#### **Peel Metro Adult Riders**

#### Presents



- Entries via Globalonline
- Supportive judges
- Ribbons to 6<sup>th</sup> place
- Prizes
- OTT sponsorship must have horse passport to enter

## Working Hunter

A Working Hunter should be of good conformation and soundness. A hunter should be able to carry its rider over a variety of terrain, they should exhibit boldness and be tractable with a free moving and balanced gait. They should work calmly and obediently without displaying over exuberance but still be happy and eager in their work.

The Working Hunter Event is conducted in three phases:

- Jumping
- Flat workout
- In-hand presentation.

All horses must be a minimum of 4 years of age to enter

Club Turn Out/Presentation Award 8.00 Sharp. The best presented club award will require a minimum of 2, maximum of 4 horses and riders from each club to present in uniform with clean horses, gear and appearance. ONE team per club, so choose your best 4! All 4 judges will be judging!

High Point Trophy and Handicap Trophy winners will be announced at the end of the event. All competitors are encouraged to be there for presentations to support one another and receive ribbons/prizes/trophies.

#### Jumping Classes:

Poles
30cm
45cm
65cm
80cm
95cm

#### Flatwork Classes:

Walk/trot	
Walk/trot/canter	

# Program of Events

Peel Adult Riders, 467 King Road, Oldbury

Course Walk: 7.00 -8.30 Starts: 8am best presented

Entries via. www.globalentriesonline.com.au

Entry Fee: \$50

**Ground Fee:** \$10 per horse

Day Membership: \$10 (non Peel Adult rider member)

Camping: \$5 per float includes sausage sizzle for dinner own yards to be dismantled by

0600 20<sup>th</sup> June 2021.

Yard hire overnight. limited numbers \$10

Enquiries: Caren Earl 0432774131 or Jenny Stamp 0430121362

Entries Close: Friday 11th June 2021 unless filled prior

- Entry includes 1 jump round, 1 flat workout and 1 conformation presentation..
- From the classes below, choose one class: Walk trot or walk trot Canter Cannot enter both.
- COVID precautions in place everyone must sign in on QR code, or manually sign in. If you have any cold like symptoms please stay at home.

Class	Class:
1	Poles Walk/trot up to 40yrs
2	poles Walk/trot 40yrs+
3	poles Walk/trot/canter up to 40yrs
4	Poles walk/trot/canter 40yrs+
5	Poles-30cm walk/trot up to 40yrs
6	Poles-30cm walk/trot 40yrs+
7	Poles-30cm walk/trot/canter up to 40yrs
8	Poles-30cm walk/trot/canter 40yrs+
9	45cm walk/trot up to 40yrs
10	45cm walk/trot 40yrs+
11	45cm walk/trot/canter up to 40yrs
12	45cm walk/trot/canter 40yrs+
13	65cm walk/trot/canter up to 40yrs

14	65cm walk/trot/canter 40yrs+
15	80cm walk/trot/canter up to 40yrs
16	80cm walk/trot/canter 40yrs+
17	95cm walk/trot/canter up to 40yrs
18	95cm walk/trot/canter 40yrs+

Note: if you choose walk/trot you will be completing the walk/trot workout at the back of the program. If you choose walk/trot/canter you will be completing the walk/trot/canter workout at the back of the program. Classes may be split differently at the discretion of the committee.

