

## 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.

Masks must be worn at all times except when mounted. Temperatures will be checked upon entry to the farm. Only one person may come with each rider.

The management reserves the right to divide, combine, cancel or change the order of the classes if or when necessary. **\*We try to flat back-to-back when possible.** Champion and Reserve will only be awarded if there are four or more entries in each class of the division.

Entry Fees - \$15/class and \$15 office fee. Entries must be submitted and paid the Friday before each show no later than 6pm. 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 an ASTM 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 rider is attending. Must attend at least three shows to qualify for the Colonial Classic and/or series end awards. All hunter classes points must be on the same horse. Points are 1<sup>st</sup>=10, 2<sup>nd</sup>=6, 3<sup>rd</sup>=4, 4<sup>th</sup>=3, 5<sup>th</sup>=2, 6<sup>th</sup>=1. 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 paid. Stalls are extremely limited.

All classes qualify for TIP points under the Hardship program. Please see [The Jockey Club Thoroughbred Incentive Program \(tjctip.com\)](http://TheJockeyClubThoroughbredIncentiveProgram.tjctip.com) for more information. Please note the performance awards are completely self-reported.

Jumpers start at 8am outdoor arena. Hunters start at 9am indoor arena. Jumper warm up is in the indoor 6am-7:30am, also schooling just outside of the outdoor arena available. Hunter flat only warm up, indoor 7:30-8:15, then x-rail schooling from 8:15-8:45. Indoor open for hunter schooling after class 9, Beg. Eq. Novice hunter will start hunters outside not before 10:30am. Outdoor schooling: - Before Novice Eq classes 10-21 only. – Before Adult Eq for everyone.

## **Jumpers starting in outside ring.**

**Jumpers.** Itty Bitty 2'-2'3, Preliminary Jumpers 2'6-2'9, Low 3'. May only cross enter in the same height in Jumpers or Hunters.

**Gambler's Choice.** Free round for warm-up. \*60 seconds

**Timed First Round.** Course of 8-12 jumps to be completed. Winner decided by the fastest time w/o faults.

**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.

**Clear timed 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) 2' - 2'3
- J2. Itty Bitty Timed first round only.
- J3. Itty Bitty Power and Speed.
- J4. Itty Bitty Timed first jump-off.
- J5. Prelim Gambler's Choice (warm-up, unjudged, free) 2'6 – 2'9
- J6. Prelim Timed first round only.
- J7. Prelim Power and Speed.
- J8. Prelim Timed first jump-off.
- J9. Low Gabbler's Choice (warm-up, unjudged, free) 3'
- J10. Low Timed first round.
- J11. Low Power and Speed.
- J12. Low Timed first jump-off

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

**Lead Line.** Open to riders 7 and under. Judged 50% on equitation, 50% suitability of mount. Riders in this division may not cross enter in any other classes.

1. Walk
2. Walk off lead
3. Lead w/t

**Pre-Stirrup.** Riders must be 12 and under (8 and under to qualify for the Colonial Classic). Judged on position and overall ability and turnout. Riders may not enter any other divisions.

4. Walk/Trot.
5. Walk/Trot Command.
6. Walk/Trot Over Ground Poles.

**Beginner Equitation.** Open to any rider in their first or second year of showing. Judged on position, overall ability, and turnout. May be asked to back, halt, sit trot, extend, collect and/or drop stirrups. This division may not enter into any division jumping higher than 18”.

7. W/T.
8. W/T/C.
9. Combined (W/T/C, 2 cross rails).

**Novice Equitation.** Open to children and adults on horses or ponies who have not won 3 blue equitation ribbons over fences prior to December 1<sup>st</sup> of the prior year. Simple changes will not be penalized. This division may not enter into any division jumping higher than 2’.

10. W/T/C.
11. Combined (W/T/C, 2 cross rails).
12. O/F 2’.

**Pleasure..**Open to all riders. Judged on the horse/pony. Fences set at 2’. Simple changes will not be penalized. This division may not enter into any division jumping higher than 2’.

13. W/T.

14. W/T/C.

15. O/F 2'.

**Baby Green Hunter.** This division is only for horses/ponies in their first or second year of showing only. Judged on performance, manners, soundness, and way of going. Simple changes will not be penalized. This division may not enter into any division jumping higher than 2'.

16 O/F 2'.

17 O/F 2'.

18 Baby Green Hunter W/T/C.

**Modified Hunter.** Judged on performance, manners, soundness and way of going. Simple changes will not be penalized. This division may not enter into any division jumping higher than 2'.

19 O/F 2'.

20 O/F 2'.

21 W/T/C.

**Adult Long Stirrup.** Open to adults on horses or ponies. Judged 50% on equitation and 50% on the horse. Simple changes will not be penalized. This division may not enter into any division jumping higher than 18".

22 W/T.

23 W/T/C.

24 O/F 4 cross rails.

**Thoroughbred Division.** Open to all Thoroughbreds. Judged on the horse. Jumps to be 2'3. This division may not enter into any division jumping higher than 2'3.

25 W/T.

26 W/T/C.

27 O/F 2'3.

**Open Equitation.** Judged on position, overall ability, and turnout. This division may not enter into any division jumping higher than 2'3.

28 W/T.

29 W/T/C. May be asked to hand gallop.

30 O/F 2'3.

**Open Hunter.** Judged on the horse/pony. This division may not enter into any division jumping higher than 2'3.

31 O/F 2'3.

32 O/F 2'3.

33 W/T/C. May be asked to hand gallop.

**Hunter Classic.** Judged on the horse/pony.

34 O/F 2'6.

35 O/F 2'6.

36 W/T/C. May be asked to hand gallop.