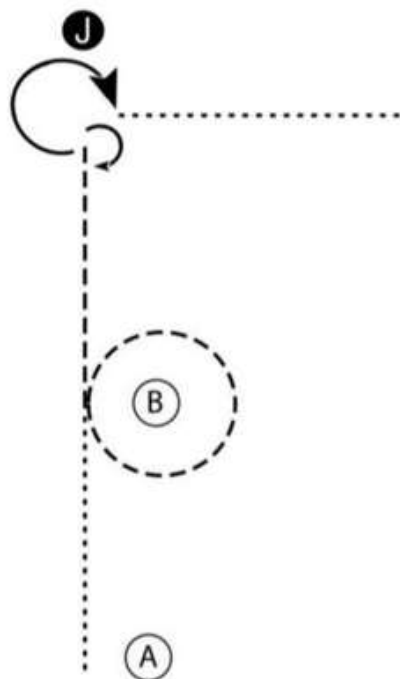


Nokomis Ag Society 2026 Fair Classes

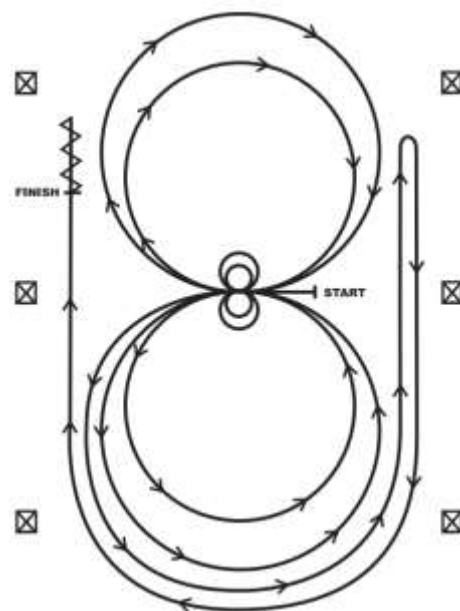
HORSE PATTERNS

Showmanship: Riders will walk from A to B. At B, trot a circle around B and continue to the judge. Stop and perform a 180-degree turn. Set up for inspection. When dismissed, perform a 270-degree turn. Walk straight away from the judge.



Walk
Trot - - - - -
Back 33333
Marker (B)
Judge (J)

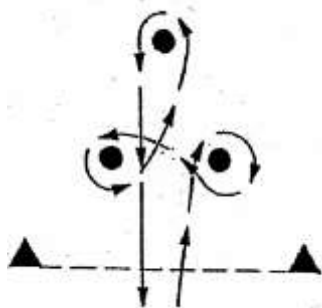
Reining: Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena, facing the left fence.



- Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
- Complete two spins to the left. Hesitate.
- Beginning on the right lead, complete two circles to the right. Stop at the center of the arena. Hesitate.
- Complete two spins to the right. Hesitate.
- Beginning on the left lead, go around the end of the arena, run down the right side of the arena past the center marker, stop and roll back right.
- Continue around the end of the arena to run down the left side of the arena, past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

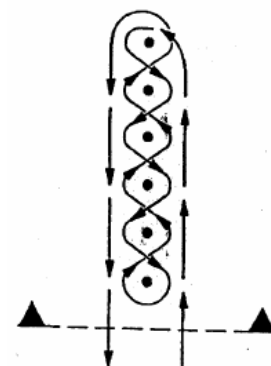
Barrels: Riders will either make one left turn with two right turns or one right turn with two left turns.

- There is a 5-second penalty for every barrel knocked down.
- Disqualification results for broken pattern, running off course or separation of rider and horse will disqualify the rider.

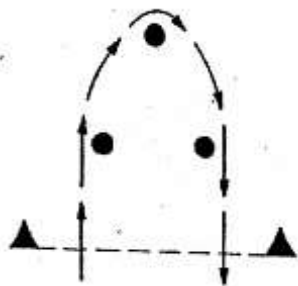


Pole Bending: The pattern may be run right or left. The rider may touch the pole to keep it from going down.

- There is a 5-second penalty for each pole knocked down.
- Disqualification results for the pony turning the pole the wrong way, or if the pole is held by the hand of the rider.



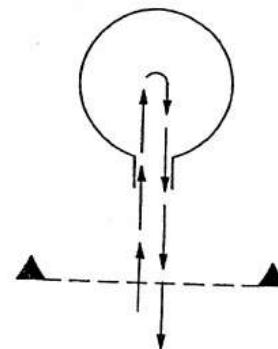
Flag Race The rider will pick up a flag at the first barrel, ride behind the second barrel, place the flag in the bucket at the third barrel and then cross the finish line. Riders can ride left or right.



Disqualifications:

- Failing to pick up the flag on the first pass.
- Failing to place the flag in the bucket on the first pass.
- Hitting any part of the horse with the flag or stick.
- Dropping the flag.
- Knocking over any of the barrels or knocking the bucket off or over the barrel.
- Dropping the flag into the bucket with the flag end down.

Keyhole Race: The horse will cross the timing line, enter the circle of the keyhole, turn around (in either direction) entirely within the circle of the keyhole, and recross the timing line.

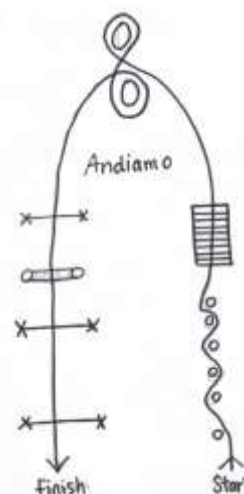


Disqualifications:

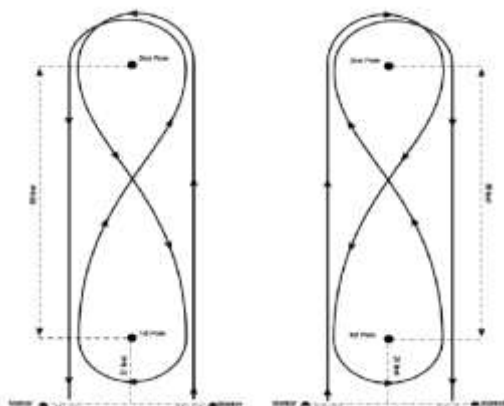
- The horse stepping over the chalk line at any point.
- The horse turns around in the keyhole's throat rather than in the circle.
- Failing to complete the pattern.
- Failing to start or finish between the two markers.

Andiamo is a fun pattern including many different items. First, the rider will weave the pole, then they work the bridge, followed by doing a figure 8 around two barrels. Then over a jump they are to work the gate ending over two more jumps.

- Knocking over a pole or barrel is a 3 second penalty.
- Obstacles such as the gate and bridge have a max of 3 attempts 5 seconds added if failed all 5 attempts.
- WeePee may have assistance with the gate.
- PeeWee, Junior and Adult will receive no time for skipping the bridge or gate.



Stake Race Riders start by crossing the start/finish line between the cones, run a figure eight around the upright poles and finish by crossing the start/finish line again and closing the eight. At the first pole, the rider may go left or right.



Key Race The rider will ride through the poles, turn around, and ride back through the poles, and across the timing line.

Disqualifications:

- Knock down of any poles, broken pattern, running off course or separation of rider and horse during the timing period.

