

I/A

Hunter/Jumper Show

Class # 1 B

Crossrails 18"

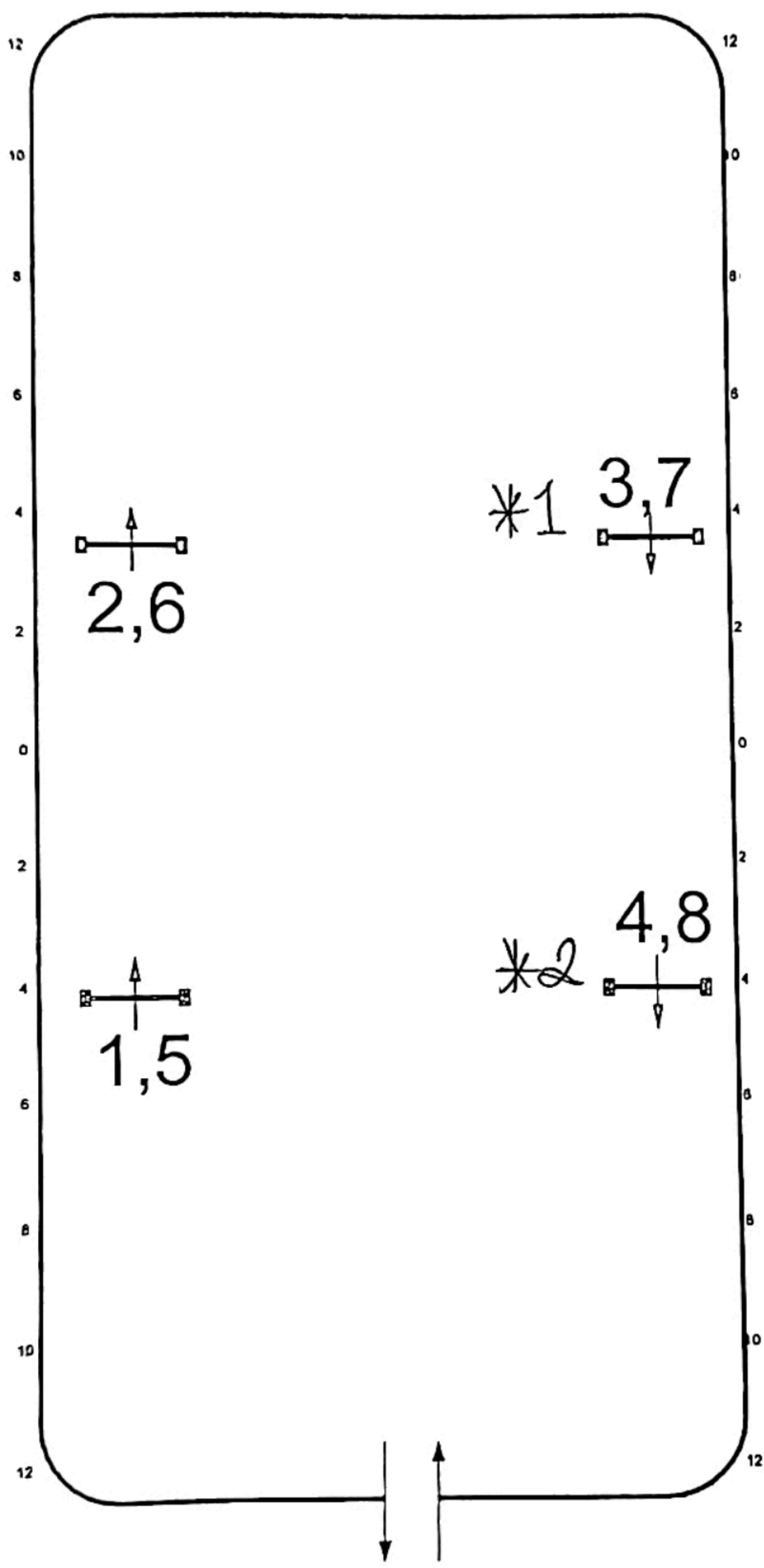
Round A

Class 3 + 6

Hunter Hack

