

2017

Quarry Ridge Friendship Series Horse Shows

May 6th, June 3rd and October 7th

7am—8am jumper schooling- outdoor arena

8:15am arena prep

8:30am start

1. Jumper 2'3" (.70-.75m)
2. Jumper 2'3" (.70-.75m)
3. Jumper 2'6" (.85m)
4. Jumper 2'6" (.85m)
5. Nancy Wild 2'6" (.85m) Jumper Medal
6. Jumper 3'1"-3'3" (.95-1m)
7. Jumper 3'1"-3'3" (.95-1m)
8. Jumper Relay 3'1"-3'3" (.95-1m)
9. Jumper 3'7" (1.10m)
10. Jumper 3'7" (1.10m)

**~Break for course reset &
30 minute hunter schooling**

11. 2'3" Hunter Open
12. SS/LS Hunter 2'3"
13. SS/LS Hunter Equitation 2'3"
14. SS/LS Hunter U/S
15. SS/LS Eq Flat
16. 2'3" Pony Warm-Up Hunter
17. 2'3" Children's Pony Hunter
18. 2'3" Children's Pony Eq
19. Children's Pony Hunter U/S
20. Children's Pony Hunter Eq Flat
21. Nancy Wild 2'3" Futures Medal
22. 2'6" Hunter Open
23. 2'6" Pre-Children's/Pre-Adult Hunter
24. 2'6" Pre-Children's/Pre-Adult Equitation
25. Pre-Children's/Pre-Adult Hunter U/S
26. Pre-Children's/Pre-Adult Hunter Eq Flat
27. Nancy Wild 2'6" Hunter Medal

7am-8:30am indoor arena schooling

8:45am arena prep

9am start

28. Trot-a-pole Hunter O/F
29. Trot-a-pole Equitation O/F
30. Trot-a-pole Hunter Hack
31. Trot-a-pole Hunter U/S
32. Trot-a-pole Equitation Flat
33. Cross Rails Hunter U/S
34. Cross Rails Equitation Flat
35. Cross Rails 1' Hunter Hack
36. Cross Rails 1' Hunter O/F
37. Cross Rails 1' Equitation O/F

38. Friendship Training Hunter O/F 1'3"
39. Friendship Training Equitation 1'3"
40. Friendship Training Hunter Hack
41. Friendship Training Hunter U/S
42. Friendship Training Equitation Flat
43. Friendship Hunter U/S
44. Friendship Equitation Flat
45. Friendship Hunter O/F 1'6"
46. Friendship Equitation O/F 1'6"
47. Friendship Hunter Medal 1'6"

Info:

*We will split LS/SS & Pre-C/Pre-A with enough entries in both age groups.

*Hunter Hack is an U/S class that has 2 jumps and a possible halt.

Jumper relay info:

Entry is \$50 per team, each team member will jump a round

Judge will add team times and average, the closest team to the average (our optimal time) wins. Riders must strategize for a tidy, not too fast, not too slow round. Faults or refusals will be added into the time score. In the event of any tie there will be designated a rider from each respective team to do a jump off and the fastest time will determine the final outcome.