**MILE HIGH HORSE RANCH**

**TEAM PACE EXPLANATION AND REGS**

**1 - Entries: Send in 1 entry form for each person on the team. PayPal is on the web site.** [**www.milehighhorseranch.com**](http://www.milehighhorseranch.com)

**Fill out entry on line, save to desktop and e-mail. Signature on Release will have to be done when you check in.**

**Please don’t send a photo of the entry.**

**2 – Courses will be available to walk on Friday. I strongly suggest that at least one member of your team becomes familiar with it before you start.**

**3 – Teams of 2-3 horses and riders compete on a designated course at a designated pace. All members of the team must stay together while on course and must go through all flags. Team members may be different level horses.**

**4 – Each division is determined by OPTIMUM SPEED, not by the height of the jump. The team closest to the Optimum time (+ or –) in each division is the winner. All courses will include water, ditches and banks. Pace yourself. In all courses, 23 obstacles are available, but you don’t have to take all, or any of them. You just need to go between the flags and meet the time. There are 3 divisions:**

**LOPE –250 mpm, INTRO – (18” – 2’6”) Jumps numbered with WHITE on RED.**

**CANTER – 300 mpm, BEGINNER NOVICE - (2’7”) Jumps numbered with BLACK on YELLOW.**

**GALLOP – 350 mpm, NOVICE – (2’11”) Jumps numbered with BLACK on WHITE.**

**5 – Warmup on the flat is available in the dressage arena and there will be a couple jumps below the arena. There is an outdoor lunge area East of the dressage ring. Please do not lunge your horse in the fields. Thanks.**

**6 – Horses may jump in tandem (side by side), or nose to tail.**

**7 – Jumps are grouped, RED flag on the on the RIGHT and WHITE on the LEFT (circled on the map). Horses in each team can jump any fence in the group (or not jump at all). Any riders who opt out of jumping a fence must still pass between the flags. Be super careful leaving the field after the finish as you will be crossing the path of the next team. Teams must also go through the unflagged buckets that pass over the terraces.**

**8 – No penalties for refusals, runouts or falls – just get to the finish line by going through all the flags. If a team member falls off, the team is eliminated, but may continue.**

**9 – Time for each team begins when the first horse’s nose crosses the Start Line and ends when the last horse’s nose crosses the Finish Line.**

**10 – Teams will enter the course in 2-minute intervals. Your team’s start time will be sent to you. Please yield to faster teams in case you are overtaken on the course. Teams must ride at the posted time.**

**11 – No timing or measurement equipment allowed on course or course walk.**

**12 – Attire: Casual, but approved helmet, boots with heels and a protective vest are required.**

**13 – No horse may compete in more than one round, or on more than one team. A rider may ride 2 horses.**

**15 – Ribbons given to the top 6 teams at each level. The team closest to the Optimum time of all teams will get e free entry in the next pare pace.**

**16 – Cancellation: Check the MHHR Website for cancellation or postponement due to inclement weather.**

**SCHOOLING: Weather permitting, MHHR is open for X-C schooling all summer except the week before the Derby. If you don’t have an insured trainer, our instructor, Lynn Klisavage, will be glad to work with you. That info is on the MHHR Web Site, or e-mail me.**

**DATES OF MHHR SHOWS 2022:**

**DOUBLE DOWN SHOWS: 2 Schooling shows on the dame day, Dressage and Jumper. Enter 1 or both.**

**Wed, June 15, / Wed. July 6, / Wed, August 3, / Sat, September 3, / Sat, October 1**

**DERBY: Combined score of Dressage and Cross Country - Saturday, June 25.**

**2nd PAIR PACE: Saturday, September 24**