

Ph: 09 238 8773

Programme for Franklin A & P Society Ribbon Day

Saturday 2 October 2021 **10am start**

All Vehicle Entry, for floats and cars, is through Gate 7 in Station Road only.

Light refreshments will be sold on the day.

Entries may be made in advance or at the Secretary's office from 8.00am on the day.



RULES OF THE DAY

- 1. Regulation helmets (MUST BE RED TAGGED) and footwear to be worn at all times while mounted.
- 2. All competitors ride at their own risk.
- 3. The judge's decision is final.
- 4. The organisers reserve the right to alter the programme or amalgamate Classes as they deem necessary.
- 5. Horse/pony/rider combinations can only enter ONE RING.
- 6. Judges reserve the right to redirect riders to another ring.
- 7. Excessive use of the whip will result in the rider being asked to dismount and leave the ring.
- 8. Double bridles allowed only in the open ring.
- 9. A novice rider is a rider who has not won and/or placed at an A & P Show.
- 10. Lead rein riders must remain on the lead rein all day. Any riders seen off the lead rein and then entering the lead rein class will be asked to leave.
- 11. An open hack or pony is one who has won a class in the open ring.
- 12. Plaiting is optional.
- 13. All dogs must be kept on a lead at all times.

Competition will run rain, hail, or shine! Have an enjoyable day, and Good Luck to all!

Entry Fee: \$40.00 per animal



RING 1.

KINDY AND LEAD REIN

(10 Years and Under)

- 1. Best Cared for Mount and Equipment
- 2. **Best Walking Mount**
- 3. Most Obedient Mount
- 4. **Best Trotting Mount**
- 5. **Best Combination**
- 6. **Best Pony Club Mount**
- 7. Rider on the Flat (Lead Rein)
- 8. Rider on the Flat (Off Lead)

CHAMPION and RESERVE on the Flat (1st and 2nd place getters in Classes 2 – 8)

LUNCH BREAK

- 9. **Trotting Poles**
- 10. Walk, Trot and Jump
- 11. Rider Over Poles (On Lead)
- 12. Rider Over Cross Bars (Off Lead)

CHAMPION and RESERVE Over Poles (1st and 2nd place getters in Classes 9 – 12)

- 13. Best Thelwell Pony
- 14. Fun Event: Walk, Dismount (run up stirrups), Lead to Marker Point and eat a Marshmallow

STOCKFOOD – SADDLERY

- 15. Fancy Dress
- 16. **Consolation Race**





Ring 2.

JUNIOR NOVICE

(10 – 16 years)

(Riders not to have won no more than 5 rider classes at an open ribbon day or A & P show).

Jumps 55 - 60cm

- 1. Best Turned-Out Horse and Rider
- 2. Most Obedient Mount
- 3. Most Suitable Pony Club Mount
- 4. Best Trotting Mount
- 5. Best Cantering
- 6. Best Combination
- 7. Best Paced and Mannered
- 8. Rider on the Flat (10 13years)
- 9. Rider on the Flat (14 16 years)

CHAMPION and RESERVE on the Flat (1st and 2nd place getters in Classes 2 – 9)

- 10. Best Pair of Mounts
- 11. Bareback Rider

LUNCH BREAK

- 12. Eye Opener
- 13. Walk, Trot, Canter and Jump
- 14. Handy Hunter
- 15. Rider over Hurdles (10 13 years)
- 16. Rider over Hurdles (14 16 years)

CHAMPION and RESERVE (1st and 2nd place getters in Classes 12 - 16)

- 17. Drum Jump
- 18. Tip and Out
- 19. Consolation Race



<u>Ring 3.</u> SENIOR NOVICE

(17 Years and Over)

(Riders not to have won no more than 5 rider classes at an open ribbon day or A & P Show)

