

**GARDNERTOWN FARM
WHVPHA HORSE SHOWS
TUES JULY 24, 2018**

Entry Fee Per Class \$30 unless otherwise noted

Ring I 8am start

Schooling Hunter

22. O/F

23. O/F*

24. U/S

Pre-Child/Adult Hunter

25. O/F

26. O/F*

27. U/S

Pre-Child/Adult Equitation

28. Flat

29. O/F

30. O/F*

Child/Adult Hunter 2'

31. O/F

32. O/F*

33. U/S

Child/Adult Equitation 2'

134. Flat

135. Equitation Fence

136. Equitation Fences*

Pony Hunter 2&2'6

137. O/F

138. O/F*

34. M&S Child Pony Classic \$40

36. M&S Child Pony Medal \$40

141. Pony Hunter U/S

**M&S Classic 1st Rd will be second
Jumping class**

SCHOOLING BREAKS WILL BE
LIMITED THRUOUT THE DAY

Ring II not before 10am start

Short/Long Stirrup Equitation

1. SL/S Walk/Trot

2. SL/S Walt/Trot/Canter

3. SL/S X-Rails

4. SL/S X-Rails*

Short/Long Stirrup Hunter

5. SL/S Walk/Trot

6. SL/S Walt/Trot/Canter

7. SL/S X-Rails

8. SL/S X-Rails*

Mini Stirrup

9. Mini Walk/Trot

10. Mini Walk/Trot*

11. Mini Ground Poles

12. Mini Ground Poles

Beginner Rider

13. Walk/Trot

14. Walk/Trot Canter

15. X-Rails

16. X-Rails*

Leadline

17. Walk

18. Walk/Trot

Pleasure

19. Walk/Trot

20. Walk/Trot/Canter

21. Walk/Trot/Canter*

*WHVPHA CLASS

Must be complete in an entire division for
WHVPHA to count

Low Hunter

37. O/F

38. O/F*

39. U/S

40. Bit O Straw Classic \$40

Child/Adult Equitation 2'6

241. Flat

242. Equitation Fences

243. Equitation Fences

37. M&S 2'6" Medal \$40

Child/Adult Hunter 2'6"

44. O/F

45. O/F*

46. U/S

47. M&S Pony Classic Round \$40

High Hunter 3'

48. O/F

49. O/F*

50. U.S

Child/Adult Hunter 3'

51. O/F

52. O/F*

53. U/S

54. Child/Adult Hunter Classic

Child/Adult Equitation 3'

255. Flat

256. Equitation Fences

257. Equitation Fences*

56. M&S Horse Medal 3' \$40

57. M&S Horsemanship Medal 3'3" \$40

58. M&S Jr. Medal 3'6" \$40

Jumpers Itty Bitty (2') Low (2'6") High 3'

61. Speed – Table III

62. Power & Speed – Table II, 2C

63. Jump Off – Table II, 2.1*

**# HUNTER DERBY TO BE RUN AT 2', 2'6", 3'
TO BE RUN WITH CHILD/ADULT**