

APPY FEST 2019 OMNIBUS

Weekend Show Schedule:

Saturday 9:00 am - 3:30 pm

Saturday Kentucky Derby Party 4:00 pm - 8:00 pm

Sunday 9:00 am - 2:00 pm

Class Organization:

Classes on Saturday are numbered 101 through 105

Classes on Sunday are numbered 201 through 205

Only Classes 101, 103, 201 and 203 are mandatory for all competitors

Each class will be assigned a level as follows:

.1 = LEVEL 1: Unridden Green – Horses not able to be ridden yet

.2 = LEVEL 2: Green Under Saddle - Horses ridden at walk/trot only

.3A = LEVEL 3: Under Saddle – Horses ridden at walk, trot, canter with 90 days or less in training

.3B = LEVEL 3: Under Saddle – Horses ridden at walk, trot, canter with > 90 days' training*

On the show entry form, competitors are required to enter the total number of days the horse has been in training. This number should include a best estimate of all days in training performed by the entrant and any other trainer/handler. Level 3 competitors only: total days in training will determine assignment to section A or section B in Level 3.

***Show management reserves the right to combine levels 3A and 3B if less than 3 entries in each level are received. If classes 3A and 3B are combined and show requirements differ between 3A and 3B, the requirements for level 3A will be applied to all competitors.**

ONLINE ENTRY: <https://mdfundforhorses.org/appyfest-entry-form/>

ONLINE RELEASE FORM: <http://mdfundforhorses.org/appyfest-rules-disclaimer/>

Reminder: all trainers and handlers must have a signed release form on file with show management before unloading a horse on the Eldorado Farm property.

Notes on Judging and Scoring:

In all classes, competitors will receive a score of "4" to "0" on each element judged. Points will be awarded as follows:

4 = completed, excellent performance

3 = completed, average to good performance

2 = completed

1 = partially completed

0 = not attempted, complete refusal, or completed with excessive aggression.

Each day will be judged and scored separately with Championships awarded each day. Ribbons for 1st through 4th will be awarded for Level 1, Level 2, Level 3A and 3B for each class. A Level Champion will be awarded each day for Level 1, Level 2 and Level 3 based on competitors' total accumulated points for the day. Ribbons for 1st and 2nd place will be awarded at each level for optional demonstrations.

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Daily Schedule – Saturday, May 4, 2019:

Classes: Class numbers are organized by Class number – Level number. Classes beginning with “1” take place on Saturday, May 4; classes beginning with “2” take place on Sunday, May 5. For example, Class 100.1 is the first class of the day on Saturday for Level 1; Class 201.3A is the first class on Sunday for Level 3A/B.

Saturday, May 4, 2019:

Begin at 9:00 a.m.

101.1 Ground Work – Level 1

101.2 Ground Work – Level 2

101.3A/B Ground Work – Level 3A & 3B

<10-minute break – Level 1 horses excused until class 103.1>

102.2 Walk-Trot under saddle – Level 2 (level 2 horses excused until 103.2)

102.3A/B Walk-Trot under saddle – Level 3A & 3B

102.3A/B Walk-Trot-Canter under saddle – Level 3A & 3B

<15-20-minute break for arena conditioning and obstacle course setup>

103.1 Obstacles - Unmounted – Level 1

103.2 Obstacles - Unmounted– Level 2

103.3A/B Obstacles – Unmounted – Level 3A & 3B

104.2 Obstacles – Mounted – Level 2

104.3A/B Obstacles – Mounted – Level 3A/B

<10-minute break for demonstration setup>

105.1 – OPTIONAL Level 1 demonstration class (see description below)

105.2 – OPTIONAL Level 2 demonstration class (see description below)

105.3A/B – OPTIONAL Level 3A & 3B demonstration class (see description below)

Lunch Break and Entertainment Demonstrations

Parade of Adoptable Horses

Presentation of Awards:

Level 1, 2 & 3A & 3B ribbons for placings 1st through 4th at each level. Champion of the day awarded based on cumulative points earned in classes 101 through 104.

Level 1, 2 & 3A & 3B ribbons for 1st and 2nd placings at each level in class 105 – optional demonstrations.

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Daily Schedule – Sunday, May 5, 2019:

Classes: Class numbers are organized by Class number – Level number. Classes beginning with "1" take place on Saturday, May 4; classes beginning with "2" take place on Sunday, May 5. For example, Class 100.1 is the first class of the day on Saturday for Level 1; Class 201.3A is the first class on Sunday for Level 3A/B.

