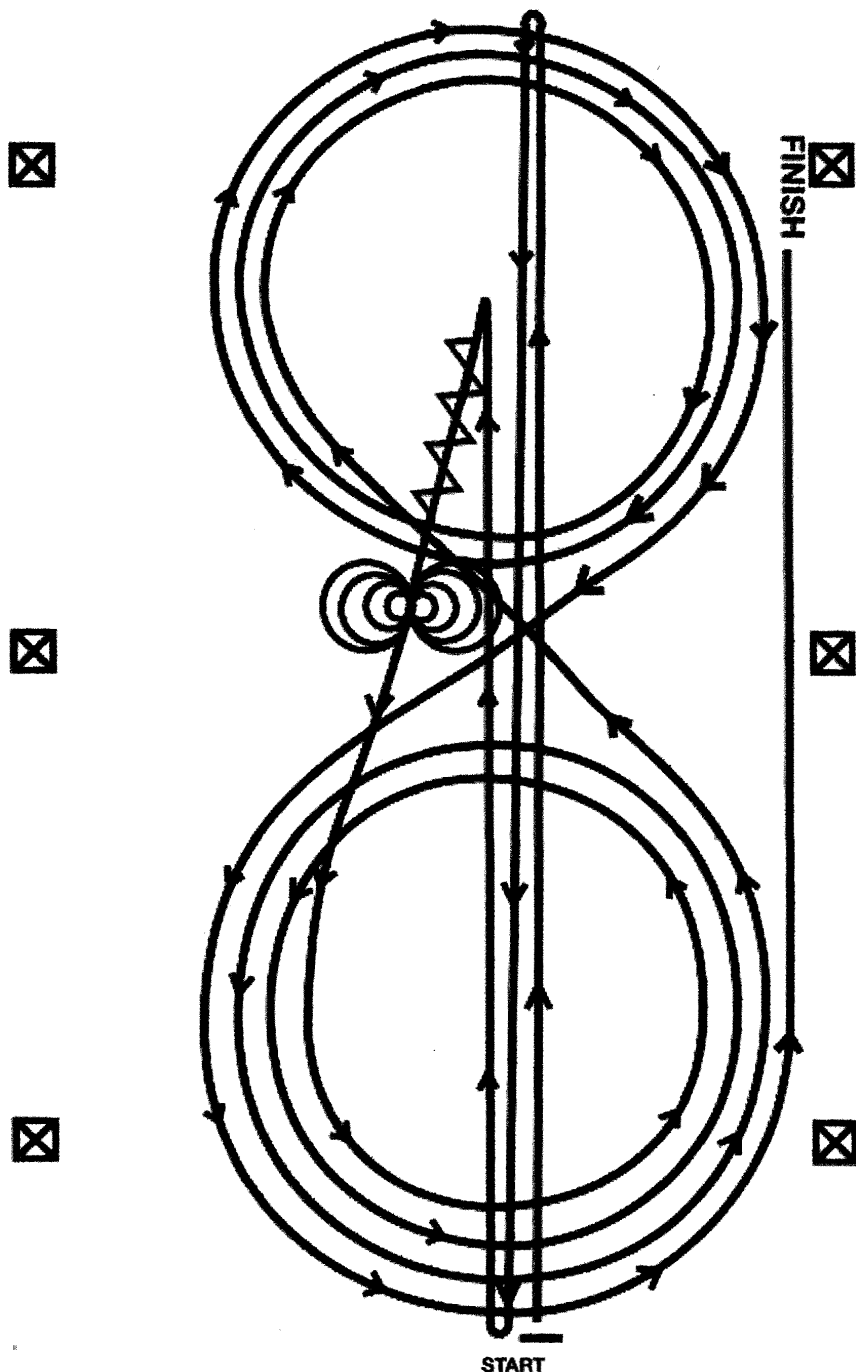
- 5.** Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least twenty feet from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate.

- 6.** Complete four spins to the right.

