



Isaacks Ranch
 Hunter/Jumper Schooling Show
 February 13, 2021
 65 County Road D-66
 Las Cruces, NM 88012

Office use

ONE HORSE/RIDER PER ENTRY FORM

Rider Name _____
 Phone _____
 Email _____
 Horse Name _____
 Breed _____ Age _____

Mail Entries To:
Madeline Isaacks
5466 Amarillo Del Sol
Las Cruces, NM 88007
575-571-2294
isaacksranch@gmail.com

Classes to be Entered (please list classes by number)

 Office Fee per Horse/Rider combination _____ = \$10
 Schooling Horse Fee (do not pay office fee if using) \$10 _____ =
 Stabling \$25/night \$10/day stall # of nights _____ =
 Stall Deposit (Refundable) \$25 _____ =
 Late fee applied if entries received after February 10, 2021 \$20 _____ =
 Total _____ = _____

I am participating in these activities at my own risk. I understand that this is a high-risk sport. I hereby assume all risks and further do hereby release and hold harmless Isaacks Ranch, and all its officers, members, agents, employees, participants, volunteers and/or affiliated entities. I further hold harmless the owners of the facility or property on which any schooling activity is held from all liability for negligence resulting in accidents, damage, injury, illness, or death to myself and my property, including the horse(s) I ride. I agree to wear protective headgear when I ride, with harness secured, which meets the standards currently imposed by the USEF Rules and the ASTM/SEI criteria. I understand the Organizer has the right to cancel the schooling or activities, refuse any entry, or prohibit or stop any activity deemed improper or unsafe.

Signed: _____ Date: _____
 Printed Name: _____ (Parent, Guardian, Trainer for riders under 18)

Mobile Food truck around 12pm

Stabling \$25 per night. \$25 refundable stall cleaning deposit. \$10 Day stall.
Fees All classes \$12 if received by Feb 10, 2021. Post entry fee of \$20. Office Fee \$10
Awards Ribbons 1st-6th
Stakes Classes payback money will be divided 40%, 30%, 20%, 10% to top 4 riders.

Jumpers

- 1- Low Jumper Level 0, (.75m/2'6") Table II 2B
- 2- Hi-Low Jumper Level 1, (.90m/3'0") Table II 2B
- 3- Open Jumper Level 2 (1.0m/3'3") Table II 2A
- 4- Power and Speed \$100 Stakes Class Level 4 (1.15m/3'6"-3'9") Table II 2C
- 5- Rotating Rider Relay Level 1 (.90m/3')

Open Schooling 45 minutes

Hunters/Equitation/Misc.

- 6- Walk/Trot Hunter u/s*
- 7- Walk/Trot Equitation flat*
- 8- Walk/Trot Hunter Cross rails o/f*
- 9-Walk/Trot Discipline Rail*
- 10-Bareback Equitation \$50 Stakes All Ages*
- 11-Open Training Hunter o/f 18" (trotting permitted)
- 12- Lead Line
- 13- Open Schooling Hunter o/f 2'
- 14- Open Pairs Class
- 15- Open Low Hunter o/f 2'3"
- 16 -Open Hunter u/s
- 17- Equitation on the flat all ages*
- 18- Modified Adult Hunter o/f 2'6"
- 19- Children's Hunter o/f 2'6"
- 20- Modified Adult/Children's Hunter u/s*
- 21A- Open Mini-Derby \$50 Stake 2'6" Round 1
- 21B- Open Mini-Derby \$50 Stake 2'6" Round 2 Handy Hunter
- 22- Open Discipline Rail
- 23- Open Hunter 2'9"

***Non-professional riders (amateur adult/amateur owner/junior/child) only**

Power & Speed If horse/rider is clean after the first round (no whistle), they immediately go into the jump off without stopping. First round not timed, timed jump off.

Rotating Rider Relay Teams of two. Each team will jump the course two times in a row, dividing the jumps up between the riders in any order they choose. Rider must not jump until the previous horses front feet hit the ground on landing. In the case of a refusal or run out, the second horse/rider must jump that before going on. Fastest time with least faults wins.

Walk/Trot Riders not jumping higher than 18". Not to cross enter into classes higher than 18". Not to cross enter into canter classes. May cross enter into Training Hunter.

Discipline Rail Horse and rider will be asked to perform transitions, turns, changes of pace and gate, and other movements at the judges discretion. Horse/rider combos that perform most completely and correctly will win/place.

Pairs Class Teams of two ride side by side at walk, trot, and canter. Each team will reverse individually, to allow for creative, coordinated reverse. Team that is the most Coordinated wins. Points for matching team.

Mini-Derby Horses to show over 2 separate courses, one of which is a handy hunter class to include hand gallop, trot fence, halt and a bending line. Judged on jumping ability and form, rideability, adjustability, expression, correct lead changes, accurate distances between jumps as indicated on course map, correct hunter movement. Scores from both rounds will be combined for final total.