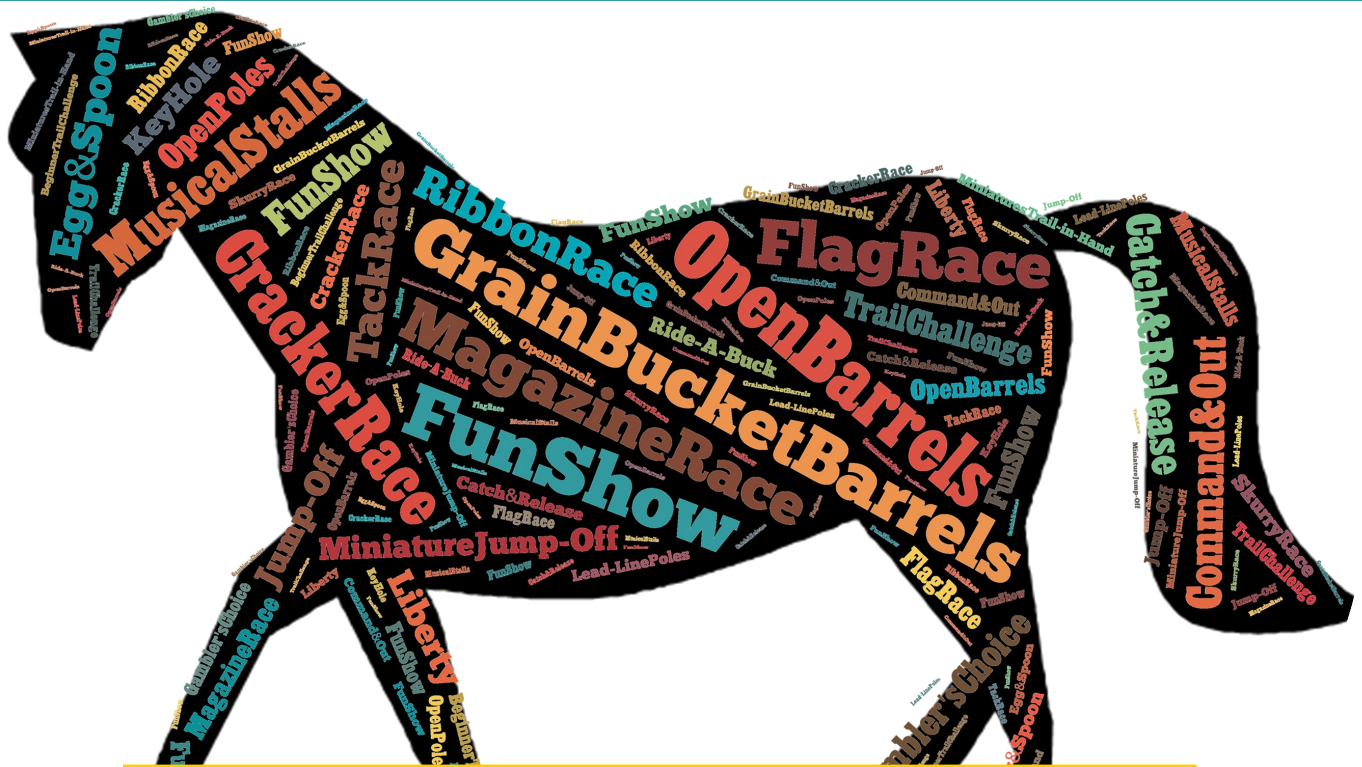


FRYING PAN FARM PARK EQUESTRIAN CENTER



FUN SHOW

Saturday July 19th, 2014

Join Us for a Fun Day of Gaming: Barrels, Jumping, & Ride-A-Buck Classes, Key Hole & Poles Practice, Trail Challenges, and Costume Classes.
There's Something for Everyone!

