

Central Maryland Classic Show Series 2024 Prizelist

April 14th May 5th June 9th June 30th July 21st August 11th

Rain date: September 22nd



Rules and information.

All horses must have a negative Coggins within one year.

The show management has the right to reject, eject or permanently ban an 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 judge confirmed by the show managers.

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

Management reserves the right to divide, combine, cancel or change the order of the classes if or when necessary. ***Divisions 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 conflicts, jumper will be moved to a different order as so hunters will not be held.

Entry Fees - \$60/division (if pre-entered) and \$20 office fee. Entries must be submitted and paid the **Friday before each show no later than 6pm or there is a \$30 late fee per rider.** **No entries will be accepted the day of the show, however, adds and scratches may be permitted (adds depending on current entries).** **MUST ADD OR SCRATCH BEFORE DIVISION STARTS. Office fee and stall fees are non-refundable.** Day stalls available for \$45 per horse/stall, first paid, overnight stalls are \$70. Stalls are limited and will not be held without payment. These fees are non-refundable. Stalls must be self-cleaned before leaving or an extra \$20 fee will be added. 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. Children under the age of 13 must have constant supervision. 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 with no refund.

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

JUDGES HAVE THE RIGHT TO EXCUSE A RIDER FOR WHAT THEY PERCEIVE AS DANGEROUS RIDING.

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. If number is not entered when members register for subsequent shows points will be forfeited. Riders will not receive points if riding under another number. **For Hunter classes the number stays with the horse, Eq**

classes the number stays with the rider. For Jumpers the number stays with the horse/rider combination. 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 class points must be on the same horse and Eq classes the same rider. The first jump round in each Hunter division will be scored in points of 1-100. Placing points are 1st=10, 2nd=6, 3rd=4, 4th=3, 5th=2, 6th=1. If 3 or less in the division, points will be half. 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 4 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. There is a Hunt Team(s) Division at Colonial Classic if you are interested! TIP specific divisions and points are not counted toward Colonial Classic qualifying divisions, except for TIP Very Green Hunter.

NO DOGS ALLOWED (with the exception of licensed service dogs).

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.

TIP classes and divisions will be given a reporting sheet, however all classes qualify for TIP points under the Hardship program. Please see The Jockey Club Thoroughbred Incentive Program [ResultsReportingForm.pdf](https://www.tjctip.com/ResultsReportingForm.pdf) ([tjctip.com](https://www.tjctip.com)) for more information. Please note the hardship points are completely self-reported.

Jumpers start at 8am outdoor arena. Hunters start at 9am indoor arena. Warm-up: Indoor is flat and two crossrails from 6:30am-8:45am. Outdoor ring goes from 6:30-7:45 flat and A FEW PRESELECTED JUMPS ONLY. Jumpers in each division must stay by the gate and be ready to go in for their group (4 or 5 in each group). Please enter the ring after the previous rider finished their course and before they leave the ring. This ensures the gate runs as efficiently as possible. There are jumps set up on the hill by the outdoor arena for schooling. Indoor open for hunter schooling after Adult Long Stirrup. TIP Crossrail Hunter will start outside not before 11:00am. Times and indoor/outdoor divisions subject to change based on number of entries. Outdoor schooling: - schooling break before Very Green TB Hunter is for classes 25-36 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. YOU MUST LEAVE WHEN THE GATE TELLS YOU YOUR TIME IS UP. Warmup schedule 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 noon Saturday via social media), in which case courses will be altered to accommodate the space.

Thoroughbred Ambassador specific classes, divisions and awards.

The Jockey Club TIP divisions and awards rules. YOU MUST SPECIFY ON YOUR ENTRY WITH YOUR TIP NUMBER YOU WOULD LIKE TO BE CONSIDERED FOR TIP PRIZES. YOU CANNOT DO THIS THE DAY OF THE SHOW. You will receive a blue number. High Point and Open thoroughbred Hunter awards entry are \$30 (combined). High point You MUST BE A MEMBER TO QUALIFY FOR TIP HIGH POINT AWARDS and you must check the box and add your TIP number to be eligible. **TIP thoroughbred Hunters.** All classes will be tallied to determine High Point Hunter award. Ties will be broken based on the riders highest flat class and then TIP Classic Hunter. The top winner will receive the Overall TIP High Point Hunter ribbon and prize and 1-6th ribbons. TIP Classic Hunter is an open card division running concurrently using rider scores from each regular division entered (starting with Beginner Eq). Ribbons will be awarded 1-6 for each class as well as champion and reserve. TIP Classic Hunter is not eligible for regular champion and reserve prizes. TIP Cross rail and Very Green Hunter TIP will run as regular divisions with ribbons 1st-6th, Champion and Reserve. **Thoroughbred Jumpers.** The top winner including rider's regular division combined with TIP round will receive the Overall TIP High Point Jumper ribbon and prize. Ribbons will be given to the next 6

riders (entry is \$15 to be eligible). TIP Jumper Classic. Upon completion of each height division riders will complete a 4th timed (judged) round. Points will be combined from all classic rounds to determine winners. 1st-6th medals will be awarded. Ties will be broken by Timed First Jump-Off round score of their regular division, then Power and Speed.

