

Adelaide Plains Equestrian Club

Recycled Ribbon Gymkhana (Slack hack)

Come & try showing, there is something for everyone! Aimed at all ages and levels of experience!

When: Sunday 28th July 2024. Gates open 8:00am. Event starts 9:00am.

Where: Clara Harniman Reserve, Lewiston

Corner of Gawler-Two wells & Boundary roads, Entry from Cockatoo Road via Harniman road.

What to wear: As this is a fun event you may choose what to wear and if you would like to plait up your horse; however, helmet and riding boots must be compliant. There is strictly NO hacking jackets, attire is casual.

Cost: \$35 per horse/rider for day ticket (access to all classes) or \$5 per horse/rider per class. Non-APEC members will also need to pay an additional \$30 for a day membership.

Please complete this form to enter: <https://forms.office.com/r/Dse4QcBQ0U>

Entries close 11th July 2024, enquiries & registrations to
bookings@adelaideplainsec.com.au

Pre-payment required by 11th July 2024 by EFT

Reference: 28Jul + YourName

Account: Adelaide Plains Equestrian Club

BSB: 633000 Account: 146455688

Please note:

- Allow sufficient time to complete registration prior to the event and check-in at the desk on arrival after unloading your horse.
- Correct helmet and riding boots must be always worn when mounted or handling a horse. Helmet must be 5 years old or less and have not been involved in an accident in which the helmet has been damaged. All EA approved helmets accepted.
- Participants to supply own water and feed for horse/pony and to clean up after their horse and themselves by removing all manure, hay, and rubbish prior to leaving.
- If the event date is forecast to be 34c or above on the Friday preceding the event, the event will be cancelled or for any other reason as determined by the APEC committee.
- During classes:
 - Horses/ponies can be ridden either bitless or in a snaffle bridle and bit. No double bridles.
 - Handlers/riders must remain in control of their horse.
 - Ribbons given for 1st to 4th place.
 - Riders may be led or unled. Led riders must remain led throughout the day.
 - Ridden classes are walk & trot, with optional canter (no penalty for electing not to canter).

- Classes may be combined or split where appropriate and at the judge's discretion due to low or high entry numbers.
- For classes with large numbers 1st – 3rd place may be asked to do a workout. Other classes may be judged on the circle.

PROGRAM

MORNING SESSION - Slack Hack (all classes held in the same ring)

1 – Led pony under 14HH

2 – Led horse 14hh and over

3 – Handler under 12 years

4 – Handler 12 – 18 years

5 – Handler 18 years and over

**** Champion & Reserve champion led – from classes 1 - 5****

6 – Groundwork under 12 years

7 – Groundwork 12 – 18 years

8 – Groundwork 18 years and over.

Short break to saddle up for ridden classes. Reminder: For all ridden classes, rider can elect not to canter.

9 – Pony under 14HH

10 – Galloway 14HH to ne 15hh

11 – Hack 15HH and over

**** Champion & Reserve champion ridden – from classes 9, 10, and 11****

12 – Rider under 12 years

13 – Rider 12 – 18 years

14 – Rider 18 years and over

**** Champion & Reserve champion rider – from classes 12, 13, & 14****

Just for fun classes

15 – Pair of ponies NE 14HH (walk/trot only)

16 – Pair of horses 14HH and over (walk/trot only)

17 – Best trick, any age

18 – Best 'matchy matchy', any age

19 – Luscious locks (Fullest unplaited mane and tail), any age

20 – Hairiest pony or horse, any age

21 – Coolest scar on a pony or horse, any age

LUNCH BREAK (Note: classes may be shifted to before/after lunch depending on timing) *Get ready for fancy dress!*

22 - **FANCY DRESS**

AFTERNOON SESSION – Race Games Segment

- 23 – Bending poles race, rider under 12 years
- 24 – Bending poles race, rider 12 – 18 years
- 25 – Bending pole race, rider 18 years and over
- 26 – Barrel race, rider under 12 years
- 27 – Barrel race, rider 12 – 18 years
- 28 – Barrel race, rider 18 years and over
- 29 – Keyhole race, rider under 12 years
- 30 – Keyhole race, rider 12 – 18 years
- 31 – Keyhole race, rider 18 years and over
- 32 – Walk-Trot-Run race, rider under 12 years
- 33 – Walk-Trot-Run race, rider 12 – 18 years
- 34 – Walk-Trot-Run race, rider 18 years and over