*1 and *2 outside line

Fences 1 - 8



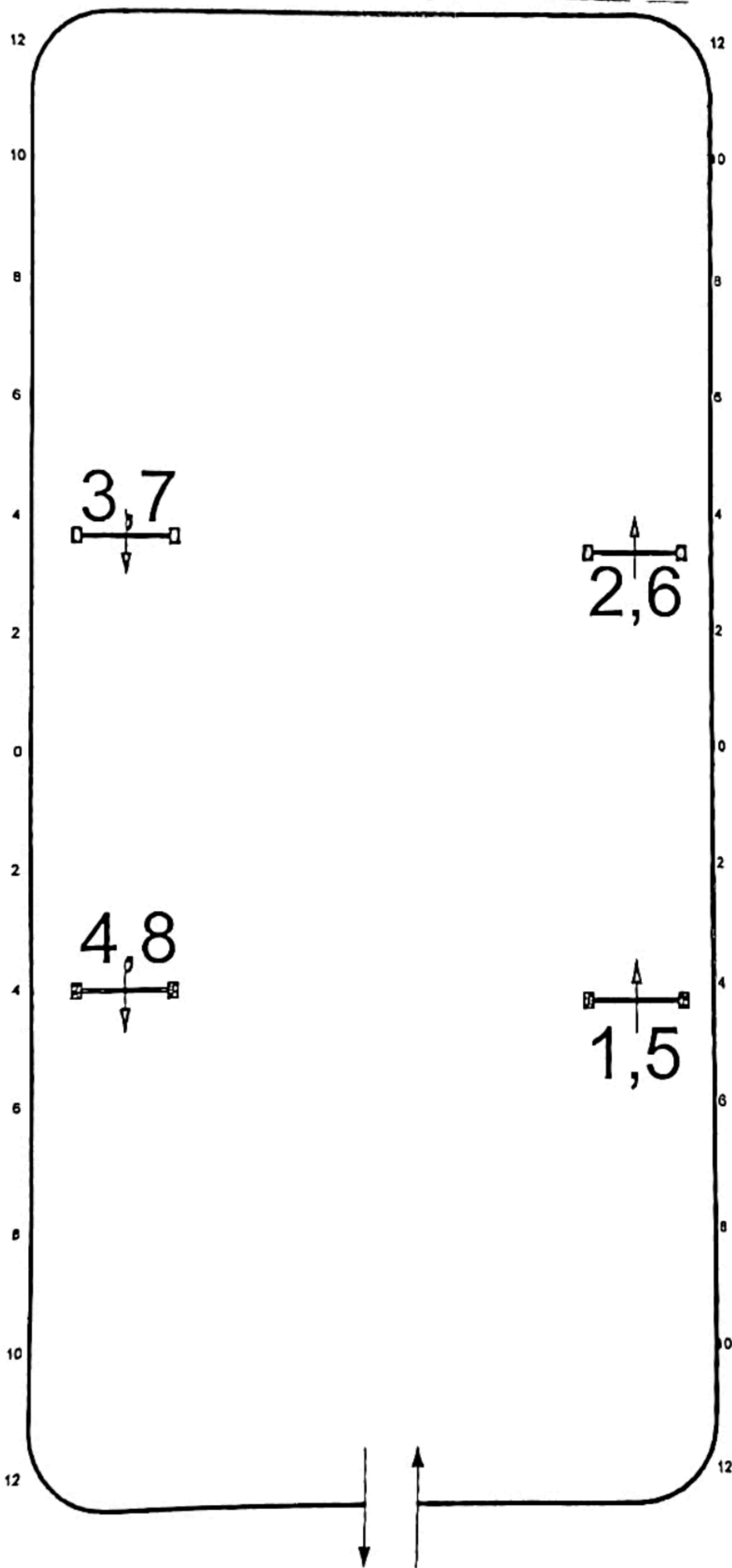
Magic

Hunter/Jumper Show

Class # 1C

Cross rails 12"

