

Coexist Stables Twilight Jumpers Prizelist



Rules and information.

All horses must have a negative Coggins within one year.

The show management has the right to reject or eject 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 show committee.

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

Medals/Ribbons will be awarded if there are 2 or more entries in a class. Places 1st-6th medals/prizes will be awarded. No Champion or Reserve awards. Rings will not be held unless rider is on property and tacked. NO EXCEPTIONS!

Entry Fees - \$15 office fee for all horse/rider combos, Muggles \$10/per class, Charms and up \$15/per class. Muggles is 8 poles. All classes (with the exception of Gamblers Choice) have a two minute time limit. Gamblers Choice is a 60 second round in which you may jump as many jumps as you can to get points. Each jump has a different point value posted on the standard and may only be jumped twice for points. Entries must be submitted and paid the Tuesday before each show no later than 10am or there is a \$10 late fee. **Adds and scratches will be permitted at the show.** **Office fees are non-refundable.** 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.

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.

3:30-5pm - Outdoor Schooling - 10 minutes per 7 horse/rider combo (indoor schooling after 8pm) (there will also be jumps set up in the grass around the outside of the arena)

5pm - Show Begins

Jumpers. Muggles ground poles (cannot enter into any other divisions), Charms 18" cross rails, Potions 2'-2'3", Herbology 2'6"-2'9", Defense Against the Dark Arts 3'.

Timed First Round. Course of 8-12 jumps to be completed (6 for Muggles). 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.

Gamblers Choice. Each jump carries from 10 to 120 points according to its difficulty. The competitor is credited with the number of points carried by each jump that he has jumped correctly. No points are awarded for an obstacle knocked down. Each competitor has 60 seconds. During this time, he may jump all the obstacles he wishes in any order and in any direction. He may cross the starting line in either direction. Starting line will be marked with orange cones. Ringing the buzzer declares the end of the round at which time the competitor has 30 seconds to go over the Joker jump, a more advanced jump for more points. The competitor must then cross the finishing line in either direction for his time to be recorded. If he does not cross the finishing line, he will lose 50 points. Each obstacle may be jumped twice. The competitor who has obtained the highest number of points will be declared the winner. In the event of equality of points, there will be a jump off.

Muggles Poles Timed first round only (two minute max time).

Muggles Gamblers Choice (60 seconds).

Charms 18" cross rails Timed first round only (two minute max time).

Charms 18" Power and Speed (two minute max time).

Charms 18" Gamble's Choice (60 seconds).

Potions 2'-2'3 Timed first round only.

Potions 2'-2'3 Power and Speed.

Potions 2'-2'3 Gamblers Choice (60 seconds).

Herbology 2'6-2'9 Timed first round only. Inc. oxers

Herbology 2'6-2'9 Power and Speed. Inc. oxers

Herbology 2'6-2'9 Gamblers Choice. Inc. oxers (60 seconds).

Defense Against the Dark Arts 3'-3'3 Timed first round only. Inc. oxers

Defense Against the Dark Arts 3'-3'3 Power and Speed. Inc. oxers

Defense Against the Dark Arts 3'-3'3 Gamblers Choice Inc. oxers (60 seconds).

Broom Flight Division – Height (over 3'3) your choice Timed.

