



MODIFIED HALLOWEEN FUN SHOW



SATURDAY OCT 31 2020

****Students can sign-up for more than one Level!****

If you don't want to participate in all the classes in your level, that's OK, but there are no discounts on fees

Time	Level and Classes Included	Details
<i>Tack-up at 8</i>	Walk-Trot-Canter with Dressage	
8:30am - 10:30am	<ol style="list-style-type: none"> Dressage Test: Cadora Training Level Test B (www.cadora.ca) Barrels (best of 2 runs) Trail Class (course attached) Costume Class 	<p><i>All classes can be ridden Western or English!</i></p> <p>Students can ask the warm-up ring coach to call their dressage test or bring a person to call for them</p> <p><i>Max 8 students</i></p>
<i>Tack up at 10:30</i>	Walk-Trot Equitation	
11:00am - 1:00pm	<ol style="list-style-type: none"> Trail Class (course attached) Equitation Class (pattern attached) Barrels (best of 2 runs) Costume Class 	<p><i>All classes can be ridden Western or English</i></p> <p><i>Max 8 students.</i></p>
<i>Tack-up at 1</i>	Beginner to Novice Hunter Equitation	
1:30pm - 3:30pm	<ol style="list-style-type: none"> Hunter ground poles, X-rails and 2'0" Equitation Class (pattern attached) Pumpkin Jumping Costume Class 	<p><u>Ground poles open to all levels of riders, whether or not you have jumping experience. Ask your coach what height to choose!</u></p> <p><i>Classes can be ridden Western if you select ground poles OR choose no hunter classes.</i></p> <p>Can pick a max of 2 hunter jump heights.</p> <p><i>Max 8 students.</i></p>
<i>Tack-up at 3:30</i>	Novice to Intermediate Jumper and Dressage	
4:00pm - 6:00pm	<ol style="list-style-type: none"> Jumper 2'3" to 2'9" Dressage Test: Cadora Test Training Level A (www.cadora.ca) Pumpkin Jumping Costume Class 	<p><i>Max 8 students. All English Classes.</i></p> <p>Can pick a max of 2 jump heights. Ask your coach what height to choose!</p> <p>Students can ask the warm-up ring coach to call their dressage test or bring a person to call for them</p>

Schedule may be modified based on registrations. If more than 8 students sign up for a Level, students may be assigned to a different time-slot to complete their Level classes



Show Details and Safety Rules:



Guests:

- Max of 4 spectators per student. All clients and guests are required to wear masks upon entering, sign-in using the Health Links Screening Questions and use hand sanitizer provided. Guests are asked to maintain 2 m spacing from other household groups in the facility.
- One adult is allowed to help students in the barn with tack-up and with costumes, all other spectators must remain in designated viewing areas

Locations:

To allow for adequate viewing areas for guests due to COVID-19 regulations, **all classes will take place in Arena 1**, and the warm-up ring will be Arena 2. Guests are welcome to view from inside Arena 1 (entering through the green door inside the office) or from the upstairs viewing area. Please maintain 2 m spacing between different household groups.

Awards:

Ribbons for 1st through 3rd place will be given out after each class. A special prize will be available for the costume contest in each level, along with lots of fun Halloween candy give-aways. **Students can only compete in one costume contest or pumpkin jumping class if they register in more than one Level**

Costumes:

Costume contest can be done mounted or leading horse in hand with no saddle. Don't forget to decorate both your horse and yourself! Washable face paints are acceptable. You can view past costumes on our Facebook or Instagram pages by looking through past photos/posts.

Additional Notes for Students:

The Warm-Up Ring Coach and Judge will be available to assist students through patterns and courses if they need help. The goal is to have fun, as well as, prepare and educate students about horse shows. Students should not be intimidated if it is their first show – there will be lots of help available!

There will be different coaches and judges working shifts throughout the day for the different Levels.