# Conditions of Entry/General Rules

- All competitors MUST be financial members of ARCA affiliated clubs
- All non-Peel Adult Riders Club MUST sign a waiver and pay a Day Insurance Levy.
- All clubs with riders entered MUST supply helpers
- The committee of PMAR reserves the right to cancel, alter, combine any classes they deem necessary on the day.
- Riders MUST wear a current EA approved safety helmet and riding boots at all times whilst mounted on their horse.
- PMAR reserves the right to interpret or decide on any protests or disputes arising.
- PMAR, it's committee, judges and officials DO NOT accept liability for any accident, loss, damage, illness or injury to horses, owners, riders, spectators or any other person or property whatsoever. Entry to the grounds is at your own risk.
- Strictly NO dogs
- No judge is to be approached by a competitor or spectator without speaking to a committee member.
- Walk Trot rings are for green horses and riders who are not confident in cantering.
- Enter walk/trot OR Walk/trot/canter, not both!
- All gear must be safe and serviceable and adhere to the ARCA rules.
- Plaiting is recommended, but optional.
- Club uniform MUST be worn
- All rubbish, hay and manure must be cleaned up and taken home
- There is to be only **ONE** entry per adult affiliated rider

- There is a one horse/rider combination limit
- This is open to ALL breeds, NO stallions allowed.
- Entries will close Friday 11th June 2021 unless filled prior
- Please note: there will be NO ambulance or vet present throughout the event. There will be trained first aiders on site, so If you fall you MUST present to the first aid person on site. In the event of an accident, the decision about whether or not to call an ambulance/vet is made by the club's attending medical officer, and NOT by the injured member. By entering this event you understand any expenses incurred by an ambulance/vet trip will be your responsibility.

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## Jumping Phase

- Horse/pony rider may compete in 1 round only.
- The course will be open for walking at 7.00am, and shortly between height changes.
- You may be required to complete your in-hand and/or flat workout prior to your jumping.
- Not all fences will be set at maximum height, but a minimum of 1 fence will be at the maximum height.
- If a horse/pony jumps the incorrect fence, you will be eliminated, however you can continue onto the next phase.
- In the event of a fall of the rider or horse, the competitor will be eliminated and must leave the arena un-mounted and present to first aid.
- The jumping course will be numbered and include start and finish flags.
- Horse boots and martingales are permitted for the jumping phase ONLY
- The course includes a number of natural obstacles such as a brush, hay bales and rustic rails.
- There will be approximately 8 obstacles with a variety of verticals and spreads, the track is open and flowing, with some changes in direction.
- Dummy spurs are permitted, however points MAY be deducted
- Crops can be carried to a maximum length of 75cms.

#### Working Hunter challenge Scoring:

- For each obstacle cleared competitors will be given a mark as follows:
  - 3 marks = insufficient
  - 7 marks = good
  - 10 marks = excellent
- The following Jumping penalties will apply:
  - Knockdown minus 10 marks
  - 1st Refusal minus 10 marks
  - 2<sup>nd</sup> Refusal minus 20 marks
  - 3rd Refusal minus 30 marks + rider must move to the next jump
  - 3 refusals at consecutive jumps rider must retire
  - Taking the wrong course -minus 20 marks
  - Fall of horse or Rider Rider must retire
- In addition, competitors are given a mark out of 30 for jumping style and manners (submission and obedience).

#### Flatwork Phase

- This phase comprises of a workout similar to a show hunter that MAY include a hand gallop and a change of canter lead. (Not for the Walk/trot class)
- All boots, bandages and martingales must be removed before the flatwork phase; however, you MUST complete this phase in the same saddle as the jumping phase
- Competitors MUST know the set ridden workout prior to entering the ring
- ARCA approved bridles/bits ONLY
- Dummy spurs are permitted, however points MAY be deducted
- Crops can be carried to a maximum length of 75cms.
- You are to choose the appropriate class for your horse i.e. Walk/trot OR Walk/Trot/Canter, if you are deemed to be in the wrong class, the committee have the right to change your classes or eliminate your points. These classes are based on an honesty system.