\$5 Office Fee for Annual Pass Holders
\$5 per Class or \$50 for Day for Non-Pass Holders

Questions? Please contact Jessica Zarudzki at
jessica.zarudzki@fairfaxcounty.gov
or call (703)437-9101

CLASS SCHEDULE

Schooling From 8-8:45AM OFFICIAL START TIME 9:00 AM



- 1) Grain Bucket Barrels
- 2) Open Barrels
- 3) WT/Lead-line Barrels
- 4) Open Flag Race
- 5) WT/Lead-line Flag Race
- 6) Open Magazine Race
- 7) WT/Lead-line Magazine Race
- 8) Open Cracker Race
- 9) Lead-line Cracker Race
- 10) Open Skurry Race
- 11) WT/Lead-line Skurry Race



- 1) Open Ride A Buck
- 2) WT/Lead-line Ride A Buck



- 1) Open Musical Stalls
- 2) WT/Lead-line Musical Stalls
- 3) Open Ribbon Race
- 4) WT/Lead-line Ribbon Race
- 5) Open Tack Race
- 6) WT/Lead-line Tack Race
- 7) Open Egg And Spoon
- 8) WT/Lead-line Egg And Spoon
- 9) Open Command And Out
- 10) WT/Lead-line Command And Out
- 11) Catch and Release (Liberty)



- 1) Jump Off (open to everyone, can be trotted)
- 2) Open Gamblers Choice
- 3) WT/Lead-line Gamblers Choice
- 4) Miniature Jump-off



- 1) Open Key Hole
- 2) WT/Lead-line Key Hole



- 1) Open Poles
- 2) WT/Lead-line Poles



- 1) Open Trail Challenge
- 2) Beginner Trail Challenge
- 3) Trail in Hand (for miniatures)



- 1) Junior Costume Class
- 2) Senior Costume Class

CLASS DESCRIPTIONS

Barrel Classes:

- 1) **Grain Bucket Barrels**– Take a bucket of grain and have your horse follow you around the barrels pattern
- 4-5) **Flag Race**– Run down to the barrels, take a flag from one barrel and put it in the next and then run home
- 6-7) **Magazine Race**– Run down to the barrel with the magazine on it, rip out the page number you've been assigned and run it back home
- 8-9) **Cracker Race**– Run down to the barrel with crackers on it, eat a cracker as fast as you can and then run home
- 10-11) **Skurry Race**– There will be two small cavalettis. Jump over one cavaletti, run around the barrel, jump the other cavaletti and run home

Fun Classes for Everyone:

- 1-2) **Musical Stalls**– There will be poles on the ground in the shape of stalls. You will be asked to perform certain gaits and when we call stop you will have to park your horse in a stall. Last one in a stall wins.
- 3-4) **Ribbon Race**– You will have a partner. You will be given a ribbon that you and your partner will have to hold together as we call gaits. If the ribbon breaks, you are out
- 5-6) **Tack Race**– Riders will place their tack at the end of the arena. They will then lead their horses to the other side of the arena. At that point we will call go and you will run down to your tack, tack up and run back home
- 7-8) **Egg and Spoon**– You will be given an egg and spoon. You will have to keep the egg on the spoon as we call different gaits. If you drop the egg, you are out.
- 9-10) **Command and Out**– Like Simon-Says. You will be told to do different gaits. You have a few attempts to do the gait before we call you out.
- 11) **Catch and Release**– You will take your horse in to the arena and let it go. You will have 2 minutes to catch your horse. No bribing.

Jumping Classes:

- 1) **Jump-off**– Can be trotted or cantered. Riders will jump a jump set at 18 inches and if they clear it we will keep putting it up. The rider (or riders) jumping the highest jump without knocking it down wins!
- 2-3) **Gamblers Choice**– There will be several jumps in the arena. You will be given 2.5 minutes to jump whatever jumps you want as many times as you want. Each jump has a different amount of points. Riders with the most points win. Jumps that are knocked down will not count for points.

Key Hole Practice:

- 1-2) **Key Hole**– There will be a key shaped in to the sand with two cones on the entrance. If you step outside of the key you are out. Fastest time wins.

Trail:

- 1-2) **Trail Challenge**– There will be a series of obstacles each rider will get to attempt. The judge will score 1-5, 5 being the highest for doing the obstacle the best. We will set out the pattern the day of the show.

Costume Classes:

To be judged on creativity, presentation and manners.

