

## Rules and information.

All horses must have a negative Coggins within one year.

### **The show management has the right to reject or eject and exhibitor, spectator, owner, trainer or agent.**

Anyone displaying unsportsmanlike behavior will forfeit their entry fees. This includes during schooling, competing or in the parking area.

The management reserves the right to divide, combine, cancel or change the order of the classes if or when necessary. Champion and Reserve will only be awarded if there are more than three entries in each class.

Entry Fees - \$12/class. A \$50 fee will be charged for all returned checks.

All entrants must sign a release form and juniors under 18 must have an adult sign before numbers will be handed out.

Exhibitors – All riders MUST WEAR a STM certified helmet when mounted and a mask when not mounted.

Cross entering may be done as stated in the division descriptions.

Neat and workmanlike attire is required.

End of series prizes awarded to members. Membership is \$25 and must be paid before the start of the first show. Must attend at least three shows to qualify. All hunter classes points must be on the same horse. Points are 1<sup>st</sup>=7, 2<sup>nd</sup>=5, 3<sup>rd</sup>=3, 4<sup>th</sup>=1, 5<sup>th</sup>=0.5, 6<sup>th</sup>=0.25. Ties are broken on 1<sup>st</sup> jump round.

### **NO DOGS ALLOWED.**

Coexist Stables LLC including, but not limited to employees, volunteers and agents will not be responsible for any damage, injury or loss to persons, horse/pony or property of exhibitor or spectator incurred on or off the show grounds. Day stalls available for \$30 per horse/stall, first come, first paid.

## Jumpers starting in outside ring.

**Jumpers.** Itty Bitty 2'-2'3, Preliminary Jumpers 2'6-2'9.

**Gambler's Choice.** Free round for warm-up.

**Timed first round.** This is a speed class. The strategy is to go as quickly as possible without knocking down and rails. Horses with clean rounds or equal faults are pinned according to their time taken to complete the course.

**Power and speed.** This is a two-phase class. The first phase is power and consists of 6 to 8 jumps while the second phase is shorter and contains 3 to 5 jumps. If the competitor has gone clear in the first phase, he/she will, upon crossing the finish line, commence the second phase which is the speed phase. If there are no clear rounds and a tie exists for first place, the results will be determined by the scores and time from the first phase.

**Time First Jump-off.** The first round and first jump-off, if any, are decided by adding together the faults incurred over the course and any penalties for exceeding the time allowed if any. If a competitor has gone clean in the first round, he/she will, without leaving the ring, upon an audible signal, commence the designated jump-off course in no less than 45 seconds. In the event of equality of faults after the first round, there will be one jump-off for first place only in which time will decide in the event of equality of points.

- J1. Itty Bitty Gambler's Choice (warm-up, unjudged, free)
- J2. Itty Bitty Time first round only.
- J3. Itty Bitty Power and Speed.
- J4. Itty Bitty Time first jump-off.
- J5. Prelim Gambler's Choice (warm-up, unjudged, free)
- J6. Prelim Time first round only.
- J7. Prelim Power and Speed.
- J8. Prelim Time first jump-off.

### **Martingales are not permitted for flat classes.**

**Lead Line.** Open to riders of all ages. Judged 50% on equitation, 50% suitability of mount. Riders in this division may not cross enter in any other classes.

1. Walk
2. Walk/Trot
3. Advanced off lead may be asked to trot

**W/T Under 12.** Judged on soundness, control of mount, performance and suitability of mount. May be asked to back. Riders may not enter into any other full divisions but can enter into class 13, 4 cross rails.

4. Walk/Trot Pleasure.
5. Walk/Trot Equitation.
6. Walk/Trot Over Ground Poles.

**W/T 12 and over.** Judged on soundness, control of mount, performance and suitability of mount. May be asked to back. Riders may not enter into any other full divisions but can enter into class 13, 4 cross rails.

7. Walk/Trot Pleasure.
8. Walk/Trot Equitation.
9. Walk/Trot Over Ground Poles.

**W/T/C Horse/Pony.** Adults may ride ponies. Judged on performance, manners, soundness and suitability.

10. Walk/Trot/Canter Pleasure.

11. Walk/Trot/Canter Equitation.
12. Walk/Trot/Canter Hunter (may be asked to back).

**Cross Rail Hunter Fence height 18"** Judged on performance, manners, soundness and suitability. Trotting the course will not be penalized. This division may not enter into any other jump classes.

13. Cross Rail Hunter over 4 fences.
14. Cross Rail Hunter Over 8 Fences.
15. Cross Rail hunter hack, w/t/c.

**Baby Green Hunter. Fence height 2'**. This division is only for horses/ponies in their first year of showing only. Judged on performance, manners, soundness, and way of going. Simple changes will not be penalized. This division may not enter to jump higher than 2' but may cross enter into Itty Bitty Jumpers.

16. Baby Green Hunter W/T.
17. Baby Green Hunter W/T/C.
18. Baby Green Hunter over 8 fences.

**Hopeful Hunter. Fence height 2'**. Judged on performance, manners, soundness and way of going. Simple changes will not be penalized. This division may not enter to jump higher than 2'.

19. Hopeful Hunter over 8 fences.
20. Hopeful Hunter over 8 fences.
21. Hopeful Hunter under saddle w/t/c.

**Low Hunter. Fence height 2'3"**. Judged on performance, manners, soundness and way of going. This division may not enter to jump higher than 2'3.

22. Low Hunter over 8 fences.
23. Low Hunter over 8 fences.
24. Low hunter under saddle w/t/c.

**Open Hunter. Fence height 2'6"**. Judged on performance, manners, soundness and way of going.

25. Open Hunter over 8 fences.
26. Open Hunter over 8 fences.
27. Open Hunter under saddle. W/T/C. May be asked to hand gallop.