



Halloween Show 2012

Oct 27 & 28th, 2012

Classes for all, from those just starting to ride in our P'tit Trot or Intro to Horses programs to our competitive students!

All classes will be held Saturday/Sunday daytime with safe COSTUMES ALLOWED!

All regular lesson scheduled will be canceled.

ENTRY DEADLINE OCT. 15, 2012

FEES

Classes (including Fun Halloween classes): \$12.00 per class **OR 3 for \$30!**

Jackpot Classes: \$15.00 per class (Cash Prizes!)

School Horse use: \$10.00 per class **OR 3 for \$24!**

RULES

1. No cross entry allowed in Class #1 & #2, Class #7 & 8, Class #9 & 10, Class #22, #23, #24, or Class #25 & #26 – please ask coach which level suits you.
2. School horses will be assigned in accordance with availability.
3. Adults and youth competitors may compete against each other.
4. 2011 Dressage Canada tests will be used-find them online @ www.equinecanada.ca
5. Jumping courses to be posted in the barn on the day of competition.
6. Proper casual riding attire as well as safe Halloween costumes may be worn.

AWARDS

1. Ribbons will be presented from 1st-6th placing
2. ***Costumes of riders and spectators will be judged in three categories: CUTEST, SCARIEST, MOST CREATIVE! Human and horse goodies to be won!***

Dressage Classes

Class 1. Walk dressage test – A dressage test consisting of the walk only with 20m circles, changes of direction and free walk in a 20m x 40m arena.

Class 2. Walk/trot dressage test – A dressage test consisting of the walk and trot only with 20m circles, changes of direction and free walk in a 20. x 40m arena.

Class 3. Training Level Test 1 – A dressage test consisting of all gaits, 20m circles, changes of direction and free walk and loose rein trot in 20m x 60m arena.

Class 4. Training Level Test 3 – A dressage test consisting of all gaits, 20m circles, changes of direction, free walk and loose rein trot 20m x 60m arena.

Class 5. First Level Test 1 – A dressage test consisting of all gaits, 10m circles, lengthen gaits, 3 loop serpentine, free walk, loose rein trot 20m x 60m arena.

Class 6. First Level Test 3 – A dressage test consisting of all gaits, leg yielding, 15m circles lengthen gaits, halt, free walk, loose rein trot 20m x 60m arena.

Class 7. Mini Prix Caprilli - A dressage test that includes cross rails in 20m x 60m arena. For horses with experience trotting to a fence & Training level and above – maximum height of fences is 1'

Class 8. Prix Caprilli - A dressage test that includes verticals in 20m x 60m arena. For horses with experience cantering to a fence & Training level and above – maximum height of fences is 2'

Hunter Classes

Class 9. Walk hunter line – To be ridden in walk with or without a leader. The rider may 2-point over the poles but it's not required. Straight, centered lines, and good position.

Class 10. Trot hunter line – To be ridden in a posting trot. The rider may 2-point over the poles but it's not required. Straight, centered lines, corners and correct posting diagonals.

Class 11. X rail hunter – To be ridden in a posting trot or controlled canter. Simple lead changes. If posting, the rider must be on the correct diagonal.

Class 12. 2' Hunter – May be ridden in a posting trot or controlled canter. Verticals, simple lead changes. If posting, must be on the correct diagonal.

Class 13. 2'3" Hunter – Should be ridden in canter. Verticals, simple lead changes.

Class 14. 2'6" Hunter – Should be ridden in canter. Oxers introduced, simple lead changes.

Class 15. 2'9"- 3' Hunter - Should be ridden in canter. Simple lead changes acceptable.

Jumper Classes

Class 16. 2' Jumper – May be ridden in a posting trot or a controlled canter. Verticals only. Match the Clock competition where you must complete the course within a specified time.

Class 17. 2'3" Jumper – Should be ridden in a controlled canter. Verticals only. Match the Clock competition where you must complete the course within a specified time.

Class 18. 2'6" Jumper – Oxers introduced. Power and Speed competition where, if the rider is clear over the first part of the course (The Power Portion), they may continue onto the Speed Portion. Only the Speed portion is to count once clear on the Power portion. Fastest time wins.

Class 19. 2'9"- 3' Jumper – Power and Speed competition where if the rider is clear over the first part of the course (The Power Portion), they may continue onto the Speed Portion. Only the Speed portion is to count once clear on the Power portion. Fastest time wins.

Jackpot Classes

Purse to be split as follows: 25% for first, 20% for second, 15% for third.

Class 20. Bribe Your Horse – You must get your horse to follow you, **without touching the horse** through a clover leaf course (like barrel racing). The barrels will be other humans with treats in their pockets! You can use any type of treat or bribe to get your horse to follow. Fastest time will win.

Class 21. BOB FOR APPLES! – Pick a coach, barn staff member, friend, or family member to be your teammate-to be the one who gets wet! You will ride down to the end of the ring and dismount, get your horse to "bob" for an apple or carrot, then it's your teammates turn to bob for an apple, once he/she has the apple you can remount and head to the finish line-fastest time wins!

Fun Halloween Themed Classes!

Class 22. Walk Halloween candy keyhole– To be ridden in walk with or without a leader. The rider will start with a bag of treats and drop it off at the marker inside the keyhole pattern. Each rider gets to keep their goody bag!

Class 23. Walk/trot Halloween candy keyhole – To be ridden in walk/trot. The rider will start with a bag of treats and drop it off at the marker inside the keyhole pattern. Fastest time wins PLUS each rider gets to keep their goody bag!

Class 24. Trot/canter Halloween candy keyhole – To be ridden in trot/canter. The rider will start with a bag of treats and drop it off at the marker inside the keyhole pattern. Fastest time wins PLUS each rider gets to keep their goody bag!

Class 25. Walk Obstacle Course – Ahoy land lubbers, there be pirates at the stables! A pirate themed course to be ridden in walk with or without a leader. Pattern will be posted and reviewed with students on the ground prior to riding course. Each obstacle is worth 10 points!

Class 26. Walk/trot Obstacle Course– Ahoy land lubbers, there be pirates at the stables! Pirate themed course to be ridden in walk or trot. Pattern will be posted and reviewed with students on the ground prior to riding course. Each obstacle is worth 10 points!