Round B



Fences 1 - 8

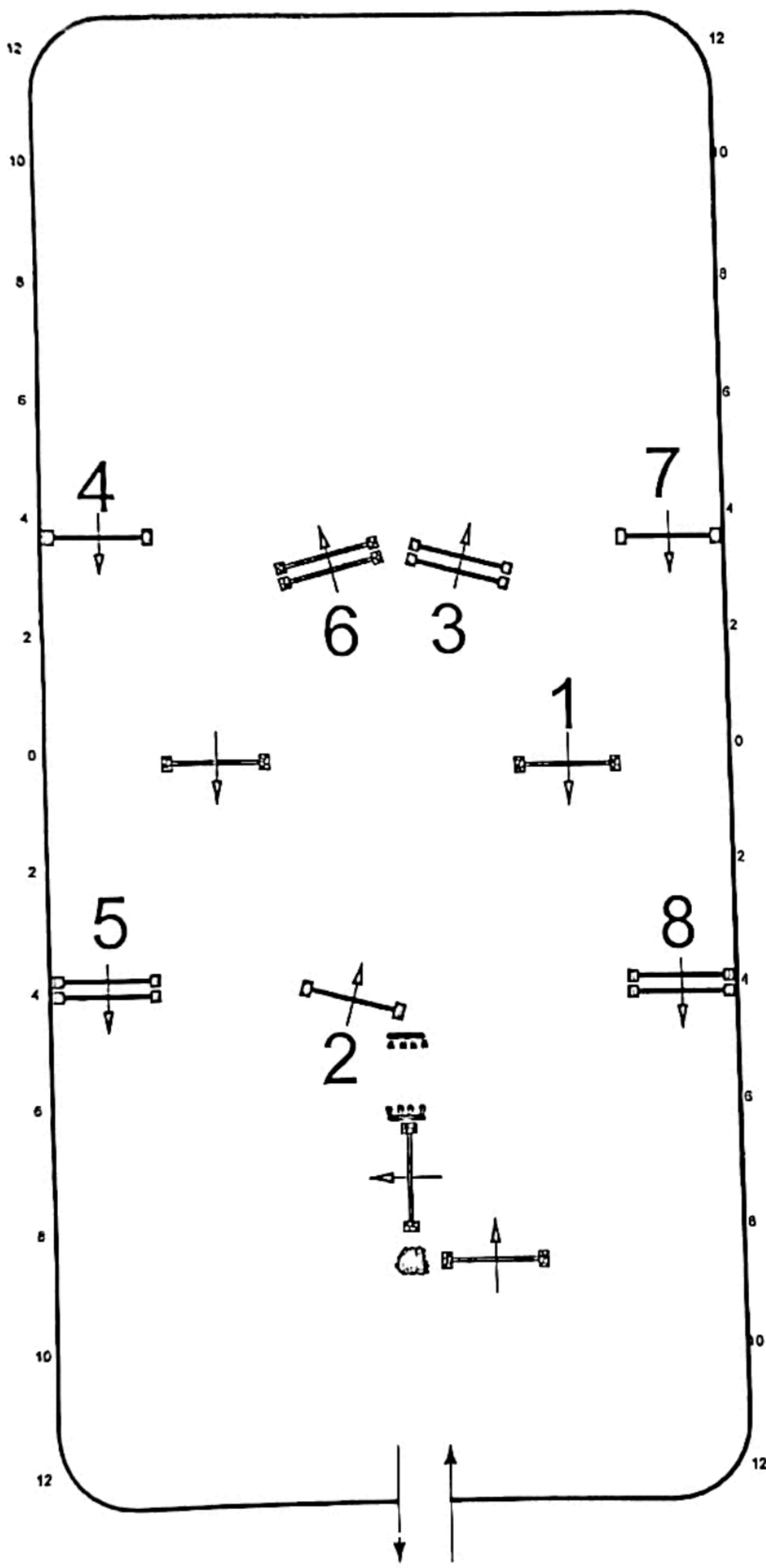
Maglio 1985

Hunter/Jumper Show

Class # ^{2b} ~~8b~~

2'0" O/F A

^{4b}
2'3" O/F A



Fences 1 - 8

Maglor 1

Hunter/Jumper Show

