

Open Heavy & Light Horse Show

Saturday, August 6th, 2022 10:30 am

Director: Sue Hogenkamp (519) 848-6601 Jim Walker (519) 638-2449 Brad Schieck

PLEASE NOTE: Exhibitors must register with secretary prior to the show. When an exhibitor is showing more than one entry in a class, please ensure the additional entries are listed on the entry form. Numbers must be worn while showing. Proof of insurance is required and all exhibitors will be required to sign a "Hold Harmless Agreement". Helmets must be worn when showing under saddle.

CLASS A – LINE CLASS

All Breed Horse Show

	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>
1. Yeld mare any age; gelding 4 years and over	\$20	\$15	\$12	
2. Brood Mare	\$20	\$15	\$12	
3. Foal of current year	\$20	\$15	\$12	
4. Yearling	\$20	\$15	\$12	
5. 2-Year-old filly or gelding	\$20	\$15	\$12	
6. 3-Year-old filly or gelding	\$20	\$15	\$12	
7. 3 Horses owned by 1 owner	\$20	\$15	\$12	
8. Junior Showmanship (Under 18)	\$20	\$15	\$12	
9. Best Pony on the grounds	\$20	\$15	\$12	

CLASS B – OPEN CLASS

1. Open Horse or Pony under Saddle	\$20	\$15	\$12	
2. Open Costume Class	\$20	\$15	\$12	

CLASS C – ALL BREED HORSE HARNESS CLASS

1. 4 Horse Hitch	\$100	\$80	\$70	\$60
2. Unicorn Hitch	\$70	\$60	\$50	\$40
3. Best Team	\$50	\$45	\$40	\$35
4. Best Matched and Groomed Team	Halter & trophy	\$40	\$30	\$20
5. Best Driver (Open to Men and Ladies, Carts or Wagons)	\$50	\$40	\$30	\$20
6. Junior Driver (Under 16)	\$50	\$40	\$30	\$20
7. Single Heavy and Light Hitch	\$50	\$40	\$30	\$20

NEW – CLASS D

OPEN GYMKHANA – GAMES ON HORSEBACK

PLEASE NOTE: The first game will start immediately following #1 in Class C, 4-Horse Hitch. Each successive game will be held immediately following a harness class, so please be ready to go.

- Ribbons will be given to 3rd place.
- **\$100** to the rider with the most points from **ALL** the games
\$50 for 2nd place
\$25 for 3rd place.
- Money winners will be announced at the end of the horse show.

1. Tack and Go

Riders will place their tack at the far end of the ring. You will need a helper to hold your horse beside your tack. Riders will run to their pile, tack up their horse, mount, and ride back to the starting point.

2. Walk Trot Canter

Ride at a walk to a cone and back, trot to the cone and back, then canter/lope to the cone and back. Fastest horse wins. If your horse breaks gait, you must make a circle on the spot and then resume.

3. Fill the Bucket

Riders will carry tennis balls, one at a time, on a large spoon to a bucket at the other end of the ring, and drop them in. Fullest bucket in the time allowed wins.

4. Best Figure 8

Complete 2 figure 8's – one at a trot, and the second one at a canter/lope with a lead change in the middle. The judge picks the best 8.

5. Bending Race

Bend (weave) through a pattern of cones as quickly as possible. Fastest time wins.

6. Water Cup Race

Carry a full cup of water from end to end at a walk, then a trot, then a canter/lope. Fullest cup wins.

RYAN AND ROBERT BLACK SPECIAL: Random draw for exhibitors - Win Black's Bioplus Vitamin & Mineral Supplement

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- *Julie Wheatley-Diamond (Willowcrest Farm)*