

BHPA FUN SHOW MARCH 2022

Judge: Lesley Cox

Show Director: Kirista Rabain

ENTRIES CLOSE : **March 4th,2022**

Points to Note:

- Entries may be dropped off to Hinson Hall, Inwood or BreakAway. You may also email them to: bhpa@outlook.com
- Payment can be made online @: **BHPA Account: Bank of N.T. Butterfield, Account Number 20-006-060-055546-100**. Please REMEMBER to identify the entry you are paying for and put your payment reference where indicated on the entry form
- All classes will be \$15.00
- Post Entries will be double class fee.
- Enter the correct horse/pony registration number on the entry form where required as well as the BEF membership number of the rider. The age and date of birth of a junior competitor is also required. Entry forms without this information may not be accepted.
- REFUNDS - A 50% refund will be given upon receipt of a Dr.'s or Vet Certificate
- Post entries will be accepted prior to the first warning call for the particular class.
- Schooling will be held before each day at a fee of \$5 a round. Please indicate ahead of time your intent to school. Show will start promptly at the posted time.

Rules:

1. Attire -

- Riders must wear a collared shirt for all equitation classes. This includes: collared shirt, belt, jeans/neutral colored breeches and a helmet with pointed toe shoes with a heel.
 - For the hunter derby classes riders must wear collared shirt with blazer, neutral breeches, belt with pointed toe shoes with heel.
2. The organizing committee reserves the right to change, cancel or combine classes or to deny inappropriate entries, if they have reason to do so.
 3. Any cruelty or abuse, whether it is physical, verbal or otherwise, directed at any horse, person, or show official, will result in immediate elimination of the entry concerned.
 4. No person shall have any contact, direct or indirect, with any part of the fences in the main ring or the warm-up ring, while a horse or pony is jumping. Rapping a horse will result in elimination. No false ground lines may be used.
 5. Adults can ride ponies.
 6. Horses/ponies may only be entered twice in a single class and only be entered in 4 jumping rounds maximum per day.

Prize List

Ribbons will be awarded to 6th place.

Class Descriptions -

Equitation Over Fences

1. Open 3'3 Equitation-

Open to horses and ponies. May have more than one rider per horse/pony. The ability of the rider only to be judged. To be judged over a course of not less than eight fences and not to exceed 3'3.

A. Open 3'3 Equitation - Over fences not exceeding 3'3.

B. Open 3'3 Equitation Flat - To be judged at a walk, trot and canter both ways of the ring. Entries may be asked to change mounts and/or to do an individual show. May be asked to perform Tests 1-18 of the B.E.F. Rules Part II. Two or more tests of the top four competitors is encouraged.

2. Open 3'0 Equitation-

Open to horses and ponies. May have more than one rider per horse/pony. The ability of the rider only to be judged. To be judged over a course of not less than eight fences and not to exceed 3'0.

A. Open 3'0 Equitation - Over fences not exceeding 3'0.

B. Open 3'0 Equitation Flat - To be judged at a walk, trot and canter both ways of the ring. Entries may be asked to change mounts and/or to do an individual show. May be asked to perform Tests 1-18 of the B.E.F. Rules Part II. Two or more tests of the top four competitors is encouraged.

3. Open 2'9 Equitation-

Open to horses and ponies. May have more than one rider per horse/pony. The ability of the rider only to be judged. To be judged over a course of not less than eight fences and not to exceed 2'9.

A. Open 2'9 Equitation - Over fences not exceeding 2'9.

B. Open 2'9 Equitation Flat - To be judged at a walk, trot and canter both ways of the ring. Entries may be asked to do an individual show. May be asked to perform Tests 1-8, 10, 11, 13, or 14 of the B.E.F. Rules Part II.

4. **Open 2'6 Equitation-**

Open to horses and ponies. May have more than one rider per horse/pony. The ability of the rider only to be judged. To be judged over a course of not less than eight fences and not to exceed 2'6.

A. **Open 2'6 Equitation** - Over fences not exceeding 2'6.

B. **Open 2'6 Equitation Flat** - To be judged at the Walk, Trot and Canter both ways of the ring. May be asked to perform tests 1,3,4,5,6,8,10 & 11 of the B.E.F. Rules Part II.