Trail Classes:

All students will be given a chance before the trail class starts to try the obstacles once with the warm-up ring coach. See attached pattern for rules. The Trail Class will be the last class for the Walk-Trot-Canter Level and the first class for the Walk-Trot Equitation Level, then will be taken down for the rest of the show.

What is pumpkin jumping?

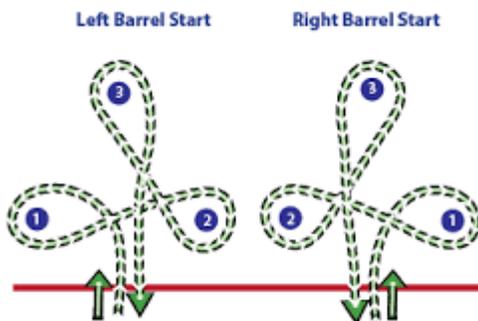
Open to all abilities, your horse must walk, trot or jump over a consecutively shorter row of pumpkins. We start off with a row of 7 pumpkins. If your horse refuses or hits the pumpkins you are eliminated. Successful attempts move on to the next round with 5 pumpkins, and so on until we get to just 1 pumpkin!

What are the hunter and jumper jumping classes?

For each jumping class, competitors will have to go through a course of 7 to 8 poles or jumps laid out in the arena. The pattern for the jump course will be posted on the day of the show in the barn and warm-up ring. Students will need to memorize what order the jumps are in before entering the ring. Hunter classes are judged on the rider's ability to handle the horse and get through the course cleanly. Jumper classes are timed and based on speed and clean jump rounds.

What are barrels?

Barrels are a fun, timed event. You must complete the pattern around the barrels in the fastest time to win. You can choose either a left or right barrel start. There is time deducted for knocking over a barrel and you are disqualified if your horse crosses the start/finish line before completing the pattern correctly.



Dressage Tests:

Students can use the full arena for dressage tests. Students can memorize the test, or, they can have a “caller” help them out. The caller can read only the wording written under the “Test” column in the dressage test, and can read (or Call Out!) each section only once the previous section is completed. X is the middle of the arena, the rest of the letters are posted on the arena walls.

Notes on Dressage and Equitation Classes for the afternoon classes:

