

Roaring Fork Hounds Pony Club Benefit Horse Show July 10th and 11th, 2021

Location: Strang Ranch

Contact: Daisie Foglesong daisief@rfschools.com

Judge: Jen Lewis

Entries: Enter online at www.CWHJA.com under events using www.horseshowtime.com. **Online entries close midnight Thursday July 8th**

\$15.00 per class

\$25 per Equitation Challenge class

\$10.00 Non member fee/day

\$10 per entry office fee

\$25.00 paper fee for entries on day of show

\$15 EMT fee - per rider per day

Schooling: 1:00-5:00 Friday, July 9th. Pay \$30 to Strang Ranch at time of schooling. **Stabling:** Must call to reserve: 970-963-2319.

Payable to Strang Ranch.

Attire: Proper show attire required. USAE-approved hard hat and boots with heels required for all riders when mounted.

Rules: USEF rules apply in all instances except where specifically covered by CWHJA or CHJA. Championships awarded to all divisions with three or more classes in the division.

Catering: Bottoms Up Farms

Dogs: NOT ALLOWED!!!! Except for service dogs.

Saturday 8:00 AM

Championships awarded to all divisions with three or more classes in the division.

1. Warm Up 7 of 8 - \$50 prize winner takes all (open all day Saturday)

May enter multiple warm ups. First round used as a warm up, rider picks one jump for judge to disregard without any outside assistance. Winner takes all! May be entered again, but just as a warm up (no prize money).

2. Schooling Hunter course I 2'

3. Schooling Hunter course II

4. Schooling Hunter Under Saddle

5. Baby Green Hunter course I 2'-2'3"

6. Baby Green Hunter course II

7. Long/Rusty Stirrup Equitation, course I 2'0"-2'3"

8. Long/Rusty Stirrup Equitation, course II

9. Baby Green Hunter under saddle

10. Long/Rusty Stirrup Equitation on the flat

11. Pony Equitation on the Flat

12. Pony Hunter course I 2'-2'3" or 2'6"-2'9"

13. Pony Handy Hunter

*14. Pony
Hunter
"Classic"
Take Your
Own Line
2'-2'3" or
2'6"-2'9"
(special
AWARDS
presented)*

**15. Evergreen
Hunter,
course I
2'3"-2'6"**

16. Evergreen Hunter, Handy Hunter

17. Low CH/AA Hunter, course I 2'3"-2'6"

18. Low CH/AA Handy Hunter

19. Limit Equitation over fences, course I 2'3"-2'6"

20. Limit Equitation over fences. course II 2'3"-2'6"

**21. Equitation Challenge,
Take your own line 2'6" or
2'9" (special AWARDS
presented; 2'9" runs after
class 29)**

**22. Evergreen
Hunter under saddle**

23. Low CH/AA Hunter under saddle

24. Limit Equitation on the flat

25. Low Hunter, course I 2'9"

26. Low Handy Hunter

27. CH/AA Hunter course I 2'9"

28. CH/AA Handy Hunter

29. CWHJA Ch/AA Medal

30. Low Hunter under saddle

31. CH/AA Hunter under Saddle

32. Open High/Low Hunter, course I 2'9"-3' or 3'-3'3"

33. Open High/Low Handy Hunter

34. CWHJA Jr/Am Medal

35. Open High/Low Hunter under saddle

Sunday 8:00 AM

Championships awarded to all divisions with three or more classes in the division.

36. *Schooling Jumper, sec V.1
(optimum time) 2'3"-2'6"
37. *Schooling Jumper Table II.2b
38. *Schooling Jumper, sec V.1
39. Level 1 Jumper, table II, 2b 2'6"-2'9"
40. Level 1 Jumper, table II, 2c
41. Level I Jumper V.1 (Optimum Time)
42. Children's/AA Jumper, table II, 2b 2'9"
43. Children's/AA Jumper, table II, 2c
44. Children's/AA Jumper, table II, 2.1
45. *GAMBLERS CHOICE (Open with
49 and 53) 2'9"
46. Level 2 Jumper, table II, 2b 2'9" -
3'0"
47. Level 2 Jumper, table II, 2c
48. Level 2 Jumper, table II, 2.1
49. *GAMBLERS CHOICE (Open with
45 and 53) 3'0"
50. Level 3 Jumper, table II, 2b 3'0" -
3'3"
51. Level 3 Jumper, table II, 2c
52. Level 3 Jumper, table II, 2.1
53. *GAMBLERS CHOICE (Open with 45
and 49) 3'0"-3'3"
54. Level 4 Jumper, table II, 2b 3'3" - 3'6"
55. Level 4 Jumper, table II, 2c
56. . Level 4 Jumper, table II, 2.1

COURSE CHANGE (not to start before 11:00)