#### Flatwork Scoring:

- A mark out of 20 for Action and Paces
- A mark out of 15 marks for Manners (submission and obedience)
- A mark out of 10 marks for rider and horse attire

### In-hand Phase

- No workout is necessary
- The horse/pony is assessed while standing
- The horse/pony is to be presented to the judge for conformation unsaddled

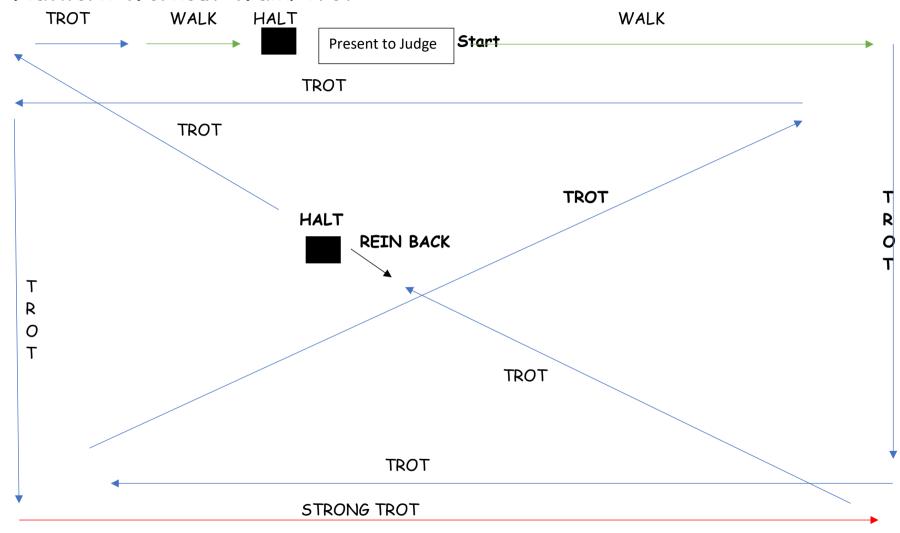
#### In-hand Scoring:

- A mark out of 30 for hunter type
- A mark out of 25 for conformation

#### Determining the Placing and Results:

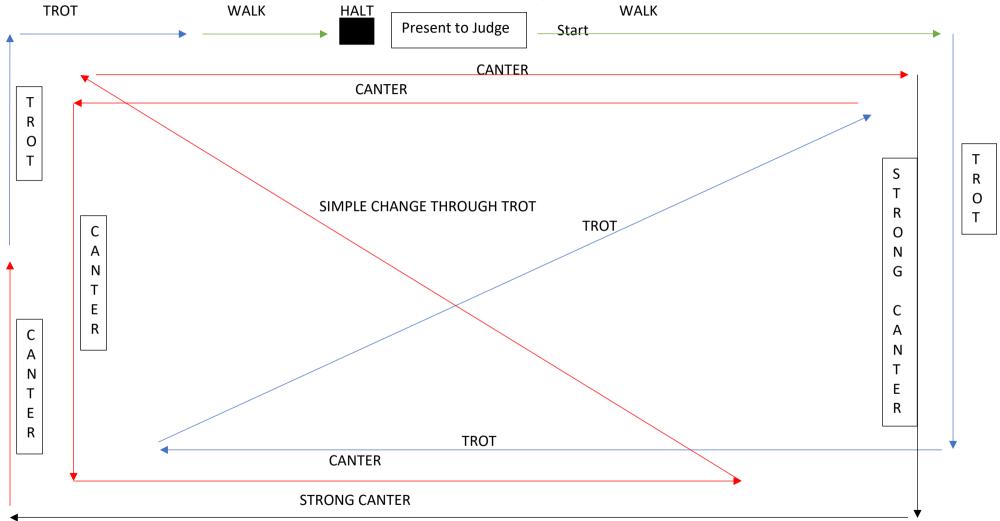
In the event that there is an equality of scores, the jumping score will preside. In the event that there is still a tie, the "Type" mark will be the deciding factor.

## Flatwork Workout Walk/Trot



LEGEND: Green arrows = walk, Blue arrows = trot, Red arrows = strong trot, Black arrows = rein back 4 steps, Black square = halt

# Flatwork Workout Walk/Trot/Canter/Gallop



LEGEND: Green arrows = walk, Blue arrows = trot, Red arrows = canter, Black arrows = strong canter, Black square = halt