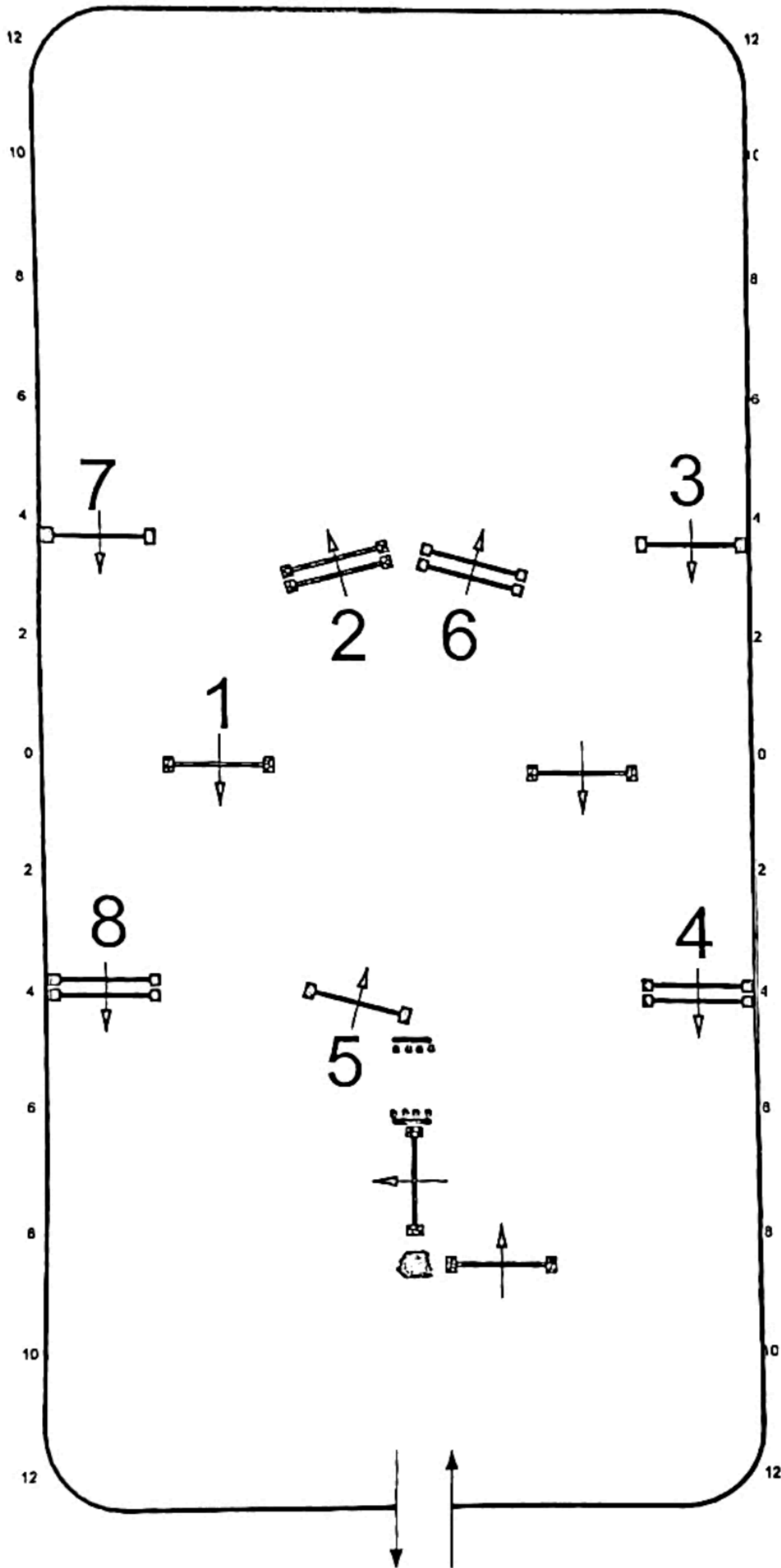
Class #

2c
3c

2'0" O/F B

^{4c}
2'3" O/F B

Fences 1 - 8



Summers

Hunter/Jumper Show

Class # _____

10, 11, 13, 15, 17, 19
21

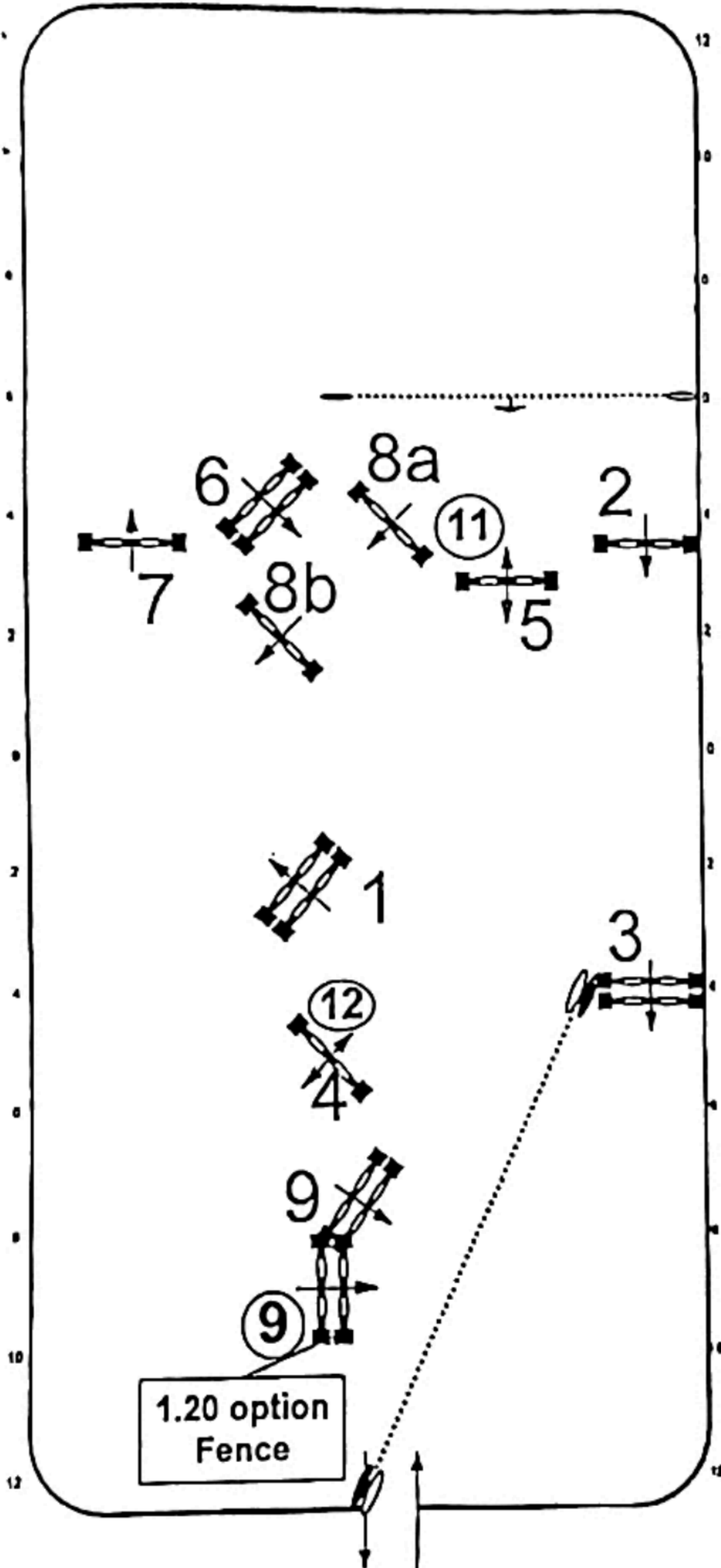


