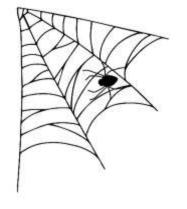


Show Date: October 29, 2023

Jumping Classes: 9am-12pm

Flat Classes: 1-3pm

Entries Due: October 22, 2023



# Lake Oswego Hunt HALLOWEEN SHOW

## **ENTRY FORM**

(Please clearly specify classes if rider is riding more than one horse!)

Kider:	rainer:
Name:	Name:
Phone:	
Parent Signature if rider is under 18:	Signature (approving of all classes):
I have read and understand the information below	I have read and understand the information below
Horse Owner:	
Horse (IF RA: TOP 3 CHOICES, SPECIFY IF LEASING)	Class #s
Class Fee: \$	
\$20 per class, \$60 for 3 classes, \$5 for each addi	itional class (includes horse use and assistance from
instructors?	
hold harmless the organizer, organizing commi Oswego Equestrian Center, their directions, age any kind arising from any and all accidents, dan	I am participating at my own risk. I hereby release and littee, judges and officials, Lake Oswego Hunt, and Lake ents, and employees from all liability, claims or damages of mage, injury or illness to the undersigned, or to any horses, ther person or property damage suffered during or in must sign if competitor is under 18).
SIGNATURE:	DATE:

**Direct Questions to: Show Manager:** Shelby Boyd: <u>admin@lohunt.com</u> or **General Manager:** Taryn McAllister: <u>manager@lohunt.com.</u>

Mail or deliver entries to: Halloween Show c/o Lake Oswego Hunt 2725 SW Iron Mtn. Blvd, Lake Oswego, OR

Make Checks payable to: Lake Oswego Hunt Club.

97034



# JUMP CLASSES WILL RUN FROM 9-12, FLAT CLASSES 1-3- COSTUMES FOR ALL CLASSES ARE ENCOURAGED!

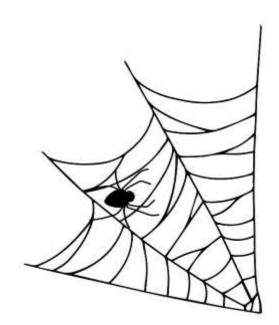
- $\cdots$  It is always difficult to effectively time horse shows, but we are trying to keep as close to this schedule as possible!
- · · · This show is purely for schooling and entertainment, so no show attire is required and participants should feel free to compete in any class within their ability! We do, however, reserve the right to combine classes if numbers are low, in which case the easier/lower class will take precedence (jumping) or riders will be given options to go at whatever speed they'd like.
- ··· All classes are contingent on entry numbers, and may be canceled if there is not enough interest. (All classes will take place in the indoor arena, 9:00 am start.)

#### JUMP CLASSES (9-12)

- 1) Walking Race
- 2) Gambler's Choice (18"-2')
- *3)* Crossrails
- 4) 18"-2' Hunters
- 5) 2'3" 2'6" Jumpers
- 6) Chase-Me-Charlie

### FLAT CLASSES (1-3)

- 7) Barrel Racing
- 8) Ride-a-Buck Bareback
- 9) Toilet Paper Race
- 10) Pumpkin and Spoon
- 11) Mounted Obstacle Course
- 12) In Hand Obstacle Course



#### Class Explanations (Not All Classes Included)

*Gambler's Choice:* Numerous jumps will be set around the ring with different point values. Riders will have a certain amount of time to jump whichever jumps they want (maximum x2 per jump) in order to earn the most points.

*Chase-Me-Charlie:* A "Chase Me Charlie" is a jumping game where the height of a single fence is raised every time the participants successfully jump the fence.. Each rider gets 2 tries to successfully jump the fence and, if they are unable to do so or are uncomfortable with the height, they are "out."

*Barrel Racing:* Riders will complete the barrel pattern to the right as quickly as possible, fastest time wins. (Pattern will be explained before class)

*Walking Race:* Riders will navigate a set course at walk only, fastest time wins! If your horse breaks from walk, you will accrue 4 faults each time, 3 or more breaks from walk and you are DQ'd

*Ride-a-Buck Bareback:* Riders will be asked to ride different gaits, changes of direction, movements, etc. bareback with piece of paper placed either under their thigh or seat, last rider with remaining paper wins (riders can opt out at any time if they are uncomfortable with the movements they are being asked to perform, but riders should be comfortable to at least walk/trot bareback)

*Toilet Paper Race:* Riders will do this event in pairs. Each pair will be asked to ride to one end of the arena and back with a string of toilet paper held between them. If the string breaks, the pair is "out."

*Pumpkin and Spoon Race:* Riders will be asked to walk, trot, possibly canter with balls balanced on spoons. Riders must complete all movements without dropping the "pumpkin." Riders can opt out at any time but may be asked to walk, trot, and canter if they choose to remain in the class.

*Mounted Obstacle Course:* Rider will direct their horses through "Obstacle Course" with different derby-esque or "scary" obstacles for horse and rider to navigate, fastest time wins. Riders will complete the course mounted.

*Obstacle Course*: Rider will direct their horses through "Obstacle Course" with different derby-esque or "scary" obstacles for horse and rider to navigate, fastest time wins. Done in-hand only!