

Coexist Snowflake Series Prize List

Show dates:

November 5, 2023

December 10, 2023

January 14, 2024

February 18, 2024

March 3, 2024

Snow date: March 24, 2024



Rules and information.

All horses must have a negative Coggins within one year on file. Coggins can be sent via email or text.

The show management has the right to reject, eject and ban any exhibitor, spectator, owner, trainer or agent. Anyone displaying unsportsmanlike behavior will forfeit their entry and membership fees and may be banned permanently from the property. This includes during schooling, competing or in the parking area. Most of the show staff are volunteers who are here to help make sure the show runs smoothly and everyone enjoys their time. Anyone who speaks poorly to staff will be asked to leave. The ring steward has the final say for any dispute/decision.

The management reserves the right to divide, combine, limit, cancel or change the order of the classes if or when necessary. Ribbons will only be awarded if there are three or more entries in the class. Champion and Reserve will only be awarded if there are four or more entries in each class of the division. Rider must be entered in ALL THREE classes of a division to be eligible for Champion or Reserve.

Entry Fees - \$20/class or \$50/division and \$15 office fee. Leadline is \$40/division with no office fee. A \$35 fee will be charged for all returned checks.

All entrants must sign a release form (on Google Form) as well as 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 (polo or riding shirts are fine, jackets are not required).

End of series prizes awarded to members. Membership is \$30 and must be paid before the start of the rider's first show of the series. NO EXCEPTIONS. Must attend at least three shows to qualify. Hunter classes the number stays with the horse, Eq classes the number stays with the rider. The number gets the points. Points are 1st=10, 2nd=6, 3rd=4, 4th=3, 5th=2, 6th=1. 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. Limited day stalls available for \$40 per horse/stall, first come, first paid, SELF CLEAN. Water is available for all. Please clean up after your horse in all areas. Manure pile is in front of lower barn.

The Jockey Club TIP awards rules. YOU MUST DECLARE YOU WOULD LIKE TO BE CONSIDERED FOR TIP PRIZES AS WELL AS PUTTING IN YOUR TIP NUMBER ON YOUR REGISTRATION. YOU CANNOT DO THIS THE

DAY OF THE SHOW. Please bring a copy of your TIP card to each show. You will receive a different color number. High Point English Thoroughbred Pleasure. There will be two divisions specifically for this award, Maiden TB, first year of showing only as of 1/1/24. We reserve the right to verify TB has never been shown before. The second TB division is Thoroughbred Pleasure. You may only show in one of these divisions. Each division will have three classes. Both divisions will be tallied together to determine the High Point English Thoroughbred Pleasure ribbon and prize winner. High Point Thoroughbred award is \$15. Points from TIP thoroughbreds from all classes will be tallied to determine the High Point TB ribbon and prize winner. Ties will be broken based on the third class of each division, then by best turned out. The top winner will receive the Overall TIP High Point ribbon. Thoroughbred Jumpers. Rider must ride in all three regular judged classes to be eligible. Upon completion of each division riders will complete a 4th judged round for TIP ribbons 1-6 and Champion and Reserve (Total for Champion and Reserve is based on points for each regular division plus the extra round). All three divisions will be tallied together to determine the TIP High Point Jumper ribbon and prize winner. Ties will be broken first by the TIP round and then by the 3rd round.

Schooling: starts at 6:30am. Outdoor ring: goes from 6:30-7:45 flat and A FEW PRESELECTED JUMPS ONLY, 8 riders at a time, 8 minutes per group. Indoor ring: 6:30-8:45 NO JUMPING (except ground poles), then a schooling break after Lesson Horse/Pony Pleasure for crossrails only and another break for 2ft and up after Crossrail Hunter. Only 8 riders at a time, 8 minutes per group.

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 (decision will be made/announced by 6pm Friday via social media), in which case courses will be altered to accommodate the space or moved to a different day.

Jumpers. Puddle Jumpers 18" crossrails, Itty Bitty 2'-2'3, Preliminary Jumpers 2'6-2'9 (includes oxers). Thoroughbred Jumpers choice of height. Jumpers may not cross enter in heights (in Jumpers but may in Hunters). Thoroughbred division is only if show is accepted to be a TIP sponsored show. If it is not, you can ride in any of the divisions to receive TIP points.

Riders considered by the judge to be riding dangerously (speed or otherwise) will be eliminated. Timed rounds will be calculated to the 100th of a second. There will be NO TIES.