Table: 11.2.1

First Round: 1-9

Time Allowed: 85 sec

Magical

Jumpers

Hunter/Jumper Show

Class # _____

12, 14, 16, 18, 20, 22

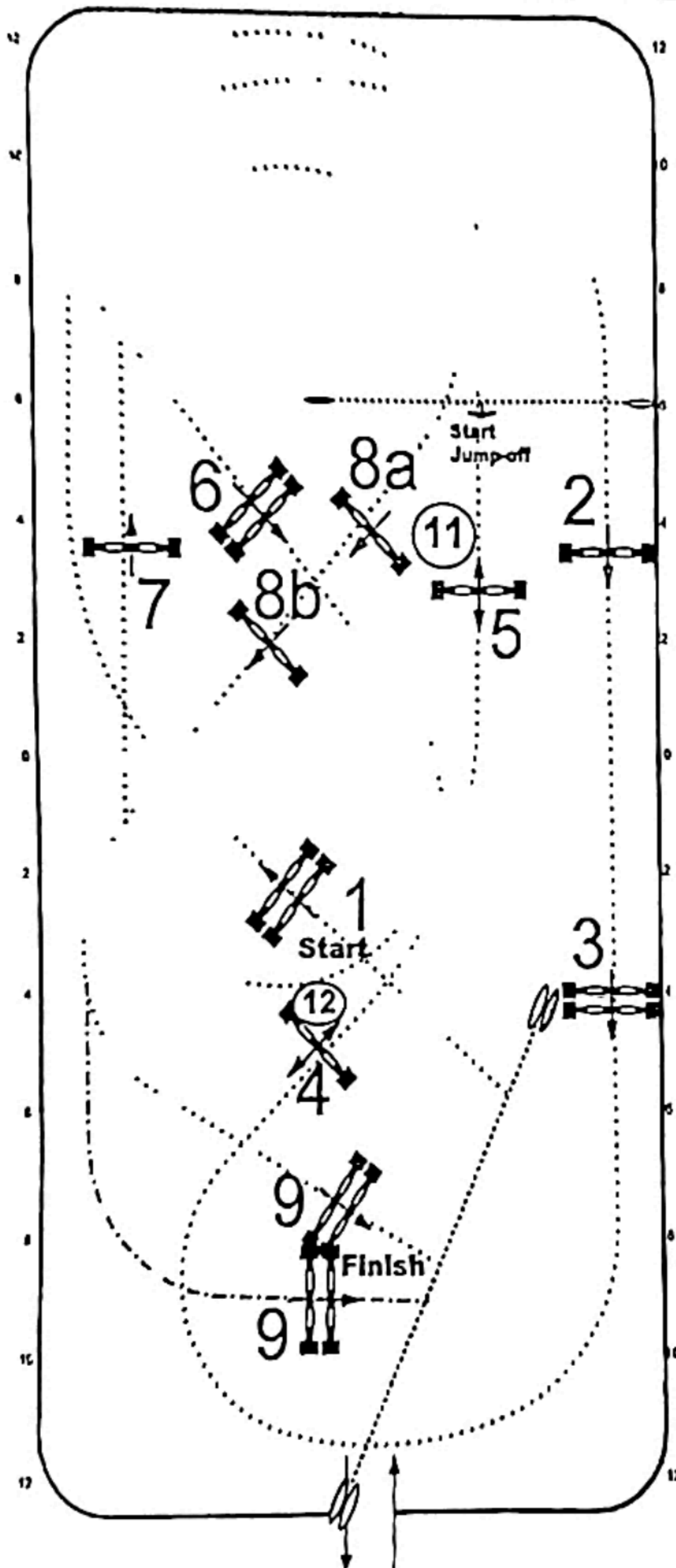


Table: 11.2.B

First Round: 1-9

