

Central Maryland Classic Show Series 2023 Prizelist



Rules and information.

All horses must have a negative Coggins within one year.

The show management has the right to reject or eject or permanently ban 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. Please pick up your poop in the parking lot and everywhere on the farm. Show managers will act as stewards, and their decision is final. Any questions or concerns should be brought to their attention. Judge's card will only be available for inspection at the permission of the show committee.

We follow Federal and Maryland Covid guidelines strictly and anyone refusing to do so will be asked to leave with no refund.

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.** Ribbons will only be awarded if there are 3 or more entries in a class. Champion and Reserve will only be awarded if there are four or more entries in each class of the division. Rings will not be held unless rider is on property and tacked. NO EXCEPTIONS! If coaching ring conflict, jumper will be moved to a different order as so hunters will not be held.

Entry Fees - \$20/class, \$50/division (if pre-entered) and \$15 office fee. Hunt Teams are \$25/rider. Entries must be submitted and paid the Friday before each show no later than 8pm or there is a \$40 late fee. No entries will be accepted the day of the show, however, adds and scratches will be permitted. **Office fee and stall fees are non-refundable.** Day stalls available for \$50 per horse/stall, first paid. Stalls are extremely limited and will not be held without payment and are non-refundable. Stalls must be self cleaned before leaving. A \$50 fee will be charged for all returned checks.

All entrants must sign a release form (part of entry form) and juniors under 18 must have an adult sign before numbers will be handed out. Current Coggins may be emailed to info@coexiststables.com or a photo sent to 240-440-9627.

Exhibitors – All riders MUST WEAR an ASTM certified helmet when mounted.

Cross entering may be done as stated in the division descriptions. Please read cross entry guidelines carefully. If cross entered, rider will be scratched from lower division.

Neat and workmanlike attire is required. Hunters will have points deducted if horse/rider is not in appropriate hunter attire (please refer to USEF rules for non-acceptable bridles/bits, etc.).

End of series prizes awarded to members. Membership is \$35 and must be paid before the start of the first show rider is attending. Members will be given two of the same number and MUST use the same number throughout the series. Riders will not receive points if riding under another number. **For Hunter and Jumper classes the number stays with the horse, Eq classes the number stays with the rider. The number gets the points.** Awards will be marked for horse/hunters, rider/Eq. Must attend at least three shows in the same division and be a member to qualify for the Colonial Classic and/or series end awards. All hunter classes points must be on the same horse and Eq classes the same rider. Points are 1st=10, 2nd=6, 3rd=4, 4th=3, 5th=2, 6th=1. Ties are broken on 1st jump round. Ribbons will only be awarded with 2 or more in a class and Champion and Reserve will only be awarded with 3 or more in a division. One set of Champion

and Reserve will be awarded overall for splits, not to each individual split. Age is based on age December 1st of the previous year. All divisions over 2' (cross rails TBD) qualify for CC Medal Finals. There is a Hunt Team(s) Division for Colonial Classic!

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 \$50 per horse/stall, first paid. Stalls are extremely limited and will not be held without payment and are non-refundable. Stalls must be self cleaned before leaving.

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

Jumpers start at 8am outdoor arena. Hunters start at 9am indoor arena. Warm-up: Indoor is flat and crossrails only from 6:30am-8:45am. Outdoor ring goes from 6:30-7:45 flat and A FEW PRESELECTED JUMPS ONLY from 6:45am-7:45am. There are jumps set up on the hill by the outdoor arena. Indoor open for hunter schooling after class 15, Cross rail hunter. Novice Eq will start hunters outside not before 11:00am. Outdoor schooling: - schooling break before Novice Eq is for classes 16-24 only. – Schooling break before TB Hunter for remaining divisions. Schooling is limited to 8 in the ring at one time and will be limited time. This is subject to change.

If jumpers must be moved inside due to weather, they will be AFTER the hunters not starting before 3pm (decision will be made/announced by 6pm Friday via social media), in which case courses will be altered to accommodate the space.

Jumpers. Puddle jumpers 18" cross rails (cannot enter into any other jumper classes!), Itty Bitty 2'-2'3", Preliminary Jumpers 2'6"-2'9", Low 3'. May only cross enter in one division up in height (excluding Puddle Jumpers). Top 3 of each division qualifies for the Colonial Classic. Colonial Classic is offering a cross rail jumpers division starting in 2022. *There are opportunities to qualify for Colonial Classic Child/Adult Jumpers (3'3"), TB Jumpers (3') and Open Jumpers (3'6"-3'9").

Gambler's Choice. Free round for warm-up. *60 seconds. Rider stays in the ring for their first round.