RULES

- Safety is of the utmost importance. Show management has the right to deem something unsafe and excuse the rider from the ring. If unsafe behavior continues rider may be dismissed from the show.
- No harsh bits (examples—bicycle chains, wire, curb chains too tight, etc. See office if you have questions)
- Your horse must be under control before you leave the ring, preferably at a walk.
- If show management sees unsafe tack (frayed, poorly fitting, loose girths) you have the option to change it or you will be dismissed
- Horsemanship and sportsmanship will be stressed
- Horses must be under control at all times
- There will be a five second penalty for knocking objects down
- Any kind of cruelty to the horse whether or not specifically mentioned in these rules, will disqualify the competitor
- The use of rubber bands or other items to secure any part of the rider to any part of the horse or tack will result in dismissal
- **Whip Use:**
 - a. Reason—the whip must only be used either as an aid to encourage the horse forward, or as a reprimand. It must never be used to vent a rider's temper. Such use is always excessive.
 - b. Time—As an aid, the only appropriate time is when a horse is reluctant to go forward under normal aids of the seat and legs. As a reprimand, the only appropriate time is immediately after a horse has been disobedient, e.g. napping or refusing. The whip should not be used after elimination.
 - c. Place—As an aid to go forward, the whip may be used down the shoulder or behind the rider's leg. As a reprimand, it must only be used behind the rider's leg. It must never be used overhand, e.g. a whip in the right hand being used on the left flank. The use of a whip on a horse's head, neck, etc., is always excessive use.
 - d. Severity—As a reprimand only, a horse may be hit hard. However, it should never be hit more than three times for any one incident. If a horse is marked by the whip, e.g. the skin is broken, its use is excessive.

Pre-register online at:

www.fairfaxcounty.gov/parks/fryingpanpark/equest.htm

For questions please call 703-437-9101 or email Jessica Zarudzki at jessica.zarudzki@fairfaxcounty.gov

ENTRY FORM

Pre-register online at:

www.fairfaxcounty.gov/parks/fryingpanpark/equest.htm

For questions please call (703)437-9101 or email Jessica Zarudzki at
jessica.zarudzki@fairfaxcounty.gov

Horse/ Pony Name: _____

Rider Name: _____

Coggins Accession #: _____ Coggins Date: _____

Back #: _____

Class #

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PLEASE PROVIDE A COMPLETE MAILING ADDRESS

Street 1: _____

Street 2: _____

City: _____

ST: _____ Zip: _____ Phone: _____

Email: _____

Rider's Age:

12 & under

13 - 17

18 & over

Owners or Agents Signature (Parent/Guardian, if rider is under 18). If P/G is not available, Trainer must sign.

Acting as agent for the rider(s) listed above, I/we agree by the rules of this competition and Frying Pan Farm Park and the Fairfax County Park Authority. Further, I/we agree that I/we will not hold Frying Pan Farm Park, the Fairfax County Park Authority, their employees or the paid and volunteer staff of this Competition responsible for any accident, injury or loss occurring anywhere on these grounds while I/we are here for this competition.

Signature: _____ Date: _____

Payment: Cash: \$ _____ Check #: _____ Total Fees: \$ _____

*Please submit entry forms to Frying Pan Farm Park Equestrian Center Office
OR BY MAIL: 2709 West Ox Rd Herndon, VA 20171 (703)437-9101 OR BY FAX: (703)437-1418
DAY OF SHOW CALL (703)481-1219*

DIRECTIONS

From I-495: go west on I-66 to FFX County Parkway, Route 7100. Go north on FFX County Parkway approximately 6 miles, to West Ox Road. Turn left on West Ox Road, and proceed 1.4 miles to park entrance on the right.

From I-66: take exit 55, FFX County Parkway, Route 7100, north 6 miles. Turn left on West Ox Road. Go 1.4 miles to park entrance on the right.

From Dulles Toll Road, Route 267: use Exit 10, Route 657. Go south on Centreville Road approximately 1.5 miles to left on West Ox Road. Continue to park entrance on the left.

Also from Dulles Toll Road, Route 267: exit south on FFX County Parkway. Continue south on FFX County Parkway approximately 1.5 miles to West Ox Road. Turn right, and continue about 1.4 miles to park entrance on the right.

From Route 28: go east on McLearen Road, Route 668; left (north) on Centreville Rd., Rt. 657; right on West Ox Road to park on left.

Frying Pan Farm Park

2709 West Ox Rd

Herndon, VA 20171

(703)437-9101

Day of Show Call (703)481-1219