

Litchfield Pony Club
Jump for Fun
TEAM COMPETITION ENTRY BLANK
1st - 3rd Place Ribbons
1st Place - \$100
Team Spirit Award

Please fill out a separate entry for each Team. Each Rider on the Team must also be entered individually in the Classes selected for the team competition. Individual results will determine points for the Team score.

Team Name: _____
Contact Name: _____
Contact Phone: _____
Address: _____

Rider Name	Horse	Division (All 3 classes in selected Division will count for judging the Team score)
1.		
2.		
3.		
4.		

Total Fee (In addition to individual class fee from regular entry blank): \$20

Each Team may have 3 or 4 Riders.

If 4, lowest score in class dropped. If 3, all scores count.

Team members may ride in the Division of their choosing. All 3 classes must be in same Division.

Team members do not have to ride in same Division but must ride in all 3 classes in their chosen Division

Each Rider must be entered individually in the Classes selected.

Points will be assigned to each Rider's placing in all 3 classes of their chosen Division.

Winner will be the team with the highest total score.

In case of a tie, the tie will be broken by adding the times of the best 3 rides in the jump-off phase of the

Power and Speed Class: *Table II, 2(c)*. Lowest time wins.

***Team Spirit Award:** Awarded for best team spirit demonstrated through matching rider outfits, horse turnout, banners or any safe show of team spirit.

Please make checks Payable to: **Litchfield Pony Club**

Return to: Arlene Janssen
 5 Shear Shop Road
 Litchfield, CT 06759

If you have any questions, please call:
 Arlene Janssen at (860) 567-0762
 Chris Victor at (860) 491-3556

USAEq Rules Cited:

Timed First Jump Off Classes: *Table II, 2(b)*: Knockdown Classes. Classes scored on Faults and Time.

If a competitor has gone clean in the first round, he continues without leaving the ring, after a signal to jump the jump-off course.

Power & Speed Classes: *Table II, 2(c)*: If a competitor has gone clean in first round (power portion of course) he will (without stopping or circling) immediately begin the jump off-course (speed portion of course).

Gambler's Choice: *Table II, 4*: Scored on faults and time, with choice of course.