Brief Description of Classes

Classic (slack) hack classes

- **Led pony and horse classes** -- A led class judged on the quality of the animal.
- **Handler classes** -- A led class judged on the handling skill of the handler.
- **Groundwork classes** -- A led class where participants demonstrate their and their horse's skill in groundwork, for example, backing up, yielding hindquarters, yielding forequarters or something creative! (But no lunging). Judged on skill and lightness of the aids.
- **Pony, Galloway, Hack ridden classes** -- A ridden class judged on the quality of the animal.
- **Rider classes** -- A ridden class judged on the riding skill of the rider.

Just for fun classes

- **Pair of ponies and horses** – A walk/trot ridden class where two ponies or horses ride side-by-side, judged on the synchronisation of the pair.
- **Best Trick** – Show a trick your horse can do. Judged on the best trick.
- **Best 'Matchy Matchy'** – Judged on the colour and detail coordination of the tack and attire.
- **Lucious locks** – Judges choice, best/fullest unplaited mane, and tail.
- **Hairiest Pony** – Judges choice, the pony or horse with the fluffiest/hairiest coat.
- **Coolest scar** – Show us your horses battle wounds, judges' choice for the coolest looking scar!
- **Fancy dress** – Dress you and your horse up in a costume. Judged on best costume combination.

Race Games (all led or ridden, fastest time wins.)

- **Bending** – From the start line rider weaves through a line of poles to the end and back across the finish.
- **Barrel** – From the start line rider completes the barrel clover-leaf pattern around the three barrels and crosses the finish line.
- **Keyhole** – A key shaped is marked on the ground. From the start line the rider rides up the length of the 'key', turns around at the end and rides back across the finish line. If the pony/horse steps over the boundary at any point, rider must return to the start and start again.
- **Walk-trot-run** – A straight-line race divided into 3 segments. From the start, riders ride at the walk to the 1st line, transition to a trot and trot to the 2nd line, dismount and run leading their horse across the finish line.

A Brief Guide to Show Etiquette

This section provides some guidance on showing etiquette but is for interest / learning and not required reading! The slack hack provides an opportunity to learn and practice these skills with encouraging feedback from the judge!

Origin of the hack show: A 'hack', 'hack show' or 'show' (terms used synonymously in Australia) refers to the act of presenting or exhibiting a horse where they are evaluated on the ability to provide a comfortable ride for a person who is riding all day. This is a throwback to the 'olden times' where horses were the main form of transport, and a hack was your everyday riding horse. A hack show is a bit like a beauty pageant or like a dog show – you parade your horse (in the line-up and by doing 'workouts' at the judge's request) and it is judged against the others in the class on confirmation and disposition, and other factors (e.g., manners, handler or rider skill), depending on the class!

Preparing for the Show Aim to present yourself and your horse in the best possible manner. Groom your horse meticulously, polish your tack, and select neat and tidy attire for yourself. A well-groomed appearance can make a lasting impression on the judges and showcase your horse.

TIPS

- Bathe your horse the day before the show and keep them rugged overnight to maintain cleanliness. Spot-clean any dirt marks in the morning. Some people choose to bathe their horse multiple times leading up to the show for a pristine turnout.
- If plaiting, plait on the right side of the mane to showcase your horse's neck when leading counterclockwise.
- Create a designated "show box" or grooming bag to keep all your supplies organised and accessible.
- Keep wet wipes handy for quick touch-ups and removing last-minute dirt splotches.
- Use a checklist to ensure you don't forget essential items like sunscreen, your girth, or grooming tools.
- Check out YouTube channels like "Nags to Riches" for more show preparation tips and tricks.

Before the Classes Arrive at the show grounds with ample time to allow your horse to settle in and for you to complete final grooming preparations and warm-up without rushing.

TIPS

- Wear a tracksuit or cover-up to keep your show attire clean while grooming.
- Warm up yourself and your horse, as this is a sport for both of you as athletes.
- Pay attention to the announcer or officials for important information and class calls.
- Arrive at the designated area for your class well before your scheduled time but avoid crowding the gate or obstructing the flow.

