



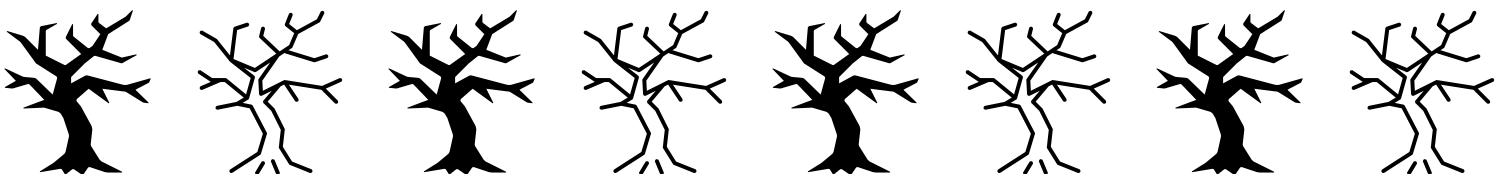
Lake Oswego Hunt

HALLOWEEN SHOW

Show Date: October 24, 2021



Entries Due: October 20, 2021





Lake Oswego Hunt HALLOWEEN SHOW

October 24, 2021 ENTRY FORM



(Please clearly specify classes if rider is riding more than one horse!)

Rider:

Trainer:

Name:	Name:
Phone:	
Parent Signature if rider is under 18:	Signature (approving of all classes):
<i>I have read and understand the information below</i>	<i>I have read and understand the information below</i>

Horse Owner: _____

Horse (IF RA: TOP 3 CHOICES, SPECIFY IF LEASING)	Class #s

Class Fee: \$ _____

\$20 per class, \$60 for 3 classes, \$5 for each additional class (includes horse use and assistance from instructors?)

Release: I understand that this is a high-risk sport and I am participating at my own risk. I hereby release and hold harmless the organizer, organizing committee, judges and officials, Lake Oswego Hunt, and Lake Oswego Equestrian Center, their directions, agents, and employees from all liability, claims or damages of any kind arising from any and all accidents, damage, injury or illness to the undersigned, or to any horses, owners, riders, attendants, spectators, or any other person or property damage suffered during or in connection with this event. (Parent or guardian must sign if competitor is under 18).

SIGNATURE:

DATE:

Make Checks payable to: **Lake Oswego Hunt Club.**

Mail entries to: Halloween Show c/o Lake Oswego Hunt 2725 SW Iron Mtn. Blvd, Lake Oswego, OR 97034

Direct Questions to: Show Manager: Gabby Smith: ramanager@lohunt.com or General Manager: Mickey Webb: manager@lohunt.com.



Class List

... ****WITH THE ONGOING COVID-19 PANDEMIC, THIS SHOW WILL BE STRUCTURED SUCH THAT JUMP CLASSES WILL RUN FROM 9-12, COSTUMES at 12:30, FLAT CLASSES 1-3**

.. **MASKS ARE REQUIRED AND WE ASK THAT PARENTS SOCIAL DISTANCE IF YOU WOULD LIKE TO COME WATCH!**

... It is always difficult to effectively time horse shows, but we are trying to keep as close to this schedule as possible!

... This show is purely for schooling and entertainment, so no show attire is required and participants should feel free to compete in any class within their ability! We do, however, reserve the right to combine classes if numbers are low, in which case the easier/lower class will take precedence (jumping) or riders will be given options to go at whatever speed they'd like.

... All classes are contingent on entry numbers, and may be canceled if there is not enough interest. (All classes will take place in the indoor arena, 9:00 am start.)

JUMP CLASSES (9-12)

- 1) *Gambler's Choice (18"-2')*
- 2) *Chase-Me-Charlie*
- 3) *Crossrails*
- 4) *18"-2' Hunters*
- 5) *2'3" - 2'6" Jumpers*

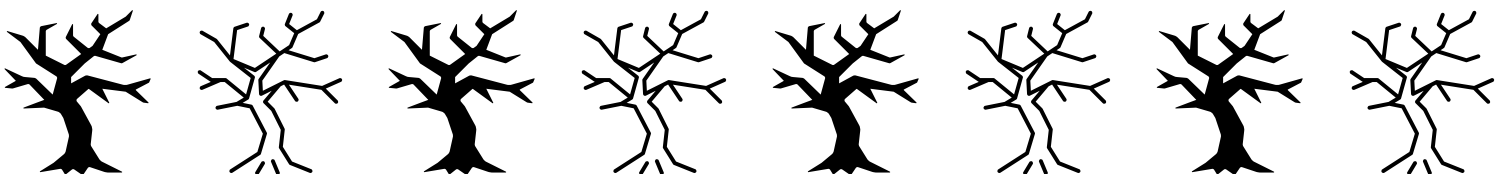
***I am happy to add another jump height if at least 3 riders would enter*

FLAT CLASSES (1-3)

- 7) *Barrel Racing*
- 8) *Pole Bending*
- 9) *Ride-a-Buck Bareback*
- 10) *Toilet Paper Race*
- 11) *Pumpkin and Spoon*
- 12) *Red Light / Green Light*
- 13) *In Hand Obstacle Course*

~12:30

- 6) *Costume Parade*





Class Explanations (Not All Classes Included)

Gambler's Choice: Numerous jumps will be set around the ring with different point values. Riders will have a certain amount of time to jump whichever jumps they want (maximum x2 per jump) in order to earn the most points.

Chase-Me-Charlie: A "Chase Me Charlie" is a jumping game where the height of a single fence is raised every time the participants successfully jump the fence.. Each rider gets 2 tries to successfully jump the fence and, if they are unable to do so or are uncomfortable with the height, they are "out."

Barrel Racing: Riders will complete the barrel pattern to the right as quickly as possible, fastest time wins. (Pattern will be explained before class)

Pole Bending: Riders will weave through six vertical poles by first riding to the end of the line, weaving towards home, weaving away from home, and then finally riding straight home. Fastest time wins. (Pattern will be explained before class)

Ride-a-Buck Bareback: Riders will be asked to ride different gaits, changes of direction, movements, etc. bareback with piece of paper placed either under their thigh or seat, last rider with remaining paper wins (riders can opt out at any time if they are uncomfortable with the movements they are being asked to perform, but riders should be comfortable to at least walk/trot bareback)

Toilet Paper Race: Riders will do this event in pairs. Each pair will be asked to ride to one end of the arena and back with a string of toilet paper held between them. If the string breaks, the pair is "out."

Pumpkin and Spoon Race: Riders will be asked to walk, trot, possibly canter with balls balanced on spoons. Riders must complete all movements without dropping the "egg." Riders can opt out at any time but may be asked to walk, trot, and canter if they choose to remain in the class.

Red Light/Green Light: Riders can ride "green lights" at any pace, but some will most likely be cantering and, in the event of horses starting to race, riders should feel comfortable at walk/trot/canter.

Obstacle Course: Rider will direct their horses through "Obstacle Course" with different derby-esque or "scary" obstacles for horse and rider to navigate, fastest time wins. Done in-hand only!