57. Walk-Trot Equitation on the flat
58. Walk-Trot Pleasure
59. Walk-Trot Poles
60. Flower Power Equitation on the flat (W,
T, C)
61. Flower Power Hunter Hack flower boxes
62. Flower Power, course I
63. LEAD LINE

64. Warm up Hunter
65. Pre-Beginner Equitation, course I 10"-
15"
66. Pre-Beginner Equitation, course II
67. Pre-Beginner Equitation on the flat
68. Beginner Rider Equitation on the flat
69. Beginner Rider Hunter, course I 18'-2'
70. Beginner Rider Hunter, course II
71. Beginner Rider Equitation over fences

**Not recognized by CWHJA*

Divisions:

WALK-TROT: May cross enter Flower Power flat class only FLOWER POWER: Cross entry with Pre -beginners is allowed. This is an entry -level division to be judged on position, control and attitude. Canter will not be penalized in the jumping portion of this division. No -judges will not be allowed on the flat.

FLOWER POWER: Riders can trot or canter the courses. Cross entry with pre-beginners is allowed. Entry-level division judging rider on position, control and attitude. Canter will not be penalized in the jumping portion. No-judge is NOT allowed on the flat but is allowed over fences at horse show management's discretion

PRE BEGINNER EQUITATION: Open to junior and amateur riders who have never shown higher than 2'0". May cross -enter into beginner division.

BEGINNER RIDER: A beginner has never won three classes over fences in the same show season, and has never shown in a class with jumps exceeding 2'6". This division will be split by age if entries warrant.

**SCHOOLING HUNTER: Open to all riders and horses in the beginning of their show careers. NOT*

RECOGNIZEDBY CWHJA PONY HUNTER: Open to all ponies ridden by junior exhibitors. May jump either height offered, but must jump same height throughout this show PONY EQUITATION: Open to all junior riders mounted on ponies

LONG/RUSTY STIRRUP EQUITATION: Courses will be set at 2'0 - 2'3". No rider who has competed over 2'6" is eligible for this division. Open to horses/ponies ridden by adult amateur riders. The same horse/rider combination may not cross -entered into classes 2'6" or higher at the same show.

LOW CHILDREN'S/AA HUNTER: This division will not be split by age. Open to horses or ponies shown by junior & amateur riders. Riders may not show higher than 2'6" at the same show .

LIMIT EQUITATION: Open to junior and amateur riders who have never won six blue ribbons over fences in equitation, and who have not shown over fences exceeding 3' within the last 10 years

BABY GREEN HUNTER: Open to horses who have not won three classes over fences in the same show season and have never shown higher than 2'6". EVERGREEN HUNTER: Open to horses and ponies. Fences 2'6"

CHILDREN'S/AA HUNTER: Open to Junior and Amateur riders (division to be split if entries warrant). Fences 2'9".

JUNIOR/AMATEUR HIGH/LOW HUNTER: Open to junior and amateur riders. Fences must be ridden at either 2'9" – 3'0" or 3'0" - 3'3", with riders jumping the same height throughout the division.

OPEN HIGH/LOW HUNTER: Same as High/Low Junior/Amateur Hunters, but open to all riders.

JUMPER CLASSES: Children's/AA Jumpers is open to Junior and Amateur riders only. A horse rider combination may only span three levels at any given horse show.

CHILDREN'S / ADULT AMATEUR MEDAL 2'9". Riders competing in this medal may not compete in the High/Low Junior/ Amateur Medal class at the same horse show. This class will be split by age (17 and under, 18 and older) provided there are four (4) competitors in each age group.

HIGH/LOW JUNIOR/AMATEUR MEDAL 2'9"- 3'0" or 3'0"- 3'3". Riders may ride at either height Riders competing in this medal may not compete in the Children's/ Adult Amateur Medal at the same horse show. Will not be split by age.

**Take Your Own Line Equitation Challenge: Rider to be judged over a course of 8 jumps of their choosing. Each obstacle may only be jumped once. Rider may start from either end of the arena. Rider to be judged on equitation.*

**Rotating Riders: Courses for two riders riding as a team. Each team jumps one course of 8 jumps twice. Either rider may jump any jump but jumps must be jumped in order. If there is a rail, the next rider must jump the following fence. If there is a refusal the next rider must jump the refused jump. Fastest time wins. Rails and refusals are four faults each.*

**Gambler's Choice - Class to be run at each fence height and pinned as one class. Each fence on course is assigned a point value. Rider can jump the jumps in any order that want to accumulate as many points as possible in the 60 second time allowed. Refusals do not take away points. Riders may only jump each jump twice. If a jump is knockeddown, the points do not count and the rider cannot jump it again. Time begins and ends when the rider crosses the timers. After 60 second round, rider has the option to jump the "Gambler's" fence. This is the highest jump on course and worth the most points. If the rider clears it, the points will be added to their total. If it is knocked down, the points are subtractedfrom the rider's total. Rider with the most points wins!*

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