Entering the Ring Wait for the previous class to exit the ring before entering and watch for the judge's signal to proceed. Once inside, ride or lead your horse counterclockwise around the ring. If leading, position yourself on the horse's right side to allow the judge an unobstructed view. Listen attentively to the judge's instructions, as they may provide specific directions for changing directions, lining up, or transitioning between gaits.

TIPS

- Practice leading your horse at home, aiming for a forward and expressive walk and trot while maintaining control.
- For led classes, your horse will typically wear its usual bridle. Use a lead or hold the reins neatly.
- Be mindful of your spacing and positioning relative to other exhibitors and avoid crowding.
- If unsure about any instructions, politely ask the ring steward or judge for clarification.

The Line Up & Presenting Your Horse When instructed, line up promptly, allowing space between horses. Stand your horse up squarely, with all four feet planted evenly, and ensure your horse is standing still. It may take a few tries to get it right.

TIPS

- When the judge approaches you, move as needed to ensure the judge has an unobstructed view of the horse's front and rear quarters.
- Practise setting up your horse at home to stand squarely and calmly.
- Hold the lead or reins neatly in your left hand, keeping your right hand free for adjustments or corrections.
- Be prepared to make minor adjustments to your horse's position or posture if requested by the judge.

Workouts on the Circle Exhibitors may be asked to perform workouts on the circle, proceeding counterclockwise (unless otherwise instructed) and listening to the judge's directions for transitioning between gaits or changing directions.

TIPS

- Maintain a consistent pace and cadence, allowing your horse to move freely and demonstrate their natural stride and impulsion.
- Be prepared to transition between gaits or change direction as directed by the judge.
- Remain focused and composed, as workouts on the circle showcase your horse's training and your riding abilities.

Individual Workouts During some classes, judges may call for individual workouts, where each exhibitor performs a specific pattern (e.g., walk out, trot a circle).

TIPS

- Don't hesitate to ask the judge to repeat the workout instructions if you're unsure or need clarification. Alternatively, repeat the instructions back to confirm your understanding.
- If you're not the first rider, watch the other riders execute the pattern for visual guidance.
- Utilise the entire available space when performing your workout (e.g., ride right up to the corners if asked to ride out and across the top).
- Approach individual workouts like riding a dressage test, focusing on maintaining nice shapes, correct diagonals, a good connection with your horse, and forward momentum.
- Practise riding workouts at home and be prepared with your own workout if asked.

Ribbons & Exiting the Ring After the workouts, the judge will select the winner, 2nd, 3rd place and so forth. Competitors step forward and line up left to right in place order, and the judge will approach to place the ribbons. In led/ridden classes, the ribbon goes on the horse's neck. Whereas in rider and handler classes, the ribbon goes on your arm! Thank the judge and offer congratulations to those who place higher than you. Horses will then exit the ring in their placing order, with the first-place winner leaving first, then the second-place winner, and so on.

TIPS

- Exit the ring promptly and in an orderly fashion, following the designated route.
- Remember, good sportsmanship and respect for others are hallmarks of a true equestrian.
- There is an element of subjectivity in judging and judging is a tough job! Accept the judge's ruling graciously.

Champion and Reserve Champion Class

After individual classes, there may be a Champion and Reserve Champion class to determine the overall winners. These classes bring together the first-place winners from each previous class within a particular division. Second-place holders may be asked to enter for a chance at Reserve Champion if the first-place winner from their class wins Champion.

After the Show

- Properly cool down and care for your horse, ensuring they're comfortable and relaxed after their performance.
- Pack up all your equipment and supplies, double-checking that you haven't left anything behind.
- Thank the show organisers, officials, and volunteers for their hard work in putting on the event.
- Reflect on your experience, identifying areas for improvement and celebrating your achievements, no matter how small.

Miscellaneous Tips

- The most important thing is that you have fun.
- Work with the horse you have on the day.
- Be an excellent sportsperson.

Authored by Artemis Synn.

Author's Note: This brief guide to show etiquette is freely available for use and sharing. However, any reprinting or utilisation of the content must reference Artemis Synn and the Adelaide Plains Equestrian Club (APEC).