5. **Open 2'3 Equitation-** Open to horses and ponies. May have more than one rider per horse/pony. The ability of the rider only to be judged. To be judged over a course of not less than eight fences and not to exceed 2'3.

A. **Open 2'3 Equitation** - Over fences not exceeding 2'3.

B. **Open 2'3 Equitation Flat** - To be judged at the Walk, Trot and Canter both ways of the ring. May be asked to perform tests 1,3,4,5,6,8,10 of the B.E.F. Rules Part II.

6. **Open 2'0 Equitation-**

Open to horses and ponies. May have more than one rider per horse/pony. The ability of the rider only to be judged. To be judged over a course of not less than eight fences and not to exceed 2'0.

A. **Open 2'0 Equitation** - Over fences not exceeding 2'0.

B. **Open 2'0 Equitation Flat** - To be judged at the Walk, Trot and Canter both ways of the ring. May be asked to perform tests 1,3,4,5,6,8,10 of the B.E.F. Rules Part II.

7. **Open X Rail Equitation-**

Open to horses and ponies. May have more than one rider per horse/pony. The ability of the rider only to be judged. To be judged over a course of not less than eight fences and not to exceed X Rail.

A. **Open X Rail Equitation** - Over fences not exceeding X Rail.

B. **Open X Rail Equitation Flat** - To be judged at the Walk, Trot and Canter both ways of the ring. May be asked to perform tests 1,3,4,5,6,8,10 of the B.E.F. Rules Part II.

Equitation Through Patterns

8. Open Walk Trot Canter Equitation-

Open to any Beginner, Novice Rider, or Green Horse/Pony in all seats. To be shown at a walk, trot/jog, and canter/lope both ways of the ring; pattern can be ridden at a walk, trot/jog and/or canter/lope. Judged on rider's overall poise, confidence, appearance and position throughout the class. May have more than one rider per horse/pony. The ability of the rider only to be judged. To be judged over a pattern course not including jumps.

- A. Open Walk Trot Canter Equitation – Through a pattern not including jumps. Refer to Appendix at the end of this document
- B. Open Walk Trot Canter Equitation - To be shown at a walk, trot/jog, and canter/lope both ways of the ring.

9. Open Walk Trot Equitation-

Open to any Beginner, Novice Rider, or Green Horse/Pony in all seats. To be shown at a walk and trot/jog both ways of the ring; pattern can be ridden at a walk and/or trot/jog. Judged on rider's overall poise, confidence, appearance and position throughout the class. May have more than one rider per horse/pony. Rider must not be lead. The ability of the rider only to be judged. To be judged over a pattern course not including jumps.

- A. Open Walk Trot Equitation – Through a pattern not including jumps. Refer to Appendix at the end of this document
- B. Open Walk Trot Equitation - To be shown at a walk and trot/jog both ways of the ring.

10. Open Leadline Walk Trot Equitation-

Open to any Beginner Rider in all seats BUT riders must have a walker. Riders entering leadline cannot enter any other class. An additional side walker or spotter is also allowed. To be shown at a walk and trot/jog both ways of the ring; pattern can be ridden at a walk or jog. Judged on rider's overall poise, confidence, appearance and position throughout the class. May have more than one rider per horse/pony. Rider must be lead. The ability of the rider only to be judged. To be judged over a pattern course not including jumps.

- A. **Open Leadline Walk Trot Equitation** – Through a pattern not including jumps. Refer to Appendix at the end of this document
- B. **Open Leadline Walk Trot Equitation** - To be shown at a walk and trot/jog both ways of the ring.

Hunter Derby with Patterns

11. Open Hunter Derby 3'0-

This is a 2 round Hunter Derby with fence heights set a 3' and 3 jump options set at 3'3". Entrants will receive 1 bonus point for each higher option taken. Scores and bonus points will be announced separately in each round. Round 1 and 2 score and bonus will be added together with the highest score winning. In case of a tie in the overall placings the Handy round score (Round 2) will break the tie. There will be no jump off. Horses will not be required to jog for soundness. Any unsoundness will be reflected in the score from the judge. Normal hunting attire is required; formal hunter dress encouraged.