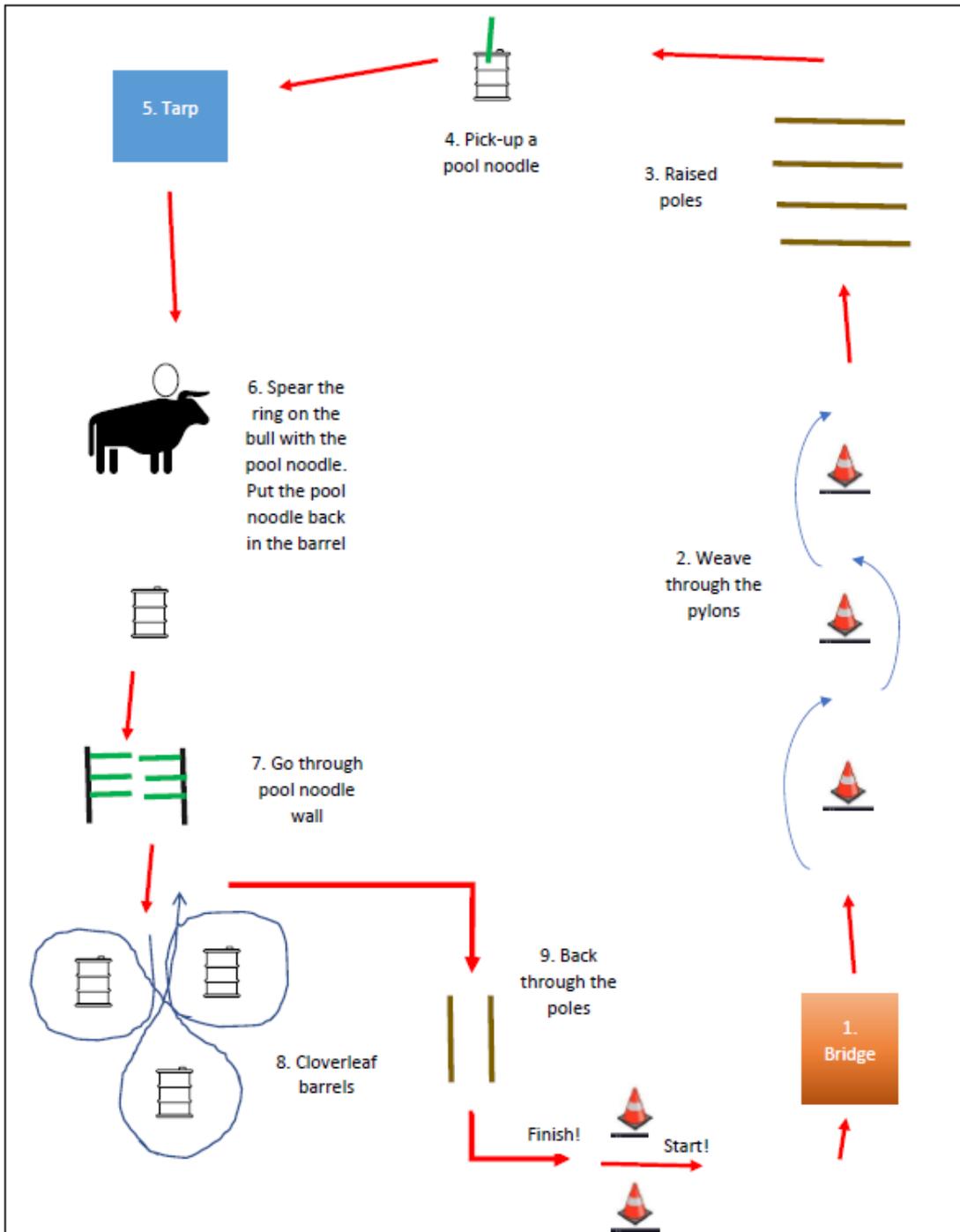
The Equitation pattern for the Beginner-Novice Hunter Class is designed to work around the jump course so as to remove only a few jumps to allow students to complete the pattern, while leaving the jump course in tact for the next Level classes. So there will be jumps set up in the arena when you are completing your equitation pattern, just FYI. All jumps will be removed from the ring before the Dressage Test for the Novice-Intermediate Dressage Level.

If you have any other questions about the show, please don't hesitate to ask us! Email us at lessons@sagehillstables.com.

Trail Pattern

Timed event. Fastest complete course wins!

5 seconds deducted for a missed/incomplete obstacle, knocked over barrel, pole or pylon.