- 7.** Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

Class 4: Reining, Open

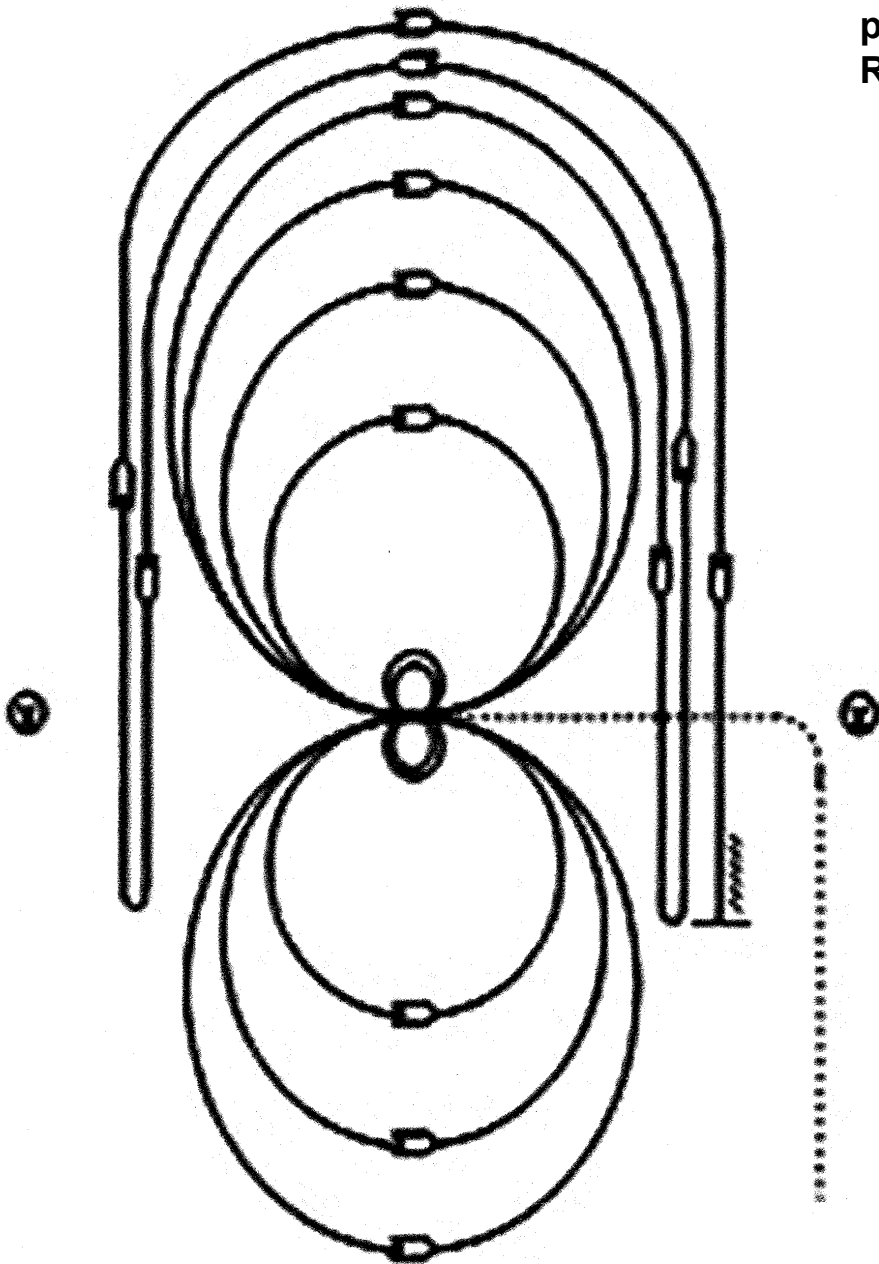


1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

Class 5: Reining: Ranch Horse

VRH Ranch Reining Pattern 2



Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead and make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

Class 6: Ranch Riding (Pattern)

RANCH RIDING - PATTERN 3

1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