Jumpers. Puddle jumpers 18" cross rails, Itty Bitty 2'-2'3, Preliminary Jumpers 2'6-2'9, Low 3'. May only cross enter in one division up in height. Top 3 of each division qualifies for the Colonial Classic. *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, unjudged. *60 seconds. Rider stays in the ring for their first round. Only one gambler's choice round per horse/rider combination.

Timed First Round. Course of 8-12 jumps to be completed. Winner is 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 5 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, the judge will ring a bell for the rider to start the second phase, the speed phase. If there are no clear rounds 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. If a competitor has gone clean in the first round the judge will ring a bell and the rider will then do the designated jump-off course. Rider has 45 seconds in between the first round and the jump-off without leaving the ring.

Puddle Jumpers. 18"

J1. Gambler's Choice (unjudged warm-up, free).

J2. Timed first round only.

J3. Power and Speed.

J4. Timed first jump-off.

TIP Timed round.

Itty Bitty Jumpers. 2'-2'3

J5. Gambler's Choice (unjudged warm-up, free).

J6. Timed first round only.

J7. Power and Speed.

J8. Timed first jump-off.

TIP Timed round.

Prelim Jumpers. 2'3-2'6, includes oxers.

J9. Gambler's Choice (unjudged warm-up, free).

J10. Timed first round only.

J11. Power and Speed.

J12. Timed first jump-off.

TIP Timed round.

Low Jumpers. 3', includes oxers.

Gambler's Choice (unjudged warm-up, free).

J13. Timed first round only.

J14. Power and Speed.

J15. Timed first jump-off.

TIP Timed round.

Martingales are not permitted for flat classes. See USEF rules for bit and bridle restrictions. Hunters may not compete in Jumper tack or attire. Command classes May be asked to back, halt, sit trot, extend, collect and/or drop stirrups, etc.

Lead Line. Open to riders 7 and under. Judged on position, overall ability and turnout. Riders in this division may not cross enter in any other classes. Champion and Reserve prizes will be different from divisions W/T 9 and up. *Qualifies for Leadline CC

1. Walk
2. Walk off lead
3. Lead W/T.

W/T. Riders 8 and under. Judged on position, 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. Champion and Reserve prizes will be different from divisions W/T 9-17 and up.

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

W/T. Riders 9-17. Judged on position, overall ability and turnout. Riders may not enter any other divisions. *Qualifies for W/T 9-17 at Colonial Classic.

7. Walk/Trot.
8. Walk/Trot Command.
9. Walk/Trot Over Ground Poles.

Pre-Green Hunter. Horse or pony that hasn't shown before November 2023, including schooling shows (we may check this). May not enter any jumping divisions above 18". *Qualifies for Colonial Classic Pre-Green Hunter.

10. W/T.

11. W/T/C.
12. W/T/C over 4 ground poles.

Beginner Equitation. Open to riders 17yo and under as of December 1st 2023 in their first or second year of showing. Judged on position, overall ability, and turnout. 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.

13. W/T.
14. W/T/C.
15. 2 18" cross rails.

Adult Long Stirrup. Open to adults on horses or ponies. Judged on position, overall ability, and turnout. Simple changes will not be penalized. This division may not enter into any **division** jumping higher than 18". *Qualifies for Adult Long Stirrup and Adult W/T at CC.

16. W/T.
17. W/T/C.
18. O/F 4 18" cross rails.

Thoroughbred Crossrails. Open only to thoroughbreds. 18" crossrails. MUST be trotted only. To be judged on manners, movement and way of going. This division may not enter any division jumping higher than 2'.

19. O/F 18".
20. O/F 18".
21. W/T.

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.

22. W/T/C.
23. O/F 18".
24. O/F 18".

Very Green Thoroughbred Hunter. 15” verticals. Open only to Thoroughbreds who have not shown before November 1st, 2023. To be judged on manners, movement, and way of going. Must be registered with a TIP number. May not enter in any division jumping higher than 2’. Ribbons will be awarded 1st-6th, Champion and Reserve. *Combined with other divisions to qualify for Pre-green for CC.

25. W/T/C.

26. O/F 15”.

27. O/F 15”.

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.

28. O/F 2’.

29. W/T.

30. W/T/C.

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 ANY 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. May qualify for Pre-green for CC (depending on year showing).

31. O/F 2’0.

32. O/F 2’0.

33. 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.

34. W/T/C.

35. O/F 2’.

36. 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.

37. O/F 2'3.

38. O/F 2'3.

39. W/T/C.

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 in any **division** jumping higher than 2'6. *Qualifies for Pleasure Pony at 2' and Pleasure horse 2'3 for Colonial Classic.

40. W/T.

41. W/T/C.

42. 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.

43. O/F 2'6.

44. W/T.

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

Open Hunter. Judged on the horse/pony. This division may not enter into any **division** jumping higher than 3'. *Qualifies for Low Adult Hunter, Adult Hunter, Low Childrens Horse, Children's Horse and Professional division for CC. **IF THERE IS MORE THAN 2 RIDERS INTERESTED IN A 3' HUNTER DIVISION WE WILL ADD IT. Please sign up for this division and let us know you would like to compete in a 3' hunter division.**

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

47. O/F 2'6.

48. O/F 2'6.