Sunday, May 5, 2019:

Begin at 9:00 a.m.

201.1 Ground Work – Level 1

201.2 Ground Work – Level 2

201.3A/B Ground Work – Level 3A & 3B

<10-minute break – Level 1 horses excused until class 203.1>

202.2 Walk-Trot under saddle – Level 2 (level 2 horses excused until 203.2)

202.3A/B Walk-Trot-Canter under saddle – Level 3A & 3B

<15-20-minute break for arena conditioning and obstacle course setup>

203.1 Obstacles - Unmounted – Level 1

203.2 Obstacles - Unmounted– Level 2

203.3A/B Obstacles – Unmounted – Level 3A & 3B

204.2 Obstacles – Mounted – Level 2

204.3A/B Obstacles – Mounted – Level 3A/B

<10-minute break for demonstration setup>

205.1 – OPTIONAL Level 1 demonstration class (see description below)

205.2 – OPTIONAL Level 2 demonstration class (see description below)

205.3A/B – OPTIONAL Level 3A & 3B demonstration class (see description below)

Lunch Break and Entertainment Demonstrations

Parade of Adoptable Horses

Presentation of Awards:

Level 1, 2 & 3 ribbons for placings 1st through 4th at each level. Champion of the day awarded based on cumulative points earned in classes 201 through 204.

Level 1, 2 & 3A & 3B ribbons for 1st and 2nd placings at each level in class 205 – optional demonstrations.

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CLASS DESCRIPTIONS

101 & 201 - Un-mounted Classes – Required for all levels:

Competitors will be given a score of 0 to 4 on each element judged, where 4 is a perfect score.

Competitors will perform ground/in-hand work in EITHER a 60-foot round pen or the arena according to the entrant's choice when submitting his/her APPY FEST entry. Entrant may request to change his/her original choice; such changes will be subject to the Judges' approval. All movements are performed in-hand; horses may be haltered or bridled at trainer's discretion.

Competitors showing more than one horse in un-mounted classes are required to have one additional handler for each additional horse shown.

General characteristics judged during un-mounted classes:

1. Willingness – horse's acceptance of instructions, level of calmness, trust of handler (Example: 4=calm; 3=slightly nervous or resistant; 2=repeatedly spooky or resistant; 1=extremely nervous and resistant).
2. Suppleness - softness versus tension in movement; quality of gaits (Example: 4=very supple; 1=extremely tense).
3. Communication – horse's understanding of handler's instructions with voice, body, line or non-contact whip.
4. Turnout – clean, tidy and well-turned-out horse, handler and equipment

Class 101/201 Competitors will perform tasks as follows:

Level 3 competitors attempt to complete all tasks for Levels .1, .2 &.3

Level 2 competitors attempt to complete all tasks for Levels .1 & .2 only

Level 1 competitors attempt to complete tasks for level .1 only

Specific modifications for levels may be listed on individual tasks

Competitors may touch their horse lightly with a rope or stick, but hitting a horse may result in disqualification, at the judge's discretion

Competitors are requested to enter the Entry Box individually, in order by Level – refer to final order of go published on the morning of show day.

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101 & 201 - Un-mounted Classes (Continued):

Competitors will be judged beginning when they enter the Entry Box, until they exit the round pen or arena after completing the following tasks:

TASK #	LEVEL	CLASS 101 & 201 TASKS To be completed in Entry Box and Round Pen or Arena
1	.1, .2, .3A&B	All Levels: <i>WAIT to enter the Entry Box until any other contestant being judged in the Round Pen or Arena has exited.</i> Horse will be haltered or bridled, at Handler's discretion. Handler will lead the horse into the Entry Box - defined by a square of poles outside the riding arena and round pen – and stand quietly. The judge will evaluate the horse's body condition, conformation, and overall turnout of horse and handler. Note that the judge may enter the Entry Box while the horse is standing with handler. Horse should be able to stand quietly for up to 2 minutes.
2	.1,.2,.3A&B	All Levels: At the Judge's instruction, Handler will lead the horse out of the Entry Box and into either the Round Pen or Arena. Handler may carry a stick to direct the horse's movements.
3	.1,.2,.3A&B	Handler will stand the horse up and demonstrate grooming by running hands and a brush all over the horse's body. Level 1 – horse may be held with the lead line; Level 2 – horse may be ground tied with a lead line Level 3A and 3B – attempt ground tie without a lead line during grooming
4	.1,.2,.3A&B	Handler will demonstrate the horse's willingness to pick up all four feet Level 1 – pick up each foot individually and place it back on the ground Level 2 – pick up each foot individually and hold for a least three seconds, then place it back on the ground. Level 3A&3B – pick up each foot individually, use a hoof pick to pick and brush the sole, then place the foot back on the ground. Time limit: 4 minutes
5	.1,.2,.3A&B	All Levels will have a maximum time for completion: Level 1: 7 minutes Level 2 and 3A&B: 9 minutes If a handler at any level completes the level's required movements before the time limit, he/she may request the judge's permission to attempt one or more movements at a higher level. Doing so will not add points to the score, but will demonstrate the horse's additional training. All Levels: - At the Judge's instruction that timing has begun, Handler will lead horse to the outside edge of the Round Pen or the Arena Rail and proceed to lead the horse at a walk in a counter-clockwise direction (trainer to the inside; horse to the trainer's

