



Buxmont Riding Club
Kick Off to 2024
Jumper Fun Show Under the Lights
April 13, 2024 at 4:00pm

Pre-Registration Opens on April 1st & Closes on Thursday, April 11th at 9pm.

Cost: \$5/class with pre-registration or \$6/class day of registration. Registration opens at 3pm.

Schooling will be available until 3:45pm in the main ring. The upper ring will be open for schooling throughout the evening. There will be a moderated schooling break between every division.

Ground Rail Jumpers: Rails will be on the ground. Open to beginners, green horses, & leadline riders. No time allowed for the division. ****Horse/Rider combo may not cross enter any other division****

1. Ground Rail Jumpers (Power and Speed)
2. Ground Rail Jumpers (Speed)

Puddle Jumpers: Crossrails will be set at 18". Open to horse/rider combos in their first or second year of showing. Time allowed will be marked on the course for the division. ****Horse/Rider combo may not cross enter classes above 2'0"**.

3. Puddle Jumpers (Table 2b)
4. Puddle Jumpers (Power and Speed)
5. Puddle Jumpers (Table 2, Sec. 1)

Itty Bitty Jumpers: Open to all; fences 2'0". Time allowed will be marked on the course for the division.

6. Itty Bitty Jumpers (Table 2b)
7. Itty Bitty Jumpers (Power and Speed)
8. Itty Bitty Jumpers (Table 2, Sec. 1)

Schooling Jumpers: Open to all; fences 2'3". Time allowed will be marked on the course for the division.

9. Schooling Jumpers (Table 2b)
10. Schooling Jumpers (Power and Speed)
11. Schooling Jumpers (Table 2, Sec. 1)

Preliminary Jumpers: Open to all; 2'6" Time allowed will be marked on the course for the division.

12. Preliminary Jumpers (Table 2b)
13. Preliminary Jumpers (Power and Speed)
14. Preliminary Jumpers (Table 2, Sec. 1)

Child/Adult Jumpers: Open to all; fences 2'9". Time allowed will be marked on the course for the division.

15. Child/Adult Jumpers (Table 2b)
16. Child/Adult Jumpers (Power and Speed)
17. Child/Adult Jumpers (Table 2, Sec. 1)

****Please be aware this is a fun show to kick off season & not series qualifier or pointed show****