



## ROLLING HILLS RANCH JUMPER SHOWS

33 Rolling Hills Ranch Lane  
Port Deposit, MD 21904  
410-378-3817



May 22                      June 12                      July 17                      August 7                      September 18  
\$45.00 per division                      \$20.00 per class                      \$10.00 late fee

### ENTRIES MUST BE RECEIVED BY THE WEDNESDAY BEFORE THE SHOW OR LATE FEE OCCURS

#### Poles

1. Speed - Table 2, Section 1 (2.1)
2. Power & Speed - Table 2, Section 2c (2.2c)
3. Jump Off - Table 2, Section 2b (2.2b)

#### X Rails

4. Speed - Table 2, Section 1 (2.1)
5. Power & Speed - Table 2, Section 2c (2.2c)
6. Jump Off - Table 2, Section 2b (2.2b)

#### Puddle Jumpers 18"

7. Speed - Table 2, Section 1 (2.1)
8. Power & Speed - Table 2, Section 2c (2.2c)
9. Jump Off - Table 2, Section 2b (2.2b)

#### Elementary 2'

10. Speed - Table 2, Section 1 (2.1)
11. Power & Speed - Table 2, Section 2c (2.2c)
12. Jump Off - Table 2, Section 2b (2.2b)

#### Intro 2'3

13. Speed - Table 2, Section 1 (2.1)
14. Power & Speed - Table 2, Section 2c (2.2c)
15. Jump Off - Table 2, Section 2b (2.2b)

#### Beginner Novice 2'7

16. Speed - Table 2, Section 1 (2.1)
17. Power & Speed - Table 2, Section 2c (2.2c)
18. Jump Off - Table 2, Section 2b (2.2b)

#### Novice 2'11

18. Speed - Table 2, Section 1 (2.1)
19. Power & Speed - Table 2, Section 2c (2.2c)
20. Jump Off - Table 2, Section 2b (2.2b)

#### Training 3'3

21. Speed - Table 2, Section 1 (2.1)
22. Power & Speed - Table 2, Section 2c (2.2c)
23. Jump Off - Table 2, Section 2b (2.2b)

**Speed - Table 2, Section 1 (2.1)**  
Fastest, clear time wins.

**Power & Speed - Table 2, Section 2c (2.2c)**  
This is a *power* and *speed* class. The first half you must have *power* to go clear. If you are clear in the power, **CONTINUE, DON'T STOP, KEEP GOING** and ride the *speed* immediately. If you have any faults in the power (rail/stop/time) you will be buzzed out before the speed half.

**Jump Off - Table 2, Section 2b (2.2b)**  
If you go clear in the first round, *STOP and WAIT* for the signal to start your jump-off.