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TASK #	LEVEL	CLASS 101 & 201 TASKS To be completed in Entry Box and Round Pen or Arena
		<p>right) on a 60' circle. Begin by leading from the horse's shoulder for approximately one-half of the circle and switch to leading in front of the horse for the remainder of the circle. Handler should endeavor to maintain the horse at a steady, forward walk without breaking to the trot.</p> <ul style="list-style-type: none"> - At the Judge's instruction, Handler will continue in the same direction, moving to the trot until the Judge gives an instruction to return to the walk, then halt. - Turn toward the center of the round pen/arena and lead the horse 4-6 steps toward the center of the round pen or arena. Halt, then encourage the horse to take 2-3 steps backward, preferably with minimal or no pressure on the lead. - Move to the center of the ring and encourage the horse to move away in a circle around the Handler on a loose lead at the walk or trot for at least one full circle. Step forward and cue the horse to change direction and send the horse in a circle in the opposite direction at the walk or trot for at least one full circle, then halt. - Finally, yield the head and neck on both sides without moving the hindquarters. <p>-- End of work for Level 1 – Don't forget to reward the horse -- Handler leaves the arena/ring</p>
6	.2, .3A&B	<p>Level 2 and above:</p> <ul style="list-style-type: none"> -Demonstrate that the horse can ground tie by Handler dropping the lead, walking at least 10' away, and returning to the horse without the horse moving from its original position. - Encourage the horse to follow handler in a "figure eight" with only minimal encouragement/direction from the line. -Demonstrate Head-down as a response to light pressure on the poll
7	.3A&B	<p>Level 3A&B:</p> <ul style="list-style-type: none"> -Demonstrate "herding" to move the horse from standing to walk, and from walk to trot, then bring the horse back to a walk, then halt and turn to face the handler. - Repeat above herding in the opposite direction <p>Lunge at the Trot and Canter in both directions – two, and no more than three trips around the circle in each direction.</p> <p>Level 3B Option: Perform some or all Level 3 steps at liberty without halter or lead</p>

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102 & 202 – Walk/Trot or Walk/Trot/Canter Under Saddle Required for Levels 2, 3A and B:

Competitors will be given a score of 0 to 4 on each element judged, where 4 is a perfect score.

NOTE: If more than 8 horses are entered in this class on a day, the class will be divided between Levels 2 and 3, and each Level will be called to the arena separately. Competitors will be notified on the morning of the show if the class will be split by level.

All mounted classes require the horse to wear a saddle and either a bridle or hackamore. Showing that the horse will accept a bit is preferred, but not required. Trainers may show with a rope halter over the bridle but are cautioned that excessive correction using a rope halter may result in disqualification. Horses will be shown in the arena as a group. **Participants showing more than one horse in this class will be required to have one handler for each horse shown.**

General instructions:

- Horses will be judged on conformation under saddle, turnout, overall appearance, submission and quality of gaits at the walk, trot, and where applicable the canter.
- At the judge’s “trot” command, horses may be shown at the trot or the jog, depending upon the horse’s training and trainer’s judgment.
- At the judge’s “canter” command, horses may be shown at the canter or lope, depending upon the horse’s training and trainer’s judgment.
- Horse and rider will be judged upon entering the arena until exiting the arena.

