

ReeLee Fun Virtual Obstacle Shows

Class Format and Information

Entry Fees

- I. Standard Entry for In-Hand and Under Saddle classes is \$30
- II. Rough Draft Submission + Standard Entry is \$50
- III. Any submitted video will not be evaluated or judged until entry is paid
- IV. Payment can be submitted via the following
 - A. @Kelsey-Parisi via Venmo (last four digits of phone number are 2603)
 - B. Mailed to
Kelsey Parisi
2102 Country View Lane
Lansdale, PA 19556
 - C. Dropped off at the farm in person, or left in our Blue Lockbox on the Barn Door
91 Barry Rd
Chalfont, PA 18914
- V. PLEASE MAKE SURE TO LABEL YOUR PAYMENT WITH THE NAME OF THE PARTICIPANT SO IT CAN BE APPLIED ACCORDINGLY

Classes

- I. Each class entry will receive a scorecard with written feedback
- II. Available Classes are as follows
 - A. In-Hand
 - B. Under Saddle
- III. Allowed Tack and Appropriate Attire are outlined in the ReeLee Fun Virtual Obstacle Show Rules
- IV. Potential for future classes and divisions to be added at a later date

Rough Draft Entries

- I. Rough Draft entries are available to help you and your horse improve your skills, partnership, and horsemanship
- II. Rough Draft submissions will have no effect on the score of your pattern you submit for judging
- III. Rough Drafts must be submitted within 4 days of the pattern being posted in order to receive feedback in a timely manner for final pattern resubmission.
 - A. So long as your Rough Draft is submitted within 4 days of pattern posting, you will receive your feedback with a minimum of one remaining week to submit your final judged pattern video
 - B. If you are late submitting your Rough Draft, you will still receive feedback, but there is no guarantee of feedback before the final submission deadline
- IV. If your *Rough Draft* video is more than 5 minutes long, you are permitted to cut the video into smaller clips to reduce file size

Scoring

- I. All classes, whether In-Hand or Under Saddle will be judged on the same criteria.
- II. You will receive a score of 0-5 for each maneuver/obstacle
 - A. You can never lose points on a maneuver/obstacle

- III. You will receive a score of 0 for bypassing an obstacle without an attempt
- IV. ANY ATTEMPT, EVEN IF YOU CHOOSE TO MOVE ON WITHOUT COMPLETING A MANEUVER/OBSTACLE, WILL STILL RESULT IN A MINIMUM OF 1 POINT
- V. The length of time it takes to finish the pattern is irrelevant to your score
- VI. Any unsportsmanlike or abusive contact made during the pattern, or on any social media platform will result in disqualification

Horsemanship Points

- I. Horsemanship Points will be awarded throughout the pattern for various reasons, including but not limited to
 - A. How a participant handles a spook or refusal
 - B. How a participant supports their horse through botched maneuver/obstacle
 - C. How a participant recovers from a rider error
 - D. A participant knowing when to move on rather than keep pushing through an attempt at a maneuver/obstacle
- II. Horsemanship Points will only be used to break a tie, and will not be counted as a part of your pattern score
- III. There is potential for a year end Horsemanship Points Division

Timeframe

- I. You have until midnight two weeks from the date the patterns are posted to submit your video for judging
- II. *Rough Draft* videos must be submitted within 4 days of the posting of patterns in order for them to be evaluated and feedback given in time for you to resubmit your final video for judging.
- III. Scorecards with feedback, Results, and Winners will be returned/announced within a week of final submission date
 - A. If a delay is expected in the release of results, participants will be notified

Prizes

- I. Ribbons will be awarded to 1st through 5th place
- II. Winners of each class will receive a free entry into the next virtual show, and an additional prize to be determined
 - A. Additional Prizes for winners will be announced at time or prior to pattern posting

Substitution of Obstacles

- I. If there is an obstacle in a pattern you do not have access to, you may substitute it for an object of an equivalent nature.
- II. If you substitute an obstacle, you are judged on that obstacle. You are not penalized for the substitution.
- III. Examples of common substitutions are as follows
 - A. Bridge Substitutions: Tarp, Carpet Square, Rubber Mat
 - B. Barrel Substitutions: Cones, Jump Standards
 - C. Ground Pole Substitutions: Logs, Cavalettis
- IV. If you have a question about an obstacle substitution, please reach out and we can help you find an appropriate alternative.
- V. If you substitute an obstacle, please note it on your video submission form, or in the email when you submit your video