Jumps - 65 - 70cm

- 1. Best Presented Horse and Rider
- 2. Most Obedient Mount
- 3. Most Suitable Pony Club Mount
- 4. Best Combination
- 5. Best Trotting Mount
- 6. Best Cantering
- 7. Best Paced and Mannered
- 8. Rider on the Flat (17 19 years)
- 9. Rider on the Flat (20 years and over)

CHAMPION and RESERVE on the Flat (1st and 2nd place getters in Classes 2 – 9)

- 10. Best pair of Mounts
- 11. Bareback Rider

LUNCH BREAK

- 12. Eye Opener
- 13. Walk, Trot, Canter and Jump....
- 14. Handy Hunter
- 15. Rider over Hurdles (17 19 years)
- 16. Rider over Hurdles (20 years and over)

CHAMPION and RESERVE Over Hurdles (1st and 2nd place getters in Classes 12 - 16)

- 17. Drum Jump
- 18. Tip and Out
- 19. Consolation Race





Ring 4.

OPEN PONY

Jumps 75 – 80cm

- 1. **Best Presented Pony and Rider**
- 2. Best Walk
- 3. **Best Paces**
- 4. Best Manners
- 5. Most Suitable Show Pony on Type
- 6. Most Suitable Saddle Hunter on Type
- 7. Best Rider on the Flat
- 8. Best Mare
- 9. **Best Gelding**

CHAMPION and RESERVE on the Flat (1st and 2nd place getters in Classes 2 - 9)

10. **Best Pair of Mounts**

LUNCH BREAK

- 11. Eye Opener Jump
- 12. Walk, Trot, Canter and Jump
- 13. Handy Hunter
- 14. Rider over Hurdles (1st and 2nd year riding)
- Rider over Hurdles (3rd year plus riding) 15.
- 16. **Best Hunter Style**

CHAMPION and RESERVE over Hurdles (1st and 2nd place getters in Classes 11 -16)

STOCKFOOD – SADDLERY

- 17. Drum Jump
- 18. Tip and Out





<u>Ring 5.</u>

OPEN HORSE

Jumps 80cms or at Judge's discretion

- 1. Best Presented Horse and Rider
- 2. Best Walk
- 3. Best Paces
- 4. Best Manners
- 5. Most Suitable Show Hack on Type
- 6. Most Suitable Saddle Hunter on Type
- 7. Best Rider on the Flat
- 8. Best Mare
- 9. Best Gelding

CHAMPION and RESERVE on the Flat (1st and 2nd place getters in Classes 2 - 9)

10. Best Pair of Mounts

LUNCH BREAK

- 11. Eye Opener
- 12. Walk, Trot, Canter and Jump
- 13. Handy Hunter
- 14. Rider over Hurdles (1st and 2nd year riding)
- 15. Rider over Hurdles (3rd year plus riding)
- 16. Best Hunter Style

CHAMPION and RESERVE over Hurdles (1st and 2nd place getters in Classes 11 - 16)

- 17. Drum Jump
- 18. Tip and Out



<u>Ring 6</u>.

MASTERS

(40 Years and Over)

Jumps 60 or 70 or smaller at Judge's discretion

- 1. Best Cared for Mount and Equipment
- 2. Most Obedient Mount
- 3. Most Suitable Riding Club Mount
- 4. Best Trotting Mount
- 5. Best Cantering Mount
- 6. Best Combination
- 7. Best Paced and Mannered
- 8. Rider on the Flat

CHAMPION and RESERVE (1st and 2nd place getters in Classes 2 - 8)

- 9. Best Pair of Mounts
- 10. Wine Race: Walk, Trot and Drink (juice or water)

LUNCH BREAK

- 11. Eye Opener
- 12. Walk, Trot, Canter and Jump
- 13. Best Hunter
- 14. Rider over Cross Bars (Riders can only enter either Class 14 or 15)
- 15. Rider over Hurdles (Riders can only enter either Class 14 or 15)

CHAMPION and RESERVE (1st and 2nd place getters in Classes 11 - 15)

- 16. Stockman's Challenge
- 17. Tip and Out
- 18. Consolation Race