TASK #	LEVEL	CLASSES 102 & 202 Walk/Trot/Canter Under Saddle To be completed in the Arena
1	.2, .3A&B	Trainer leads horse quietly through the arena gate and into the arena
2	.2, .3A&B	Trainers line up in the center of the arena, at least 6 feet apart, facing the judge
3	.2, .3A&B	One by one, at the judge’s command, trainer mounts, rides to the rail and walks horse counter-clockwise
4	.2, .3A&B	At the judge’s command, trainer will continue counter-clockwise at the trot (or jog) until the judge asks for trainer and horse to return to the walk.
5	.2, .3A&B	At the judge’s command, trainer and horse will turn at the rail and walk clockwise along the rail.
6	.2, .3A&B	At the judge’s command, trainer will continue clockwise at the trot (or jog) until the judge calls for trainer and horse to return to the walk.
7	.2, .3A&B	Trainer will continue clockwise at the walk until the judge’s command to halt.
8	.2, .3A&B	At the judge’s halt command, trainer will dismount and lead the horse back the center of the arena, at least 8 feet from the nearest horse. The judge will call the next horse by number to complete the mounted portion of the class, and so forth.
9	.2, .3A&B	After all horses have been called, and after a brief review of all horses, the judge will excuse Level 2 horses and trainers. Level 2 trainers will dismount and leave the arena with their horses at a walk in an orderly procession along the rail to the exit. Level 3 trainers will have the option to dismount while Level 2 horses are leaving the arena.

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TASK #	LEVEL	CLASSES 102 & 202 Walk/Trot/Canter Under Saddle To be completed in the Arena
10	.3A&B	Level 3 riders will re-mount, if necessary
11	.3A&B	One by one, at the judge's command, trainers will ride to the rail, walking counter-clockwise
12A	.3A	At the judge's command, rider may trot and then canter in the counter-clockwise direction along the rail until the judge asks for a return to the walk.
12B	.3B	At the judge's command, rider may canter directly from the walk if the rider feels confident to do so, cantering in the counter-clockwise direction along the rail until the judge asks for a return to the walk.
13	.3A&B	At the judge's command, trainer and horse will reverse direction at the rail and walk clockwise along the rail.
14A	.3A	At the judge's command, trainer may trot and then canter in the clockwise direction until the judge asks for a return to the walk.
14B	.3B	At the judge's command, rider may canter directly from the walk if the rider feels confident to do so, cantering in the clockwise direction along the rail until the judge asks for a return to the walk.
15	.3A&B	Trainer will continue clockwise at the walk until the judge's command to halt.
16	.3A&B	At the judge's halt command, trainer will dismount and lead the horse back the center of the arena, at least 8 feet from the nearest horse.
17	.3A&B	The judge will call the next horse by number, and so forth until the class is complete.
18	.3A&B	After all horses have been called, and after a brief review of all horses, the judge will excuse Level 3 horses and trainers. Trainers will dismount and leave the arena with their horses at a walk in an orderly procession along the rail to the exit.

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103 & 203 - Un-mounted Obstacles – Required for all levels:

Competitors will be given a score of 0 to 4 on each element judged, where 4 is a perfect score.

Failure to complete an obstacle after 3 tries will result in no score for that obstacle.

Horses will be shown individually in the arena, un-mounted. The ring steward and/or announcer will call each horse to the gate as “on deck” shortly before their turn on course. Horses will wear a halter and lead at all times. Either a standard halter or a rope halter is acceptable, at the trainer’s discretion. Trainers are cautioned that excessive correction with a rope halter may result in disqualification.

The course will involve eleven “obstacles” arranged around the arena. The obstacles pertaining to each level are listed in [Exhibit A](#). **An obstacle course map will be available online and at the show grounds on Friday, May 3, 2019.** The time allotment for each level is indicated in the tables below. The course will contain mandatory obstacles for each level as shown in the tables below. Mandatory obstacles will be flagged on the obstacle course.