Equitation Pattern

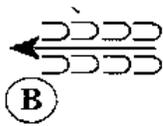
Beginner to Novice Hunter

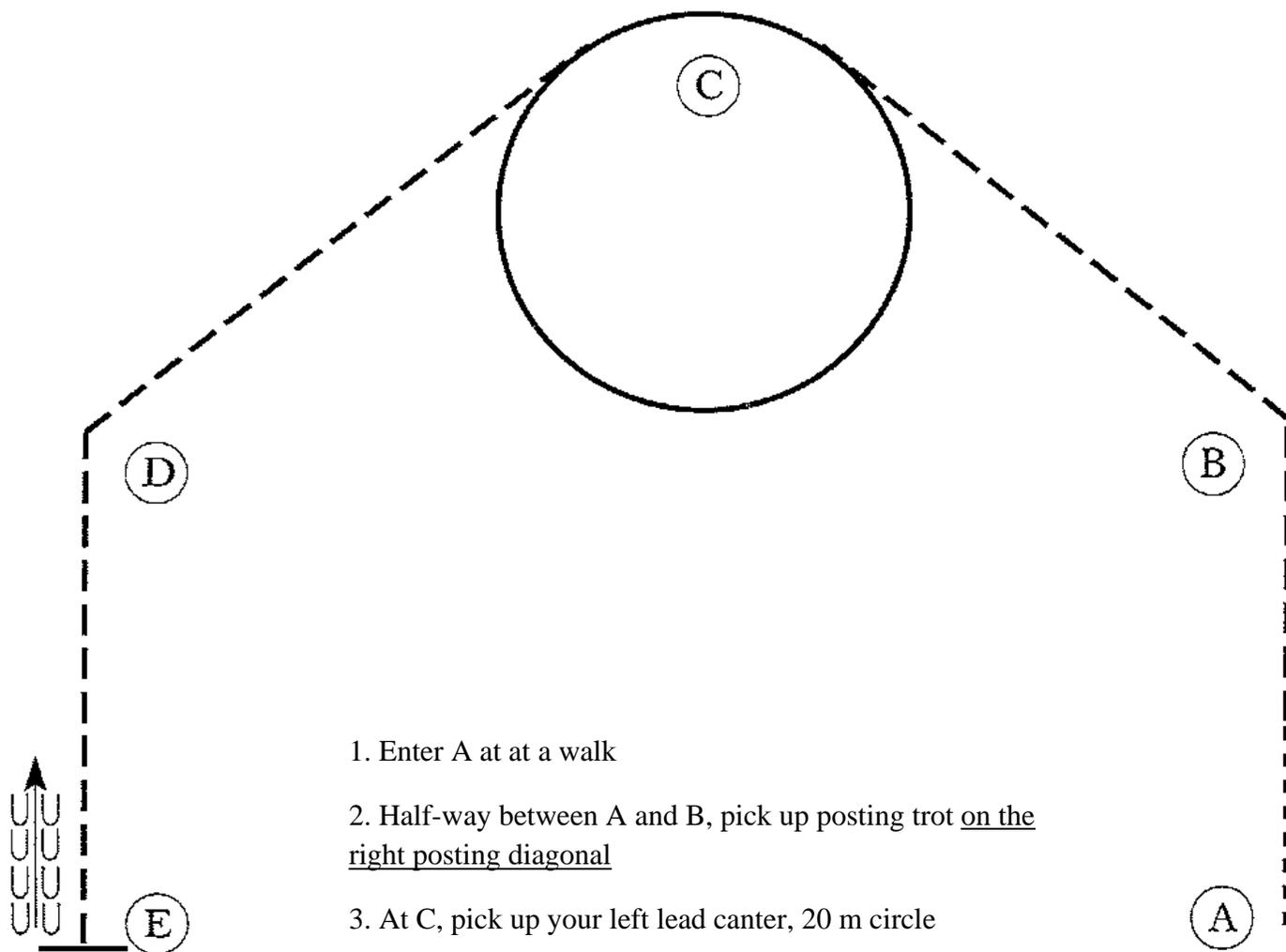
Equitation

Walk - - - - -

Trot - - - - -

Canter —————

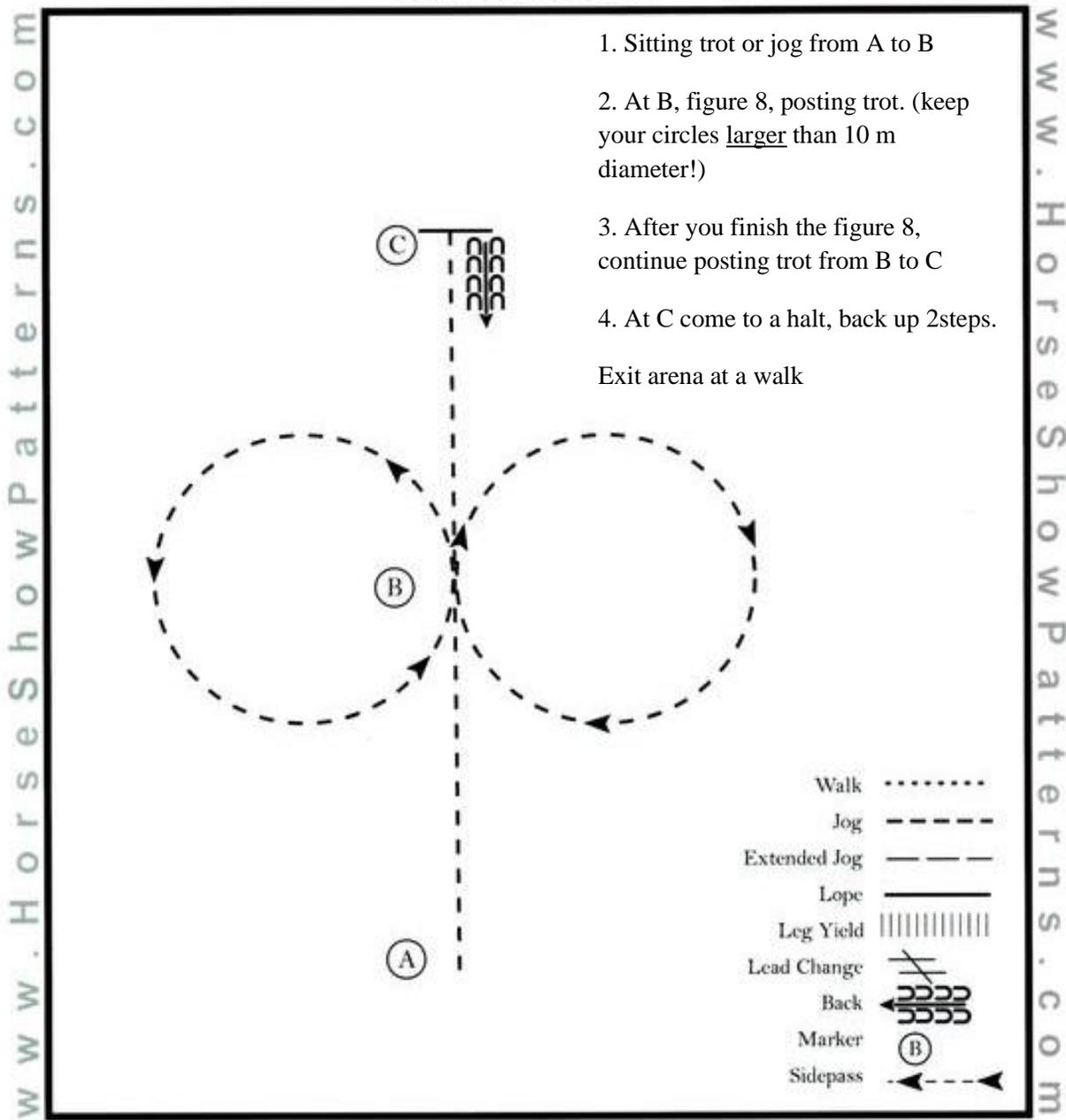
Back
Marker 



1. Enter A at a walk
2. Half-way between A and B, pick up posting trot on the right posting diagonal
3. At C, pick up your left lead canter, 20 m circle
4. At C, transition back down to posting trot on the left positing diagonal
5. At E, come to a halt, back up 3 steps.

Exit arena at a walk

Equitation Pattern for Walk-Trot Equitation



1. Sitting trot or jog from A to B
 2. At B, figure 8, posting trot. (keep your circles larger than 10 m diameter!)
 3. After you finish the figure 8, continue posting trot from B to C
 4. At C come to a halt, back up 2steps.
- Exit arena at a walk

Pattern Provided by:
Judi Nelson

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CADORA INC. TRAINING LEVEL TEST "A"
[AMENDED, 2011]

No.