- A. **Derby Round** – Course will consist of not more than 9 obstacles set at 3' with a minimum of 2 "handy options". A maximum of 10 bonus points may be awarded for handiness. To be judged on style, brilliance and handiness.
- B. **Hunter Hack (Flat Phase with Obstacles)**- To be shown at a walk and trot/jog both ways of the ring; pattern can be ridden at a walk and/or trot/jog.

12. Open Hunter Derby 2'6-

This is a 2 round Hunter Derby with fence heights set a 2'6 and 3 jump options set at 2'9. Entrants will receive 1 bonus point for each higher option taken. Scores and bonus points will be announced separately in each round. Round 1 and 2 score and bonus will be added together with the highest score winning. In case of a tie in the overall placings the Handy round score (Round 2) will break the tie. There will be no jump off. Horses will not be required to jog for soundness. Any unsoundness will be reflected in the score from the judge. Normal hunting attire is required; formal hunter dress encouraged.

- A. **Derby Round** – Course will consist of not more than 9 obstacles set at 2'6 with a minimum of 2 "handy options". A maximum of 10 bonus points may be awarded for handiness. To be judged on style, brilliance and handiness.
- B. **Hunter Hack (Flat Phase with Obstacles)**- To be shown at a walk and trot/jog both ways of the ring; pattern can be ridden at a walk and/or trot/jog.

13. Open Hunter Derby 2'0-

This is a 2 round Hunter Derby with fence heights set a 2'0 and 3 jump options set at 2'3. Entrants will receive 1 bonus point for each higher option taken. Scores and bonus points will be announced separately in each round. Round 1 and 2 score and bonus will be added together with the highest score winning. In case of a tie in the overall placings the Handy round score (Round 2) will break the tie. There will be no jump off. Horses will not be required to jog for soundness. Any unsoundness will be reflected in the score from the judge. Normal hunting attire is required; formal hunter dress encouraged.

- A. **Derby Round** – Course will consist of not more than 9 obstacles set at 2'0 with a minimum of 2 “handy options”. A maximum of 10 bonus points may be awarded for handiness. To be judged on style, brilliance and handiness.
- B. **Hunter Hack (Flat Phase with Obstacles)**- To be shown at a walk and trot/jog both ways of the ring; pattern can be ridden at a walk and/or trot/jog.

As we expect Sunday to move
quickly we are inviting entries for
our.....

HORSELESS HORSE SHOW

Prizes to be won!

Pizza and Drinks included for parents
and adults.

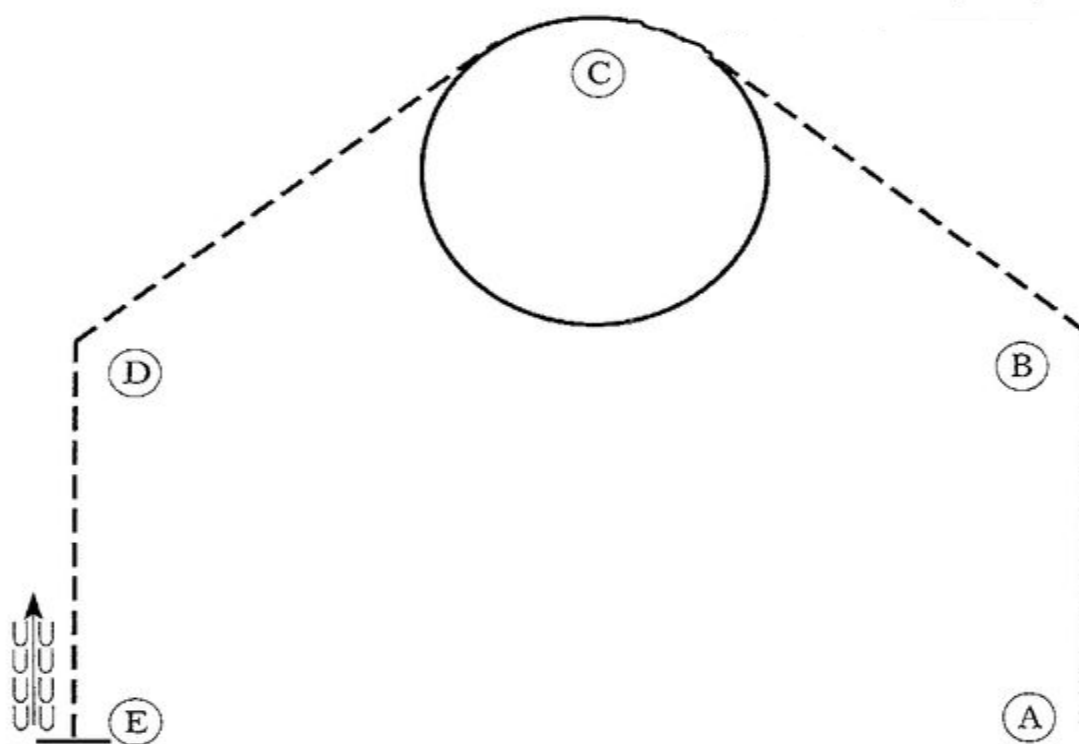
“Horses” must compete over no
more than 10 jumps.

