

HAVE A GO – GRASSROOTS – RIBBON DAY

LOWER FIELD

ENTRY FEE: \$25 for half day - \$40 for full day

GROUND FEE: \$10 per horse

MEDIC FEE: \$2 per rider

CONDITIONS:

- The principle of this section is to give riders and horses an introduction to what to expect from showing classes, brought to you in a low key, no fuss day.
- No Height/Performance cards required. Run under local rules only. Combinations not to have competed at an A&P Show.
- Normal tidy showing attire (Jacket, Plaited horse, Dressage or GP Saddle, Shaped Numnahs).
- Snaffle bridles only.
- All riders must wear protective headgear which must conform with the current approved safety standards (Red Tag).
- Committee reserves the right to combine or split classes.
- Judges decision will be final

RING ONE A

FLAT CLASSES

RIDERS 16 & UNDER ON EITHER HACK OR PONY

- Best presented
- Best walk
- Best trot
- Best paced and mannered
- Best mare
- Best gelding
- Best combination
- Rider 12 & under
- Rider 13-16

RING ONE B

FLAT CLASSES

RIDERS 17 & OVER ON EITHER HACK OR PONY

- Best presented
- Best walk
- Best trot
- Best paced and mannered
- Best mare
- Best gelding
- Best combination
- Rider 30 & under
- Rider 31 & over

RING ONE C

INTRO RING

ON OR OFF LEAD 10 AND UNDER (ANY SIZE HORSE) WALK TROT ONLY

- Best presented
- Best walk on or off lead
- Best trot on lead
- Best trot off lead
- Best paced and mannered on lead
- Best paced and mannered off lead
- Best combination on lead
- Best combination off lead
- Best rider on lead
- Best rider off lead
- Sack race
- Egg and spoon on lead
- Egg and spoon off lead
- Fancy dress

RING ONE

JUMPING CLASSES

THERE WILL BE TWO HEIGHTS OF JUMPS SET UP AND RIDERS MAY CHOOSE THEIR HEIGHT

- Practice round – not judged – Maximum two rounds per combination
- Walk, Trot, Canter, Jump Rider 16 & under
- Walk, Trot, Canter, Jump Rider 17 & over
- Eye Opener Jump Rider 16 & under
- Eye Opener Jump Rider 17 & over
- Hunter Jump Rider 16 & under
- Hunter Jump Rider 17 & over
- Best Combination over Hurdles 16 & under
- Best Combination over Hurdles 17 & over
- Handy Hunter 16 & under
- Handy Hunter 17 & over
- Rider over hurdles 16 & under
- Rider over hurdles 17 & over
- Consolation Jump 16 & under
- Consolation Jump 17 & over