- Trainers are required to lead their horse through the obstacles in the order presented in the tables below.
- Time begins when the Trainer and Horse cross the entry cones and ends when the horse exits through the entry cones. Time updates will be announced 2 minutes before allotted time expires and 2 minutes after allotted time expires (i.e., one-minute warning).
- Trainers must *attempt* all mandatory obstacles in order to receive a score (in other words, failure to attempt any mandatory obstacle will result in disqualification).
- Horse and trainer must complete all mandatory obstacles within 3 minutes over the allotted time to avoid disqualification.
- Trainers may choose to attempt obstacles above their level within their allotted time to earn extra points. While there is no penalty for failing to complete an obstacle above their level, trainers are cautioned that failure to complete all *mandatory* items for their level within 3 minutes of allotted time will result in disqualification.
- Each obstacle will be scored individually
- Horses will be judged on their ability to negotiate the obstacles with attentiveness, confidence, good manners, responsiveness to trainer’s commands and quality of movement.
- The following will result in a lower score:
 - Instilling fear in the horse with voice or gestures
 - Moving through the obstacle in the wrong direction
 - Repeated refusals to negotiate an obstacle
 - Blatant disobedience (kicking out, bucking, rearing, striking)
 - Stepping out of, falling or jumping off/over an obstacle with more than one foot
- **IMPORTANT:** The Obstacle course will be set up for review by show officials on Friday afternoon/evening May 3, 2019 Trainers on-site on Friday may examine the obstacles on foot, but **MAY NOT** examine them with their horses present – leave horses on the trailer or in the barn. ***Exhibitors examining the obstacles and trails courses with a horse present will result in disqualification of the horse from obstacles competition.***

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104 & 204 - Mounted Obstacles – Required for Level 2, Level 3A & 3B:

Competitors will be given a score of 0 to 4 on each element judged, where 4 is a perfect score.

Failure to complete an obstacle after 3 tries will result in no score for that obstacle.

All mounted classes require the horse to wear a saddle and either a bridle or hackamore. Showing that the horse will accept a bit is preferred, but not required. Trainers may show with a rope halter over the bridle but are cautioned that excessive correction using a rope halter may result in disqualification.

Horses will be shown under saddle individually in the arena. The ring steward and/or announcer will call each horse to the gate as “on deck” shortly before their turn on course,

The course will involve eleven “obstacles” arranged around the arena. The obstacles pertaining to each level are listed in [Exhibit A](#). An obstacle course map will be available online and at the show grounds on Friday, May 3, 2019. The time allotment for each level is indicated in the tables below. The course will contain mandatory obstacles for each level as shown in the tables below. Mandatory obstacles will be flagged on the obstacle course.

Refer to Classes 103 and 104 above for further information

105 & 205 – OPTIONAL Demonstration Classes (All Levels):

Optional Demonstration Classes will be judged and pinned separately; points earned in demonstration classes do not count toward Level Championships.

Optional demonstrations will be available to competitors whose horses have special training or skills that are not demonstrated in previous classes. Demonstrations will highlight the horses’ special characteristics and may improve the horses’ prospects for adoption. Examples may include jumping, riding bridleless, tricks, etc.

Optional demonstrations may be performed in either the round pen or the arena. You must state your preference on the Show Entry Form.

Competitors must provide their own special equipment (including music, if desired). Special equipment must be described in the Show Entry form and approved in advance by the Judges. Competitors performing in the arena may request that certain obstacles from Classes 104/204 remain in the arena for their use. The request form MUST be made in writing and submitted to the Announcer in advance of the break following Classes 104/204. A separate request is required for each day, even if you are requesting the same obstacles each day. A request form is included in this Omnibus for your use.

Recommended: Competitors may provide a written description of their demonstration and their training journey with the horse, which will be read by the announcer. Descriptions must include class number(s), competitor name, competitor number and horse name. Include both class numbers (105 and 205) if you wish to have the same description read on both Saturday and Sunday. Descriptions must be legible and submitted to the announcer prior to the beginning of classes on the morning of the show.

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EXHIBIT A: OBSTACLES

Required and optional Obstacle Elements by level and allotted times are listed in the tables below.

Reminders re: scoring:

- Each obstacle may be attempted up to three times – failure to complete the obstacle on the third try will result in no score for that obstacle (i.e., move on to the next obstacle).
- Failure to *attempt* (even if incomplete) all mandatory obstacles will result in disqualification. The judge may allow the competitor to finish, but no score will be assigned.
- Failure to complete the course within 3 minutes of the allotted time will result in disqualification.