**TO BE JUDGED BY STYLE: HUNTER
AND JUMPER.**

\$5 entries

APPENDIX

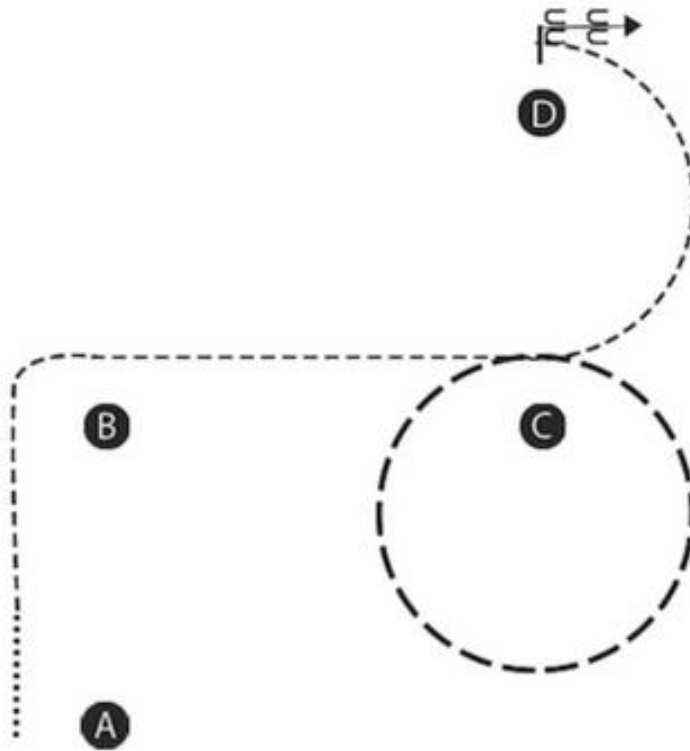
7. Open Walk/Trot/Canter Equitation Pattern



Be ready at A.

1. Walk halfway from A to B
2. Posting trot/jog a corner around B and to C
3. Canter/lope a circle around C
4. At C back to posting trot/jog and straight to D
5. Posting trot/jog a corner at D to E
6. Stop at E and back one horse length

