

In Unison Farm Fun Show Class List

Jumper Classes and Divisions \$15 per class or \$40 per division

12" Division

warm-up round offered before the start of 12" for \$10

Class 1. Optimum Time

Class 2. Power & Speed

Class 3. Jump Off round

18" Division

warm-up round offered before the start of 18" for \$10

Class 4. Optimum Time

Class 5. Power & Speed

Class 6. Jump Off round

2' Division

warm-up round offered before the start of 2' for \$10

Class 7. Optimum Time

Class 8. Power & Speed

Class 9. Jump Off round

2'3" Division

warm-up round offered before the start of 2'3" for \$10

Class 10. Optimum Time

Class 11. Power & Speed

Class 12. Jump Off round

2'6" Division

warm-up round offered before the start of 2'6" for \$10

Class 13. Optimum Time

Class 14. Power & Speed

Class 15. Jump Off round

2'9"- 3' Division

warm-up round offered before the start of 2'9"-3' for \$10

Class 16. Optimum Time

Class 17. Power & Speed

Class 18. Jump Off round

Costume Class – free entry – will begin at noon (times subject to change)

Fun Classes \$5 a class or \$40 to compete in all

Class 19. Parent Lead Line – non-riding parents are led around by kids/riders – free entry

Class 20. Sit-a-Buck – exception, class cost is \$1

Class 21. Egg & Spoon Race

Class 22. Balloon Pop – ride down, dismount, pop a balloon by sitting on it, ride back

Class 23. Boot Race – one boot is in a pile at the end of the ring, ride down put boot on, ride back

Class 24. Sack Race – ride down, dismount, get in the sack and run/bounce back

Class 25. Baton Race

Class 26. Pole Bending – W/T group, fast group

Class 27. Keyhole Race – W/T group, fast group

Class 28. Capture the Flag – run down grab the flag and put it in the other bucket

Class 29. Plug Race – down and back around one barrel, W/T group, fast group

Class 30. Barrels – W/T group, fast group

In Unison Farm Fun Show Rules

Helmets with a harness must be worn by ALL riders when mounted. Boots with a heel (at least one inch) must be worn when mounted. There is no specific dress code but we do ask that participants dress appropriately. Riders, participants, and spectators are asked to behave in a polite and respectful way to others. This day is meant to be fun for everyone. **Management reserves the right to excuse any riders who behave in an unsafe or discourteous manner toward themselves, their mount, another rider or mount, or any spectator on the property.**

Horses/ponies may not compete in more than three jumper divisions (9 jumping rounds, this includes warm-up rounds). (Management reserves the right to make exceptions for the number of jumping rounds.) For fairness and the sport of competition mount/rider combinations can only enter in two consecutive heights/divisions. Warm-up rounds will be offered before each division starts at the height of the upcoming division. Warm-up rounds are \$10 a round. Warm-up rounds are not ribboned. If entries warrant management reserves the right to divide jumping classes by age. Please provide your age for this purpose.

Ribbons are awarded first thru sixth place for each jumping class. Champion and Reserve Champion are awarded for each jumping division. Awards/ribbons or prizes are awarded to the top three finishers for the fun classes.

NO STALLIONS. Stalls are available but extremely limited so please plan on tying to your trailer for the day. A negative coggins within 12 months required for all mounts. No lunging in any arenas.

An office fee of \$10 will apply for each mount/rider combination. Each mount/rider combination will be given a pinny (number) for the day. The pinnies will be returned to the office at the end of the rider's day (please and thank you). The office fee will be waived for all pre-registered riders. **Pre-registration deadline is the Wednesday before the show by 7 p.m.** (for April 6th show deadline is April 3rd).

Class descriptions:

Optimum time – the placings are determined by the rider closest to the optimum time without going over the optimum time, the optimum time is calculated by the desired speed for that division and the course length

Power & Speed - first half of course is jump fault scored (no knocked poles), second half is timed so you want to go fast in a safe manner; time will be added to your final time for any knocked poles or refusals

Jump Off round – you will do two courses for this class; you ride the full course and if you are clear for the first course you are allowed to do the jump off; jump off is a shorted course and will be posted on the course map; jump off is timed

Question can be directed to Lee Ann Gilson, 678-873-8785 or hrsecrz@gmail.com