Time Allowed: 85 sec

Jump-off: 11, 12, 1, 8a, 8b, 9

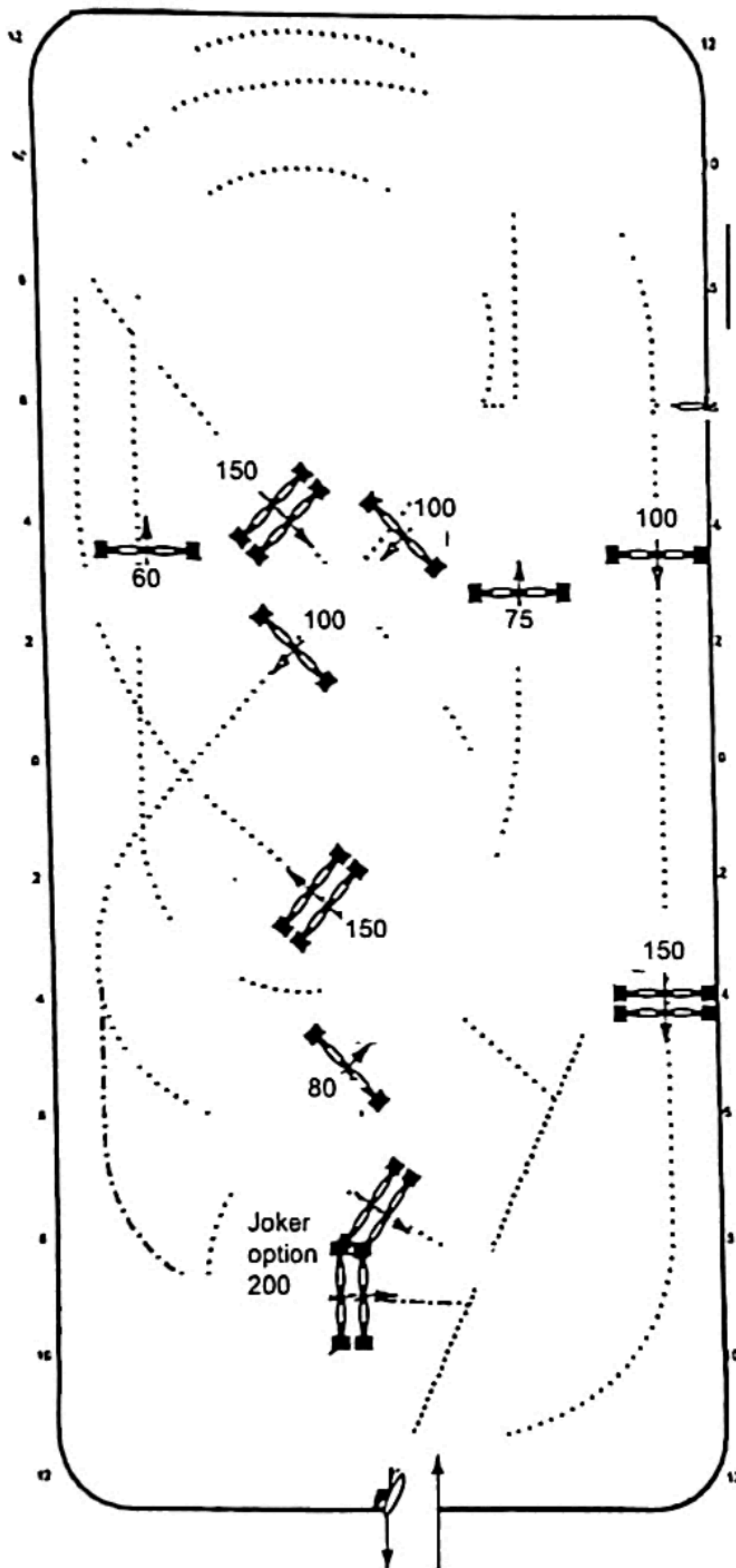
Time Allowed: 50 sec



NM State Fair 2025

Course

Class 22x. Gambler's Choice



Make your own course. Jump as many fences as possible in 60 seconds. You can only jump the same fence twice. Rails/refusals do not count for points.

Finish over the optional Joker Fence for 200 bonus points if successfully cleared.