



## **New 2021 Show Series**

# *Mountain Classic Hunter Jumper Schooling Show*

**Warm Up/Schooling Begins: 7:00am**

**Show Starts: 8:00am**

Show Dates: May 8<sup>th</sup>, June 5<sup>th</sup>, July 3<sup>rd</sup>, August 7<sup>th</sup>,  
September 4<sup>th</sup>, October 9<sup>th</sup>

**\*Mini Gamblers Choice and Year End Awards\***

**PRE-ENTRIES PLEASE EMAIL: [g19dionne@gmail.com](mailto:g19dionne@gmail.com)**

1<sup>st</sup>-6<sup>th</sup> Ribbons will be awarded for all classes. Champion and Reserve Champion for each Hunter division

Not ready to show? Jump schooling is allowed in the am, breaks/ also can school in any show flat classes  
- red schooling numbers are \$25.

Helmet and number are required to enter warm up/show arena. All other riders may ride/school in the  
secondary arena on property.

There are first come first served box style day of only stalls, water troughs, round pen and secondary  
arena, grass and a large pavilion for shade.

Photographer: TBD      Food Truck: TBD

**Indiana Equestrian Center**

**7500 Indiana St. Arvada, Co 80007**

**CONTACT: Genevieve Dionne 303.246.3974**

## Horse Show Rules:

- Negative Coggins and/or Health Certificate will be verified at sign up desk on show grounds
- All Riders participating in the show/schooling in show arena will sign a Liability Release.
- IEC, MCHJ and City of Arvada are not responsible for any unsupervised minor, accident, loss or injury to any pony, horse, rider, guest or property.
- Participants under the age of 18 must have a trainer or parent/guardian sign liability release and remain on location for their show day.
- Appropriate Show Attire is required; NO jeans, or sweatpants. Show Jackets can be optional on hot days, please ask office if they are required or not. Show Shirt must be appropriate, not see through or will be asked to wear a show jacket over shirt.
- Judging will be based on USHJA rules/guidelines. Judge decisions are final.
- All stallions must be handled by an adult (18 years or older). No exceptions.
- A 2 minute ring call will be enforced. Participants who miss their ring call will forfeit their ride and entrance fee into that specific class.
- No Alcoholic beverages or Illegal drugs on property.
- Flat Classes may be divided if entries warrant but still judged based on the original amount of riders, Judge may ask for the remaining participants to show a second time with reduced riders for final outcome of flat class.
- Schooling only- May school in only flat show classes. May school jumps during 7am-8am and any designated schooling time throughout the day. If any disruptive behavior occurs, you will be excused.
- No soliciting riders, trainers, personal sales of any kind.

## Horse Show Fees

- \$10 Office/Grounds Fee
- \$90 Full 5 Class Division (A-H)
- \$15 per individual/Jumper class
- \$25 Schooling Only Number (red)
- \$50 Mini Gamblers Choice

### Mini Gamblers Choice -Money Added, will not start before 1pm

- Jumper class based on point accumulation and your own course design. You have 60 seconds to jump as many jumps (each jump only twice) as you can. Jumps have different point values based on difficulty. The heights start and range from 2'6"-3'; the GAMBLER jump finishes at a 3'3" Oxer. Knock downs will subtract 10 points from your score. No punishment for refusals, just your time ticking away. After the whistle blows you may choose to jump the GAMBLER jump. If you choose not to jump it, your score remains the same and you can exit the arena. If you choose to jump it, you must give thumbs up and immediately proceed to the GAMBLER jump. If you attempt and your horse refuses, you have a run out or knock any portion down- you will lose half the GAMBLER Jump points from your original score. If you are successful at the GAMBLER jump without knocking any portion of it down, you will receive the full jump point value. If you fall off at any point, you will be disqualified. Winner receives a percentage of money based on number of entries, and Blue Neck Ribbon. 2nd-3<sup>rd</sup> wins a percentage of money and neck ribbons. 4<sup>th</sup>-6<sup>th</sup> wins a neck ribbon. Minimum of 6 entries needed to win money. 1<sup>st</sup>-6<sup>th</sup> will be asked to be photographed in front of the GAMBLER Jump if participant accepts.