



STABLE VIEW ANNUAL SOUTHEAST HUNTER TRIALS CLASS LIST

8:00AM – Course open for walking – Please keep all dogs on leash

8:00AM – First class begins in arena

1. **Open Hunter – Fences not to exceed 2'6"**
Open to all horses and juniors.
2. **Open Handy Hunter – Fences not to exceed 2'6"**
Open to all horses and juniors.
3. **Open Hunter u/s**
Horses to be shown at walk, trot and canter both ways of the ring. Will be required to perform a hand gallop and halt.
4. **Ladies Side Saddle - Walk/Trot:**
To be shown at a walk and trot both ways of the ring in formal hunting attire.
5. **Ladies Side Saddle - Walk/Trot/Canter:**
To be shown at a walk, trot and canter both ways of the ring in formal hunting attire.
6. **Ladies Side Saddle - Hunter Hack:**
To be shown at a walk, trot and canter both ways of the ring. To jump two fences at 2'.
7. **Hunt Games - Pass the Flask:**
Timed competition for teams of 2 riders. Rider 1 rides to the far end of the arena, picks up the flask (Cup filled with water) from a barrel, takes it to the other end and "passes the flask" to Rider 2. Rider 2 rides to the other end of the arena and places it back on the barrel and goes back to the start/finish line. The "flask" will begin full, and marked at half full. The fastest time with at least half the liquid in the cup wins.
8. **Hunt Games – Hunt Whip Race:**
Timed competition for individuals. Ride to the midpoint and pick up a "hunt whip" from a bucket set on a barrel. Ride around the barrel at the far end and put the "hunt whip" completely back in the bucket (including Thong) before returning to the start/finish line. Fastest time wins.
9. **Hunt Games - Carrot Race:**
Timed competition for individuals. Ride to the far end of the arena, dismount, and collect a carrot from the treat station. Without touching any part of your horse, reins or other tack, bribe your horse back to the start/finish line. First horse and rider pair to cross the start/finish line together wins. If there are more competitors than the arena allows, we will time each horse and rider combination. Fastest time wins.

Approximately 10:00am – Cross-Country Course classes will begin immediately following games

10. **Junior**
Compete for optimum time. Open to junior riders 18 and under. Junior riders can ride the Hilltopper or Foxhunter course.
11. **Hilltopper**
Compete for optimum time, specified obstacles only. Course will include: small bank, water and jumps for extra points.
12. **Open** (Fences not to exceed 3')
Compete for optimum time. Open riders will ride the same course as the Foxhunters.
13. **Foxhunters** (Fences not to exceed 3')
Compete for optimum time. Cross-Country course with jumps, water and banks. Please see Rules for qualification.
14. **Teams/Pairs** (Fences not to exceed 3')
2 or 3 riders complete the Hilltopper or Foxhunter course, one to follow the other at a safe hunting distance. One specified fence is to be jumped abreast.