

Clinic – ABCD and Classification Cards

For new Washington State Horsemen Games Division Members, the ABCD system can be somewhat confusing. For new times keepers, tracking of a horse's classification can also be confusing. The Washington State Horsemen Games Division has developed a speed rating system for horses based upon the following time breakdowns in the individual events as developed in August 1968.

	A	B	C	D
Barrels	15.24 and Under	15.25 – 15.74	15.75 – 16.24	16.25 and Over
California Stake	8.09 and Under	8.10 – 8.49	8.50 – 9.49	9.50 and Over
Figure 8	10.69 and Under	10.70 – 10.99	11.00 – 11.99	12.00 and Over
Flags	8.29 and Under	8.30 – 8.74	8.75 – 9.49	9.50 and Over
Keyhole	7.24 and Under	7.25 – 7.74	7.75 – 8.49	8.50 and Over
Keyrace	8.74 and Under	8.75 – 9.49	9.50 – 10.24	10.25 and Over
Poles	21.34 and Under	21.35 – 22.59	22.60 – 23.99	24.00 and Over

A new horse running for the first time in WSHGD will be classified based upon their first clean run in each event. The classification will take effect at the next show. As an example, if a new horse runs on Saturday and runs a B time in California Stake, they will become B officially for Sunday's show. The rider can ride any and all classes (A, B, C, and D if they choose) on their first day and not worry about losing any of their times, even if their first run was an "A" time. Again, the classification takes effect as the next show. A "show" is a day thus clubs running an event Saturday and Sunday are actually running two shows. It is important for new riders to watch classification times on their initial runs as zone times keepers will not usually provide a Classification Card before a Sunday show. Out-of-State horses shall retain their current ABCD classifications when entering a WSHGD approved show (horses classified with Western Horsemen of Oregon).

When riding, the rule states that riders can always ride in their classification or above their classification however they cannot ride below their classification. A horse that is classified "B Flags" can only run in A and B flag classes; they cannot ride in C or D flag classes. A horse that is classified "C Flags" can only run in A, B, or C flag classes; they cannot ride in D flag class. A horse that is classified "D Flags" can run in A, B, C, and D flags. A horse that rides below their classification will lose all times recorded in that event that day.

A horse is classified in each individual event that they run. Classifications belong to the horse. When a horse is shared by more than one rider all classifying times run by either rider count towards the horse's classification. Times run at WSHGD approved shows as well as the Washington State Championship Show will count towards classifications.

HOW DO I MOVE UP A CLASSIFICATION? Once a rider has established their base classification, it will take three runs in a higher classification to move up. These runs can all come from the same arena or different arenas...it does not matter. For example, a horse that is initially classified as C Barrels will need to run three times faster than a 15.75 to move up. Although rare, a horse can actually skip a classification. If the same horse in C Barrels ran three runs that were 15.24 or under, they could actually skip right from C Class to A Class.

HOW DO I MOVE DOWN A CLASSIFICATION? For various reasons, a rider may request to have a horse dropped from their present classification to the next lower class by submitting a letter in writing to their zone times keeper and a copy to the State times keeper requesting to move down – specifically stating which event(s). The horse will then need to run five (5) consecutive times slower than the present classification to move down one class (i.e. A to B). To drop another class (i.e. B to C), the steps must be repeated. If at any point in the process the horse runs a classifying time (i.e. when requesting to move from B to C Barrels the horse runs a 15.63) the count of five consecutive times must begin again.

HOW DOES JACKPOT PLAY INTO CLASSIFICATIONS? All riders (with the exception of Leadline) can compete in Jackpot classes and have their times count towards classifying as well as towards their averages for the Washington State Championship Show. Times run in Jackpot are considered “above” a rider’s classification (even if they are “A”).

WHAT ABOUT BUCKAROO? Buckaroo is strictly an age division of 10 and under. Buckaroo riders may ride any classified horse in Buckaroo Class. Buckaroo riders may NOT ride ABCD individual events however they may ride Jackpot classes. Once a Buckaroo rider has aged out of the Buckaroo class, they will immediately take the ABCD classifications run by the horse (i.e. if the horse has run three or more B times in California Stake with the buckaroo rider or anyone else riding them, the horse will be considered “B” for the 11-year-old). A buckaroo horse may be shared by a buckaroo rider (run only in buckaroo or jackpot) and an older rider (run only in correct ABCD class or jackpot).

HOW DO I GET A CLASSIFICATION CARD?

Classification cards (as seen to right) are provided by Zone Times Keepers. The wallet-sized card states the horse’s classification in each event. A new card will be issued when a horse’s classification is upward in any event. Zones are required to issue cards only when a new classification is met (i.e. moving from C to B). Some Zones issue cards when any new classifying time is achieved. It is recommended that Zones use a bright colored paper for these cards.

WSHGD Riders in Zones without appointed Times Keepers will be issued a classification card from the State Times Keeper immediately prior to the Washington State Championship Show. All riders are asked to bring their current classification card with them to the Washington State Championship Show (sample from Northeast Zone).

R#	Rider(s) _____
	Horse _____
Date _____	Figure 8 _____
Flags _____	Keyhole _____
Poles _____	Cal Stake _____
Barrels _____	Keyrace _____
WSH GAMES DIVISION / NORTHEAST ZONE	

I HAVE A CLASSIFICATION CARD BUT I DON’T UNDERSTAND IT. In most cases, horses advance from one class up to the next class (D to C). Occasionally though, they might skip a class (D to B). Again, it takes three faster times to move up. Let’s describe a couple examples of what you might see on the card.

- D + I: This means that you have been initially classified as “D” Class and that you have run one “C” time. You will need two additional faster times to move up.
- D + II: This means that you have been initially classified as “D” Class and that you have run two “C” times. You will need one additional faster time to move up.
- D + 1B 1C: This means that you have been initially classified as “D Class” and that you have run one “B” time and one “C” time. You will need one additional faster time (either “B” or “C”) to move up to “C” Class.
 - Next run is a “B” time - your new card will read C + II carrying over the first “B” time you ran and this “B” time. You would need just one additional faster time to move up to “B” Class.
 - Next run is a “C” time - your new card will read C + I as the “B” time run earlier carries over.
- D + 2B: This means that you have been initially classified as “D Class” and that you have run two “B” times.
 - Next run is a “B” time - your new card will read B and you’ve completely skipped the “C” Class.
 - Next run is a “C” time - your new card will read C + II as the “B” times run earlier carry over. You would need just one additional faster time to move up to “B” Class.
- D + 1A 1B: This means that you have been initially classified as “D Class” and that you have run one “A” time and one “B” time.
 - Next run is an “A” time - your new card will read B + II and you’ve completely skipped the “C” Class. The “A” time run before and this “A” time carry over for you.
 - Next run is a “B” time - your new card will read B + I and, again, you’ve completely skipped the “C” Class. The “A” time run before carries over.
 - Next run is a “C” time - your new card will read C + IA IB. The “A” time and the “B” time carry over. You would need just one additional faster time to move up to “B” Class.