Level 1	Obstacle #	Allotted Time Un-mounted: 5 min Allotted Time Mounted: 7 min	Required /Optional - Unmounted	Required/Optional - Mounted
Level 1	1	Barrel Figure-8	Required	Not applicable
Level 1	2	Pool Noodles Pass-Through (not touching horse or rider)	Required	Not applicable
Level 1	6	Ground Pole Cavaletti	Required	Not applicable
Level 1	9	4-cone Slalom	Required	Not applicable
Level 1	10A	Pick Up Object from Barrel	Required	Not applicable
Level 1	10B	Place Object in Mailbox	Required	Not applicable
Level 1	11	Pass-Through Gate	Optional	Not applicable

Level 2	Obstacle #	Allotted Time Un-mounted: 5 min Allotted Time Mounted: 7 min	Required /Optional - Unmounted	Required/Optional - Mounted
Level 2	1	Barrel Figure-8	Required	Required
Level 2	2	Pool Noodles Pass-Through (noodles may touch horse and rider)	Required	Required
Level 2	5A	Pick-Up Poncho from Barrel	Required	Required
Level 2	6	Low Cavaletti	Required	Required
Level 2	5B	Drop-Off Poncho on Barrel	Required	Required
Level 2	7A	Walk-through "L" Chute	Required	Required
Level 2	8	Walk Over Tarp	Optional	Optional
Level 2	9	4-cone Slalom	Required	Required
Level 2	10A	Pick Up Object from Barrel	Required	Optional
Level 2	10B	Place Object in Mailbox	Required	Optional
Level 2	11	Pass-Through Gate	Required	Optional

Continued below...

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Level 3	Obstacle #	Allotted Time Un-mounted: 8 min Allotted Time Mounted: 10 min	Required /Optional - Unmounted – 3A/3B	Required/Optional - Mounted – 3A/3B
Level 3A & B	1	Barrel Figure-8	Required	Required
Level 3A & B	2	Pool Noodles Pass-Through (noodles may touch horse and rider)	Required	Required
Level 3A & B	3	Step-over Liverpool	Optional – 3A Required – 3B	Optional – 3A Optional – 3B
Level 3A & B	4	Walk-Across Bridge	Optional - 3A Required – 3B	Optional – 3A Optional – 3B
Level 3A & 3B	5A	Pick-Up Poncho from Barrel	Required	Required
Level 3A & 3B	6	High Cavaletti	Required	Required
Level 3A & 3B	5B	Drop-Off Poncho on Barrel	Required	Required
Level 3A & 3B	7A	Walk-through “L” Chute in One Direction	Required	Required
Level 3A & 3B	7B	Turn at “L” Chute Corner and Back Up Through 2 nd Half of Chute	Required	Optional
Level 3A & 3B	8	Walk Over Tarp	Required	Required
Level 3A & 3B	9	4-cone Slalom	Required	Required
Level 3A & 3B	10A	Pick Up Object from Barrel	Required	Required
Level 3A & 3B	10B	Place Object in Mailbox	Required	Required
Level 3A & 3B	11	Pass-Through Gate	Required	Required

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CLASS 105 OPTIONAL DEMONSTRATION

OBSTACLE REQUEST

SATURDAY, MAY 4, 2019

Competitor Name: _____ Horse: _____

Competitor Number: _____

This form must be submitted no later than the completion of Class 104 on Saturday morning.

Please have the following obstacles from Class 104 in the Arena for use with the Optional Demonstration Class (check all that apply) *:

Selection	Obstacle
	Barrel Figure-8
	Pool Noodles Pass-Through
	Step-over Liverpool
	Walk-Across Bridge
	Poncho and Barrels
	Cavaletti (I will adjust the cavaletti to my desired height)
	Walk-through "L" Chute
	Walk-Over Tarp
	4-cone Slalom
	Object and Mailbox
	Pass-Through Gate

*By submitting this request, I understand that requesting an obstacle indicates my intent to use the obstacle. Scores may reflect a failure to use a requested obstacle.

Please be respectful of the judges and ring crew and DO NOT request obstacles that you do not intend to use.

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CLASS 205 OPTIONAL DEMONSTRATION

OBSTACLE REQUEST

SUNDAY, MAY 5, 2019

Competitor Name: _____ Horse: _____

Competitor Number: _____

This form must be submitted no later than the completion of Class 204 on Sunday morning.

Please have the following obstacles from Class 204 in the Arena for use with the Optional Demonstration Class (check all that apply) *:

Selection	Obstacle
	Barrel Figure-8
	Pool Noodles Pass-Through
	Step-over Liverpool
	Walk-Across Bridge
	Poncho and Barrels
	Cavaletti (I will adjust the cavaletti to my desired height)
	Walk-through "L" Chute
	Walk-Over Tarp
	4-cone Slalom
	Object and Mailbox
	Pass-Through Gate

*By submitting this request, I understand that requesting an obstacle indicates my intent to use the obstacle. Scores may reflect a failure to use a requested obstacle.

Please be respectful of the judges and ring crew and DO NOT request obstacles that you do not intend to use.