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.

- J2. Puddle Jumpers Timed first round only.
- J3 Puddle Jumpers Power and Speed.
- J4. Puddle Jumpers Timed first jump-off.
- J5. Itty Bitty Gambler's Choice (warm-up, unjudged, free) 2' - 2'3
- J6. Itty Bitty Timed first round only.
- J7 Itty Bitty Power and Speed.
- J8. Itty Bitty Timed first jump-off.
- J9. Prelim Gambler's Choice (warm-up, unjudged, free) 2'6 – 2'9, includes oxers
- J10. Prelim Timed first round only.
- J11. Prelim Power and Speed.
- J12. Prelim Timed first jump-off.
- J13. Low Gambler's Choice (warm-up, unjudged, free) 3', includes oxers
- J14. Low Timed first round.
- J15 Low Power and Speed.
- J16 Low Timed first jump-off

Hunt Team. Teams of three, shown over a course in the ring one to follow the other at a safe distance. Judged on performance suitability, manners, uniformity and appearance as a team. Horses and/or rider may only compete on one team. Height either 2' or 2'6, team choice. If you don't have three riders let us know! We can help make a scramble team! \$25/rider, special ribbons awarded. **All team members must be entered in another division NO EXCEPTIONS.**

Martingales are not permitted for flat classes. See USEF rules for bit and bridle restrictions.

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. *Qualifies for Leadline CC

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

W/T. Riders must be 10 and under (8 and under to qualify for w/t in the Colonial Classic). Judged on position and overall ability and turnout. Riders may not enter any other divisions. *Qualifies for W/T 8 and under and Pre-stirrup at Colonial Classic but requires canter for Pre-stirrup.

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

Beginner Equitation. Open to any rider 17yo and under 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". *Qualifies for Short Stirrup Eq (10yo & under), Beginner Rider (11yo to 17yo) at Colonial Classic.

7. W/T.
8. W/T/C.
9. 2 cross rails.

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". *Qualifies for Adult Long Stirrup at CC.

10. W/T.
11. W/T/C.
12. O/F 4 cross rails.

Cross Rail Hunter. Open to amateurs 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'. *Qualifies for Cross Rail Hunters and Short Stirrup Hunter (10yo & under, over a course of 8 crossrails) for CC.

13. O/F.
14. O/F.
15. W/T/C.

Novice Equitation. Open to children and adults on horses or ponies who have not won 3 blue equitation ribbons over fences prior to December 1st of the prior year. Simple changes will not be penalized. This division may not enter into any **division** jumping higher than 2'3. *Qualifies for Novice Eq (2'), Jr Eq 13 & under and Eq 14-17 ponies 2'3 and horses 2'6 at Colonial Classic.

16. W/T.
17. W/T/C.
18. O/F 2'.

Baby Green Hunter. This division is only for horses/ponies in their first or second year of showing only. This may be checked and horse will be disqualified if prior show history of more than 2 years. 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 2'3. *Qualifies for Baby Green Pony at 2' (17yo and under only) and Baby Green Horse at 2'3 for CC.

19. O/F 2'0.
20. O/F 2'0.
21. W/T/C.

Modified Hunter. Amateurs 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 2'3. *Qualifies for Modified Hunter Horse (2') and Modified Hunter Pony (2'), Low Children's pony (2') and Childrens pony (2' sm/med and 2'6 large) for CC.

22. W/T/C.
23. O/F 2'.
24. O/F 2'.

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 2'6. *Qualifies for TB Hunters at CC.

25. W/T.
26. W/T/C.
27. O/F 2'3.

Pleasure. Open to all riders. Judged on the horse/pony. Fences set at 2'3. Simple changes will not be penalized. This division may not enter into any **division** jumping higher than 2'6. *Qualifies for Pleasure Pony at 2' and Pleasure horse 2'3 for Colonial Classic.

28. W/T.
29. W/T/C.
30. O/F 2'3.

Open Equitation. Judged on position, overall ability, and turnout. This division may not enter into any division jumping higher than 3'. *Qualifies for Jr Eq 13 & under and Jr Eq 14-17yo (on horses only), and Adult Eq for CC.

31. W/T.

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

33. O/F 2'6.

Open Hunter. Judged on the horse/pony. This division may not enter into any division jumping higher than 3'. *Qualifies for Low Adult Hunter, Low Childrens Horse and Professional division for CC.

34. O/F 2'6.

35. O/F 2'6.

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

Hunter Classic. Judged on the horse/pony. *Qualifies for Children's Horse and Adult Hunter and Professional at CC.

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

38. O/F 3'.

39. O/F 3'.