

Coexist Snowflake Series Prize List

Show dates:

November 14, 2021

December 12, 2021

January 16, 2022

February 13, 2022

March 6, 2022

Snow dates: January 30, 2022 and March 20, 2022

Rules and information.

All horses must have a negative Coggins within one year.

The show management has the right to reject or eject 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. Ribbons will only be awarded if there are more three entries in the class. Champion and Reserve will only be awarded if there are more than three entries in each class of the division.

Entry Fees - \$15/class and \$15 office fee. 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.

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 \$30 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 1st=7, 2nd=5, 3rd=3, 4th=1, 5th=0.5, 6th=0.25. Ties are broken on 1st 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 (weather permitting) 8am. If jumpers must be moved inside due to weather, they will be AFTER the hunters not starting before 3pm.

Jumpers. Puddle Jumpers 18" crossrails, Itty Bitty 2'-2'3, Preliminary Jumpers 2'6-2'9. Jumpers may not cross enter in heights.

Riders considered by the judge to be riding dangerously (speed or otherwise) will be eliminated.

Gambler's Choice. Free round for warm-up, 60 seconds only.

Timed first round. This is a speed class. The strategy is to go as quickly as possible without knocking down 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. Puddle Jumpers Gambler's Choice (warm-up, unjudged, free)
- J2. Puddle Jumpers Time first round only.
- J3. Puddle Jumpers Power and Speed
- J4. Puddle Jumpers Time first jump-off.
- J5. Itty Bitty Gambler's Choice (warm-up, unjudged, free)
- J6. Itty Bitty Time first round only.
- J7. Itty Bitty Power and Speed.
- J8. Itty Bitty Time first jump-off.
- J9. Prelim Gambler's Choice (warm-up, unjudged, free)
- J10. Prelim Time first round only.
- J11. Prelim Power and Speed.
- J12. Prelim Time first jump-off.

Hunters starting in indoor arena starting at 9am. 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 Command (halt, 2pt, drop/pick up reins).
3. Walk off lead.

W/T 12 and under. Equitation (position of hands, seat, leg and overall control of mount). Riders will be asked to trot a small course of poles. Riders may not cross enter into any classes that canter or jump higher than ground poles.

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

W/T 13 and over. Equitation (position of hands, seat, leg and overall control of mount). Riders will be asked to trot a small course of poles. Riders may not cross enter into any classes that canter or jump higher than ground poles.

7. Walk/Trot.
8. Walk/Trot Command.
9. Walk/Trot Over Ground Poles (4).

Lesson Horse/Pony Pleasure. Open to any horse/pony used REGULARLY in a lesson program. Judged on performance, manners, soundness, and way of going. Riders MUST be Jr/Amateur.

10. Walk/Trot.
11. Walk/Trot/Canter.
12. Course of 4 poles (w/t or w/t/c, rider's choice).

W/T/C. Equitation (position of hands, seat, leg and overall control of mount). Riders will be asked to canter a small course of poles.

13. Walk/Trot/Canter.
14. Walk/Trot/Canter Command.
15. Walk/Trot/Canter Over 4 Ground Poles (w/t or w/t/c, rider's choice).

Fifteen-minute schooling break for cross rail classes only.

Schooling Hunter. Open to all horses and riders.

16. Walk/Trot.

17. Walk/Trot/Canter.
18. Over 2 crossrails (w/t or w/t/c, rider's choice).

Baby Green Hunter. Fence height 18". This division is only for horses/ponies in their first or second year of showing. Judged on performance, manners, soundness, and way of going. Simple changes will not be penalized. This division may not enter to jump higher than 18".

19. W/T.
20. W/T/C.
21. O/F (8 fences, 18").

Cross Rail Hunter. Fence height 18" Judged on performance, manners, soundness and suitability. This division may not enter in any other division jumping higher than 18".

22. Cross Rail Hunter over 4 fences.
23. Cross Rail Hunter Over 8 Fences.
24. Cross Rail hunter hack, w/t/c.

Fifteen-minute schooling break.

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 2'3.

25. O/F.
26. O/F.
27. 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 2'6.

28. O/F.
29. O/F.
30. Under saddle w/t/c.

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

31. O/F.
32. O/F.

33. Under saddle w/t/c/.