Gambler's Choice (60 seconds). Only one Gamblers Choice round per horse will be allowed. It is unjudged and free. It must be the FIRST course for the horse of the day and will be immediately followed by rider's timed first round (rider stays in the ring).

Timed first round. Class is judged on fastest time with the least amounts of faults. Horses are pinned with clean rounds and fastest times and must complete the course. Excessive speed, dangerous riding will be excused at the judge's discretion.

Power and Speed. Two phase class that requires horse to finish 6-8 jumps clean in a certain time frame before moving on to the next consecutive phase. If Riders had any faults in the Power phase they will be notified and will not be allowed to ride the speed phase. If the competitor completes the Power phase clean, they move on. The Speed phase consists of 3-5 jumps in which the riders are pinned with the fastest clean time. After all horses of the Speed phase have been pinned, horses that COMPLETED the Power phase will be pinned by fastest time with the least amount of faults.

Timed First Jump-off. Competitors must complete the first round of 5-7 jumps clean and within time to receive a score and move on to the jump-off. The jump-off round is pinned on fastest time with the least

amount of faults. When all jump-off riders are pinned, riders then from the 1st round are pinned with fastest time and the least amount of faults.

- 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.
- J13. Puddle Thoroughbred Jackpot Round.
- J14. Itty Bitty Thoroughbred Jackpot Round.
- J15. Prelim Thoroughbred Jackpot Round.

Hunters in indoor arena starting at 9am. Martingales are not permitted for flat classes. USEF rules on bits, etc. will be followed.

Lead Line. Open to riders 10 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/Trot.
- 3. Walk off lead.

W/T 12 and under. Open to riders 12 and under. Judged 50% on equitation, 50% suitability of mount. Riders will be asked to trot a small course of poles. Riders may not cross enter into any other divisions.

- 4. Walk/Trot.

5. Walk/Trot Command.
6. Walk/Trot Over 2 ground poles.

W/T 13 and over. Open to riders 13 and over. Judged 50% on equitation, 50% suitability of mount. Riders will be asked to trot a small course of poles. Riders may not cross enter into any other divisions.

7. Walk/Trot.
8. Walk/Trot Command.
9. Walk/Trot Over 2 ground poles.

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.

10. Walk/Trot/Canter.
11. Walk/Trot/Canter Command.
12. Walk/Trot/Canter Over 4 Ground Poles outside lines.

Maiden Thoroughbred Pleasure. Open only to Thoroughbreds who have not shown before November 1st, 2023. Must be registered with a TIP number. May not enter in Thoroughbred Pleasure Division.

13. W/T.
14. W/T.
15. W/T over poles.

Thoroughbred Pleasure. Open only to Thoroughbreds with a registered TIP card. May not enter in Maiden Thoroughbred Pleasure Division.

16. W/T.
17. W/T/C.
18. W/T/C over poles.

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

19. Walk/Trot.
20. Walk/Trot/Canter.

21. 4 poles (w/t or w/t/c, rider's choice).

Thirty minute schooling break for cross rail divisions only.

Schooling Hunter. Open to all horses and riders, amateurs/Jr. only. Can only cross enter into crossrail divisions.

22. Walk/Trot.

23. Walk/Trot/Canter.

24. 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 2ft. Thoroughbred specific prizes*!

25. W/T.

26. W/T/C.

27. O/F (6-8 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 2ft.

28. Cross Rail Hunter over 4 fences.

29. Cross Rail Hunter Over 6-8 Fences.

30. Cross Rail hunter hack, w/t/c.

Twenty minute schooling break (outdoor should be available by now as well).

Starting Hunter. Fence height 18" (verticals)

31. Starting Hunter hack, w/t/c.

32. O/F

33. O/F

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.

34. O/F.

35. O/F.

36. Under saddle w/t/c.

Low Hunter. Fence height 2'3" (may include oxers). Judged on performance, manners, soundness and way of going. This division may not enter to jump higher than 2'6.

37. Under saddle w/t/c.

38. O/F.

39. O/F.

Open Hunter. Fence height 2'6". Judged on performance, manners, soundness and way of going. If you'd like to do 3' please let us know and we will add a division if we have enough interest or if we don't, you can compete at 3' in this division.

40. O/F.

41. O/F.

42. Under saddle w/t/c.