

**Rainbow Canyon End of Summer “Kick COVID ‘s @\*\*\*” Classic** encourages everyone to have fun, wear a costume or dress up your horse; wear show clothes and braid your horse, anything goes....

All Patterns and Courses will be available online at [www.rainbowcanyonranch.com](http://www.rainbowcanyonranch.com) in the new client section by Oct 5th

**Class Descriptions and Guidelines:**

**Showmanship in Hand-** Stand horse up for judging, Horse to be shown at Walk, demonstrate Halt and Back. Posted pattern. Awards for 12 and under, 13-17, 18-36, 37-59 & 60 and over. Additional Awards for *Best Traditionally Turned out Horse & Best Non-Traditionally Turned out Horse*.

**Hunter Obedience-** Judged like Pleasure Horse 60/40. Perform Posted Pattern in Ring #1 60% and then Flat work in Riverview 40%.

**Huntseat EQ Pattern-** Judged on Equitation 60/40. Perform Posted Pattern in Ring #1 60% and then Flat work in Riverview 40%.

**Country Pleasure-** : This class is judged at the Walk and the rider's “Favorite Gait” in both directions.

**Family Class-** Judged for the best display of togetherness. Special Award for the Best matched horses or matched outfits.

**Trail Obstacles -** Take your own line. All obstacles are pointed, bonus points may be given by judge for obstacles taken at higher gates. A maximum of 6 obstacles may be performed, none may be repeated, Rider has 2 minutes to finish the 6 obstacles, should rider complete 6 obstacles in under the time 1 additional point for every 10<sup>th</sup> second under, Should rider not complete 6 obstacles in the time limit, they will still receive the points for completed obstacles. Lead over must only be done 1<sup>st</sup> or last and time starts/ends when rider crosses cones.

**Hunter Hack:** Riders will line up in arena, then be asked to individually jump over two fences and follow any directions posted on course. Riders will then be asked to take the rail to work both directions. This class is judged 70% on jumping style and ability, and 30% on the rail work.

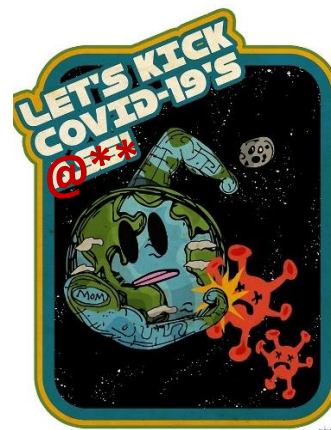
**Gamblers Choice Handy Hunter Derby-** To be judged on style and way of going 7 jumps take your own line. Jumps will have a point value, judge will give a score and add on the additional points from your chosen jumps. Jumps may only be jumped 1x but some may be jumped both directions.

**Lunch Break-** Ordered or provided Lunches will be available to be picked up on the patio, they will be bagged with name on them. Ringside Tables and Cabanas will receive delivery. Doggie Costume Class will be held in ring during last 20 min of lunch

**Tandem Hunter Pairs- Team of 2** Must jump 6 jumps following each other and make a closing circle abreast. Extra points given for riding to music you provide, and extra points for costumes.

**Argentinian Jumpers-** Closest to time allowed is the winner.

**Gamblers Choice Jumpers-** 75 seconds to jump pointed jumps, they may only be jumped once each direction. Points will be totaled. An attempt at the joker will be offered. If you knock over or refuse joker, half of earned points will be lost.



# Rainbow Canyon Ranch

## End of Summer Kick COVID's @\*\*\* Classic

Sunday, October 11<sup>th</sup> 2020 8:30am

Judge- Markley Chaffin

Save \$\$ - Play All day for one \$\$

High Point of Day

Walk Trot Rider

Level I Rider

Level II Rider

Super Horse Overall Champion

Free Saddle Pad and Lunch when you Pre Enter and Pay to Play all Day

Ask your Instructor about our Horsemanship Challenge

Please Check Online for our Team Interactive Betting

All competitors, upon leaving the arena, will be allowed to draw one playing card from the hat. If you draw a JOKER YOU WIN! Take your card to the office and claim your prize! Collect your cards after each class and when you have a winning poker hand you also win!

All Courses and Patterns Online Five Days in Advance



Family Class

For Everyone Including Husbands and Fathers



# “Kick COVID’s @\*\*” Class Schedule

Sunday October 11<sup>th</sup> 2020 8:30am



1. Showmanship in Hand ++
2. Hunter Obedience ++ \* #
  - a. Walk / Trot
  - b. Level I
  - c. Level II
3. Hunt Seat EQ Pattern ++ \* #
  - a. Walk / Trot
  - b. Level I
  - c. Level II
4. Country Pleasure ++ \* #
  - a. Walk / Trot
  - b. Level I
  - c. Level II
5. Family Class
  - a. Walk / Trot
  - b. Level I
  - c. Level II
  - d. Walk or Leadline
6. Trail Obstacle ++ \* #
  - a. Walk / Trot
  - b. Level I
  - c. Level II
7. Hunter Hack ++ \* #
  - a. Walk / Trot
  - b. Level I
  - c. Level II

DON'T FORGET THE VIP SEATING ONLINE AUCTION. TO RESERVE LUXURY SEATING FOR FRIENDS AND FAMILY. THEY NEED TO GET OUT AND HAVE FUN TOO...

Remember to Enter to Play all day so you can get a free work pad

**Pre Online Betting Available- Pick what colored team will win each class, it will give you something to cheer for in each class. At the show you can place additional bets for High Point Team winners. Teams will be assigned the day of the show.**

8. Gamblers Choice Hunter Derby ++ #
  - a. Level I
  - b. Level II
9. Doggie Costume Class- Free
10. Tandem Hunter Pairs
  - a. Walk / Trot
  - b. Level I
  - c. Level II
11. Argentinian Jumpers ++ #
  - a. Level I
  - b. Level II
12. Gamblers Choice Jumpers ++ #
  - a. Level I
  - b. Level II
13. Mimosa Challenge ++ \* #
  - a. Walk / Trot
  - b. Level I
  - c. Level II
14. Horsemanship Challenge- Written test picked up with your number, filled out and turned in before the end of 2<sup>nd</sup> class.” Hands On” to be held after class 13. Awards for 12 & under, 13-17, 18-36, 37-59 and 60 & over. \* #

Classes that count toward High Point:  
 \*- Walk / Trot # - Level I and Level II  
 ++ Super Horse