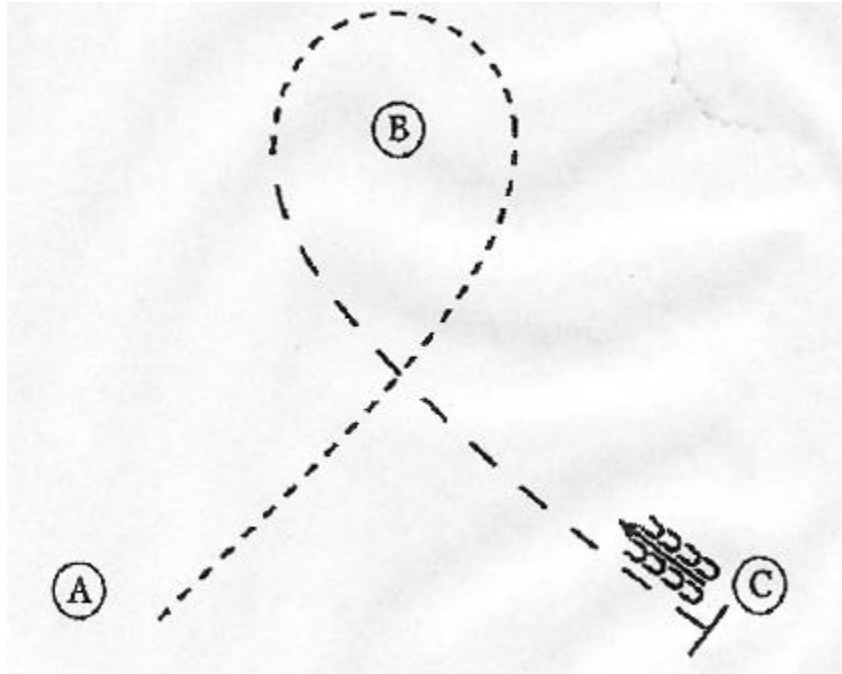
8. Open Walk/Trot Equitation Pattern



Be ready at A.

1. Walk approx. 2 horse lengths from A
2. Posting trot/jog a square corner around B and to C
3. Sitting trot/collected jog a circle around C
4. At C back to posting trot/jog and make a half circle to D
5. Stop at D and back one horse length

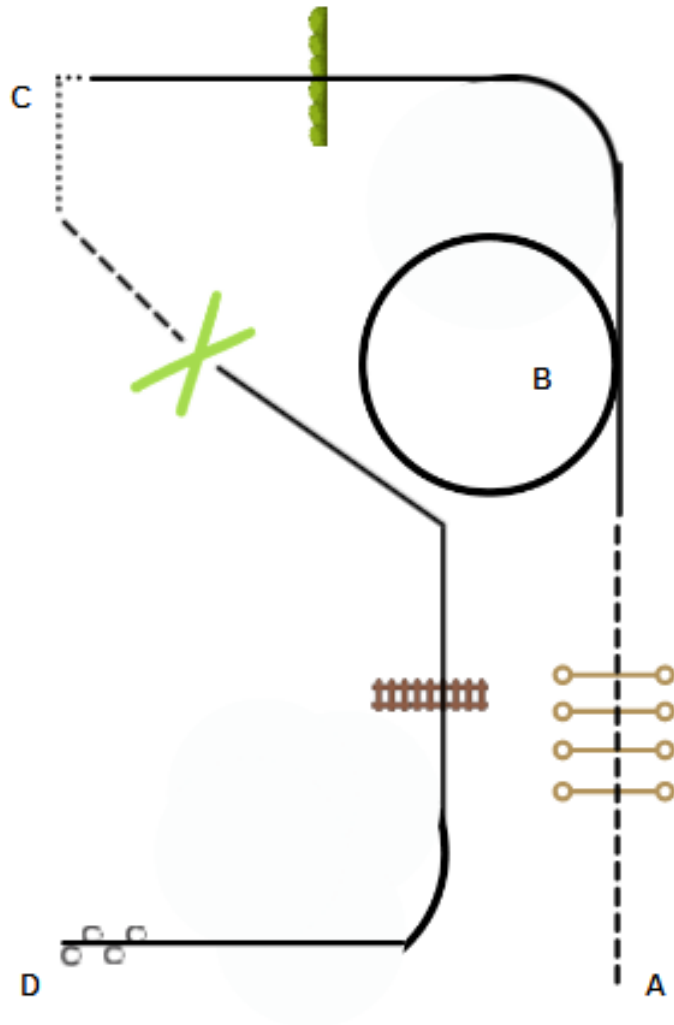
9. Open Leadline Equitation Pattern



Be ready at A.

1. Walk to and around B
2. Posting trot/jog to C
3. Stop at C and back one horse length

Hunter Handy Pattern



Be ready at A.

1. Trot over poles
2. Pickup left lead canter halfway to B
3. Canter a circle around B and continue in canter over brush
4. Walk before C, make a 90 degree turn on the haunches
5. Trot to crossrail, canter away right lead
6. Canter boxes, continue to D
7. Halt at D and back 4 steps