



SPOTLIGHT CLASSES



#812, 813: Jr/Am Jumper Stake Classes

All Jr/Am Jumper Stake classes require that horse and rider must have competed in 2 classes in the respective division. All division rules will apply regarding cross entry restrictions. #812: Ribbons 1st-8th, #813: Neck Sashes 1st-8th

Prize money: 30%-22%-15%-10%-7%-6%-5%-5% .

#800: Flying Change Farms \$5,000 1.10m Open Spooky Jumper Stake

Competition will be judged under Table II;2a. Horse must have competed in at least 2 other classes at the show. The top 8 must ride for awards. Formal attire encouraged. Winner to receive a cooler, ribbons 1st-8th place.

Prize money: 30%-22%-15%-10%-7%-6%-5%-5%

#801: \$5,000 Open Haunted Hunter Derby 3'0"

This class will be conducted as a two-round derby. The first round will be scored as a traditional hunter round. The top 10 scoring riders from the first round will be invited to return for a handy round. Fences will be set at 3'0". Order of go will be posted at least one hour before the start of the class. Any competitors adding the class after the order of go is drawn will go first in the order. Competitors must appear in order of the posted order of go. Ribbons will be presented to the Top 10. The top 10 are required to ride for awards. There is a same day add/scratch fee of \$30. Formal attire encouraged.

Winner to receive cooler; ribbons 1st-10th place.

Prize money: 30%-22%-15%-10%-7%-6%-5%-5%

#809: Flying Change Farms \$2,500 Jr/Am MEC Hunter Derby 3'0"

This class is open to Junior and Amateur riders. Horse must have competed in at least 2 other classes at show. This class will be conducted as a two-round derby. The first round will be scored as a traditional hunter round. The top 10 scoring riders from the first round will be invited to return for a handy round. Fences will be set at 3'0". Order of go will be posted at least one hour before the start of the class. Any competitors adding the class after the order of go is drawn will go first in the order. Competitors must appear in order of the posted order of go. Ribbons will be presented to the Top 10. The top 10 are required to ride for awards. There is a same day add/scratch fee of \$30. SPOOKY attire encouraged.

Winner to receive cooler; ribbons 1st-10th place. Prize money:

30%-22%-15%-10%-7%-6%-5%-5%



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#806: \$1,500 Low Child/Adult Hunter "Haunt & Go" Derby 2'6"

Rider may not have competed in classes over 2'9" at this show. Riders may show multiple horses in class. Each horse & rider combo will jump a Classic Round consisting of 4-6 fences. Directly after the completion of the Classic portion, horse & rider will begin Handy portion of the class which will consist of 4-6 fences where handiness will be rewarded. Option fences may be used in either round at the course designer's discretion. SPOOKY attire is encouraged. The top 8 must ride for awards.

Winner to receive cooler; ribbons 1st-10th place.

Prize money: 30%-22%-15%-10%-7%-6%-5%-5%

1203: \$2,500 WICKED Hunter Derby 2'0"



Rider may not have competed in classes over 2'3" at this show. Riders may show multiple horses in class. Each horse & rider combo will jump a Classic Round consisting of 4-6 fences. Directly after the completion of the Classic portion, horse & rider will begin Handy portion of the class which will consist of 4-6 fences where handiness will be rewarded. Option fences may be used in either round at the course designer's discretion. WITCHES & WARLOCKS themed attire is encouraged. The top 8 must ride for awards.

Winner to receive cooler; ribbons 1st-8th place.

Prize money: 30%-22%-15%-10%-7%-6%-5%-5%

#807: \$500 Childs Pony Hunter Derby 2'0"/2'6"

Horse & rider must have competed in at least 2 classes in the respective division. This class will be conducted as a two-round derby. The first round will be scored as a traditional hunter round. All riders from the first round will be invited to return for a handy round. The top 8 must ride for awards.

Winner to receive cooler; ribbons 1st-8th place.

Prize money: 30%-22%-15%-10%-7%-6%-5%-5%

PACK YOUR SPOOKY HALLOWEEN ATTIRE FOR SUNDAY SPECIAL CLASSES





SPOTLIGHT CLASSES



#1205: The WCEF Cobweb Cross Rail Hunter Derby 18"

Horse & rider must have competed in at least 2 classes in the Mini Stirrup division and cannot have jumped over 18" at this show. This class will be conducted as a two-round derby. The first round will be scored as a traditional hunter round. All riders from the first round will be invited to return for a handy round. The top 8 must ride for awards.

Winner to receive \$250; ribbons and saddle pads 1st-8th place.

#1204 (a,b,c): The WCEF Candy Corn Cross Rail Eq Special 18"/flat

Horse & rider cannot have jumped over 2'0" at this show. This equitation special consists of two jumping rounds at 18" in height and a flat phase. Scores from all phases will be added together to determine an overall winner. The top 8 must ride for awards.

Winner to receive \$250 ; ribbons 1st-8th place.

#802 (a,b): 2'6" Equitation for a Jump

This class is open to junior and amateur riders. Riders cannot have jumped over 2'9" at this show. This equitation special consists of two jumping rounds at 2'6" in height. Each round will be given a numerical score and added together for an overall score. Should a tie occur, a work-off at the judge's discretion will break the tie.

Winner to receive a jump; ribbons 1st-8th place.

#808 a, b & c: Haunted Horsemanship Equitation Challenge

This class is open to junior and amateur riders. This is a 3 phrase class: flat (a), over fences 3'0" (b) and gymnastics (c). All 3 phases will receive a numerical score which will be added together for the overall score.

Winners of each phase to receive a special award.

Winner of overall Challenge to receive a jump; ribbons 1st-8th place.