All trot work may be ridden sitting or rising, unless specified.
 Halts may be through the walk.
 To be ridden in an ordinary snaffle with the reins in both hands.

CONDITIONS:
 Arena: Standard or small
 Average Time: 5:30 (Std.)
 or 3:30 (small)

		Test	Directives	Pts	Coeff	Total	Remarks
1	A X	Enter working trot. Halt. Salute. Proceed working trot.	Straightness on centre line. Quality of transitions, halt & trot.				
2	C	Track left. Proceed to K.	Quality of turn & trot.				
3	KAF FXH	Working trot. Change rein, working trot.	Quality of trot. Straightness on diagonal.				
4	Btw H&C C	Working canter, right lead. Circle right 20m. Proceed to M.	Quality of transition. Roundness of circle.				
5	M MXK	Working trot. Change rein, working trot. Proceed to A.	Quality of transition. Straightness on diagonal.				
6	A A	Circle left, 20m in diameter, rising trot, allowing the horse to stretch forward and downward. Before A, shorten the reins Working trot	Forward & downward stretch over the back with light contact maintaining balance & trot; size of circle; balanced transitions		2		
7	Btw A & F	Medium walk.	Quality of walk. Transition				
8	FXM	Loop, free walk.	Reach & ground cover of walk allowing complete freedom to stretch forward & downward		2		
9	MC	Medium walk.	Quality of walk; transition				
10	CE	Working trot	Quality of trot; balanced transition from walk				
11	E	Working canter left lead & circle 20m in diameter. Proceed to K	Quality of transition & canter. Balance, size & roundness of circle				
12	KA A X	Working trot Turn down centre Halt. Salute.	Quality of turn. Straightness on centre line. Quality of transition & halt.				

Leave arena in walk.

 CADORA INC. TRAINING LEVEL TEST "B" <i>[AMENDED, 2011]</i>						No.	
All trot work may be ridden sitting or rising, unless specified. Halts may be through the walk. To be ridden in an ordinary snaffle with the reins in both hands.						CONDITIONS: Arena: Standard or small Average Time: 5:30 (Std.) or 3:30 (small)	
		Test	Directives	Pts	Coeff	Total	Remarks
1	A X	Enter working trot. Halt. Salute. Proceed working trot.	Straightness on centre line. Quality of transitions, & halt.				
2	C E	Track left. Circle left 20m. Proceed to F.	Quality of turn & of trot. Roundness of circle.				
3	FXH	Change rein, working trot.	Straightness on diagonal. Quality of trot.				
4	Btw C&M	Working canter, right lead. Proceed to B.	Quality of transition. Rhythm of canter.				
5	B	Circle right 20m.	Roundness of circle. Quality of canter.		2		
6	Btw B&F	Working trot.	Smoothness of transition. Quality of trot.				
7	Btw F&A	Medium walk to K.	Quality of transition & trot.				
8	KXH	Loop, free walk.	Quality & rhythm of walk.		2		
9	HC	Medium walk.	Quality of transition & of walk.				
10	CB B	Working trot. Circle right 20m allowing the horse to stretch forward & downward. Before B, shorten the reins	Forward / downward stretch over the back into light contact maintaining balance & quality of trot. Shape / size of circle, bend. Transitions		2		
11	BFAK KXM	Working trot. Change rein, working trot.	Quality of trot. Straightness on diagonal.				
12	Btw C&H	Working canter, left lead. Proceed to E.	Quality of transition & canter.				
13	E	Circle left 20m.	Roundness of circle. Quality of canter.		2		
14	Btw E&K	Working trot.	Smoothness & balance of transition. Quality of trot.				
15	KA A X	Working trot. Turn down centre line. Halt. Salute.	Quality of trot & turn at A. Straightness on centre line. Quality of transition & halt.				
Leave arena in walk.							